A strange seed was planted on its back at birth. The plant sprouts and grows with this Pokémon.

A strange seed was planted on its back at birth. The plant sprouts and grows with this Pokémon.

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

The seed on its back is filled with nutrients. The seed grows steadily larger as its body grows.

It carries a seed on its back right from birth. As it grows older, the seed also grows larger.

While it is young, it uses the nutrients that are stored in the seeds on its back in order to grow.

Bulbasaur can be seen napping in bright sunlight. There is a seed on its back. By soaking up the sun's rays, the seed grows progressively larger.

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There is a plant seed on its back right from the day this Pokémon is born. The seed slowly grows larger.

A strange seed was planted on its back at birth. The plant sprouts and grows with this Pokémon.

For some time after its birth, it grows by gaining nourishment from the seed on its back.

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When the bulb on its back grows large, it appears to lose the ability to stand on its hind legs.

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

Exposure to sunlight adds to its strength. Sunlight also makes the bud on its back grow larger.

If the bud on its back starts to smell sweet, it is evidence that the large flower will soon bloom.

The bulb on its back grows as it absorbs nutrients. The bulb gives off a pleasant aroma when it blooms.

There is a bud on this Pokémon's back. To support its weight, Ivysaur's legs and trunk grow thick and strong. If it starts spending more time lying in the sunlight, it's a sign that the bud will bloom into a large flower soon.

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To support its bulb, Ivysaur's legs grow sturdy. If it spends more time lying in the sunlight, the bud will soon bloom into a large flower.

There is a plant bulb on its back. When it absorbs nutrients, the bulb is said to blossom into a large flower.

When the bulb on its back grows large, it appears to lose the ability to stand on its hind legs.

When the bud on its back starts swelling, a sweet aroma wafts to indicate the flower's coming bloom.

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The plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight.

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

By spreading the broad petals of its flower and catching the sun's rays, it fills its body with power.

It is able to convert sunlight into energy. As a result, it is more powerful in the summertime.

As it warms itself and absorbs the sunlight, its flower petals release a pleasant fragrance.

There is a large flower on Venusaur's back. The flower is said to take on vivid colors if it gets plenty of nutrition and sunlight. The flower's aroma soothes the emotions of people.

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A bewitching aroma wafts from its flower. The fragrance becalms those engaged in a battle.

The plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight.

After a rainy day, the flower on its back smells stronger. The scent attracts other Pokémon.

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Obviously prefers hot places. When it rains, steam is said to spout from the tip of its tail.

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

The flame on its tail shows the strength of its life force. If it is weak, the flame also burns weakly.

The flame on its tail indicates Charmander's life force. If it is healthy, the flame burns brightly.

If it's healthy, the flame on the tip of its tail will burn vigorously, even if it gets a bit wet.

The flame that burns at the tip of its tail is an indication of its emotions. The flame wavers when Charmander is enjoying itself. If the Pokémon becomes enraged, the flame burns fiercely.

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The flame that burns at the tip of its tail is an indication of its emotions. The flame wavers when Charmander is happy, and blazes when it is enraged.

From the time it is born, a flame burns at the tip of its tail. Its life would end if the flame were to go out.

It has a preference for hot things. When it rains, steam is said to spout from the tip of its tail.

The fire on the tip of its tail is a measure of its life. If healthy, its tail burns intensely.

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When it swings its burning tail, it elevates the temperature to unbearably high levels.

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Tough fights could excite this Pokémon. When excited, it may blow out bluish-white flames.

It is very hot-headed by nature, so it constantly seeks opponents. It calms down only when it wins.

It has a barbaric nature. In battle, it whips its fiery tail around and slashes away with sharp claws.

If it becomes agitated during battle, it spouts intense flames, incinerating its surroundings.

Charmeleon mercilessly destroys its foes using its sharp claws. If it encounters a strong foe, it turns aggressive. In this excited state, the flame at the tip of its tail flares with a bluish white color.

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Without pity, its sharp claws destroy foes. If it encounters a strong enemy, it becomes agitated, and the flame on its tail flares with a bluish white color.

It lashes about with its tail to knock down its foe. It then tears up the fallen opponent with sharp claws.

When it swings its burning tail, it elevates the air temperature to unbearably high levels.

In the rocky mountains where Charmeleon live, their fiery tails shine at night like stars.

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Spits fire that is hot enough to melt boulders. Known to cause forest fires unintentionally.

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When expelling a blast of super hot fire, the red flame at the tip of its tail burns more intensely.

If Charizard becomes furious, the flame at the tip of its tail flares up in a whitish-blue color.

Breathing intense, hot flames, it can melt almost anything. Its breath inflicts terrible pain on enemies.

It uses its wings to fly high. The temperature of its fire increases as it gains experience in battle.

Charizard flies around the sky in search of powerful opponents. It breathes fire of such great heat that it melts anything. However, it never turns its fiery breath on any opponent weaker than itself.

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A Charizard flies about in search of strong opponents. It breathes intense flames that can melt any material. However, it will never torch a weaker foe.

Its wings can carry this Pokémon close to an altitude of 4,600 feet. It blows out fire at very high temperatures.

It spits fire that is hot enough to melt boulders. It may cause forest fires by blowing flames.

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After birth, its back swells and hardens into a shell. Powerfully sprays foam from its mouth.

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Shoots water at prey while in the water. Withdraws into its shell when in danger.

The shell is soft when it is born. It soon becomes so resilient, prodding fingers will bounce off it.

The shell, which hardens soon after it is born, is resilient. If you poke it, it will bounce back out.

When it feels threatened, it draws its legs inside its shell and sprays water from its mouth.

Squirtle's shell is not merely used for protection. The shell's rounded shape and the grooves on its surface help minimize resistance in water, enabling this Pokémon to swim at high speeds.

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When it retracts its long neck into its shell, it squirts out water with vigorous force.

After birth, its back swells and hardens into a shell. Powerfully sprays foam from its mouth.

It shelters itself in its shell, then strikes back with spouts of water at every opportunity.

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Often hides in water to stalk unwary prey. For swimming fast, it moves its ears to maintain balance.

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When tapped, this Pokémon will pull in its head, but its tail will still stick out a little bit.

It is recognized as a symbol of longevity. If its shell has algae on it, that Wartortle is very old.

It cleverly controls its furry ears and tail to maintain its balance while swimming.

Its long, furry tail is a symbol of longevity, making it quite popular among older people.

Its tail is large and covered with a rich, thick fur. The tail becomes increasingly deeper in color as Wartortle ages. The scratches on its shell are evidence of this Pokémon's toughness as a battler.

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Its large tail is covered with rich, thick fur that deepens in color with age. The scratches on its shell are evidence of this Pokémon's toughness in battle.

This Pokémon is very popular as a pet. Its fur-covered tail is a symbol of its longevity.

It often hides in water to stalk unwary prey. For fast swimming, it moves its ears to maintain balance.

It is said to live 10,000 years. Its furry tail is popular as a symbol of longevity.

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A brutal Pokémon with pressurized water jets on its shell. They are used for high speed tackles.

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

It deliberately makes itself heavy so it can withstand the recoil of the water jets it fires.

The rocket cannons on its shell fire jets of water capable of punching holes through thick steel.

It firmly plants its feet on the ground before shooting water from the jets on its back.

Blastoise has water spouts that protrude from its shell. The water spouts are very accurate. They can shoot bullets of water with enough accuracy to strike empty cans from a distance of over 160 feet.

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The waterspouts that protrude from its shell are highly accurate. Their bullets of water can precisely nail tin cans from a distance of over 160 feet.

It crushes its foe under its heavy body to cause fainting. In a pinch, it will withdraw inside its shell.

The pressurized water jets on this brutal Pokémon's shell are used for high-speed tackles.

The jets of water it spouts from the rocket cannons on its shell can punch through thick steel.

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Its short feet are tipped with suction pads that enable it to tirelessly climb slopes and walls.

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

For protection, it releases a horrible stench from the antennae on its head to drive away enemies.

Its feet have suction cups designed to stick to any surface. It tenaciously climbs trees to forage.

It crawls into foliage where it camouflages itself among leaves that are the same color as its body.

Caterpie has a voracious appetite. It can devour leaves bigger than its body right before your eyes. From its antenna, this Pokémon releases a terrifically strong odor.

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Its voracious appetite compels it to devour leaves bigger than itself without hesitation. It releases a terribly strong odor from its antennae.

It is covered with a green skin. When it grows, it sheds the skin, covers itself with silk, and becomes a cocoon.

Its short feet are tipped with suction pads that enable it to tirelessly climb slopes and walls.

It releases a stench from its red antenna to repel enemies. It grows by molting repeatedly.

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This Pokémon is vulnerable to attack while its shell is soft, exposing its weak and tender body.

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

Inside the shell, it is soft and weak as it prepares to evolve. It stays motionless in the shell.

It prepares for evolution by hardening its shell as much as possible to protect its soft body.

This is its preevolved form. At this stage, it can only harden, so it remains motionless to avoid attack.

The shell covering this Pokémon's body is as hard as an iron slab. Metapod does not move very much. It stays still because it is preparing its soft innards for evolution inside the hard shell.

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Its shell is as hard as an iron slab. A Metapod does not move very much because it is preparing its soft innards for evolution inside the shell.

Even though it is encased in a sturdy shell, the body inside is tender. It can't withstand a harsh attack.

This Pokémon is vulnerable to attack while its shell is soft, exposing its weak and tender body.

A steel-hard shell protects its tender body. It quietly endures hardships while awaiting evolution.

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In battle, it flaps its wings at high speed to release highly toxic dust into the air.

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Its wings, covered with poisonous powders, repel water. This allows it to fly in the rain.

It collects honey every day. It rubs honey onto the hairs on its legs to carry it back to its nest.

Water-repellent powder on its wings enables it to collect honey, even in the heaviest of rains.

It flits from flower to flower, collecting honey. It can even identify distant flowers in bloom.

Butterfree has a superior ability to search for delicious honey from flowers. It can even search out, extract, and carry honey from flowers that are blooming over six miles from its nest.

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It has a superior ability to search for delicious honey from flowers. It can seek, extract, and carry honey from flowers blooming over six miles away.

The wings are protected by a rain-repellent dust. As a result, this Pokémon can fly about even in rain.

In battle, it flaps its wings at great speed to release highly toxic dust into the air.

It loves the honey of flowers and can locate flower patches that have even tiny amounts of pollen.

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Often found in forests, eating leaves. It has a sharp venomous stinger on its head.

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Beware of the sharp stinger on its head. It hides in grass and bushes where it eats leaves.

Its poison stinger is very powerful. Its bright-colored body is intended to warn off its enemies.

It attacks using a two-inch poison barb on its head. It can usually be found under the leaves it eats.

The barb on top of its head secretes a strong poison. It uses this toxic barb to protect itself.

Weedle has an extremely acute sense of smell. It is capable of distinguishing its favorite kinds of leaves from those it dislikes just by sniffing with its big red proboscis (nose).

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Often found in forests and grasslands. It has a sharp, toxic barb of around two inches on top of its head.

Often found in forests, eating leaves. It has a sharp stinger on its head that injects poison.

It eats its weight in leaves every day. It fends off attackers with the needle on its head.

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Its poison stinger is very powerful. Its bright-colored body is intended to warn off its enemies.

It attacks using a two-inch poison barb on its head. It can usually be found under the leaves it eats.

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Almost incapable of moving, this Pokémon can only harden its shell to protect itself from predators.

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

Although it is a cocoon, it can move a little. It can extend its poison barb if it is attacked.

From this form, it will grow into an adult. As its body becomes softer, the external shell hardens.

Nearly incapable of movement, it leans against stout trees while waiting for its evolution.

Kakuna remains virtually immobile as it clings to a tree. However, on the inside, it is extremely busy as it prepares for its coming evolution. This is evident from how hot the shell becomes to the touch.

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It remains virtually immobile while it clings to a tree. However, on the inside, it busily prepares for evolution. This is evident from how hot its shell becomes.

This Pokémon is in a temporary stage while making its body. It is almost completely unable to move on its own.

Almost incapable of moving, this Pokémon can only harden its shell to protect itself when it is in danger.

While awaiting evolution, it hides from predators under leaves and in nooks of branches.

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Flies at high speed and attacks using its large venomous stingers on its forelegs and tail.

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It has 3 poisonous stingers on its forelegs and its tail. They are used to jab its enemy repeatedly.

It can take down any opponent with its powerful poison stingers. It sometimes attacks in swarms.

It has three poison barbs. The barb on its tail secretes the most powerful poison.

It uses sharp, poisonous stings to defeat prey, then takes the victim back to its nest for food.

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A Beedrill is extremely territorial. For safety reasons, no one should ever approach its nest. If angered, they will attack in a swarm.

May appear in a swarm. Flies at violent speeds, all the while stabbing with the toxic stinger on its rear.

It flies at high speed and attacks using the large venomous stingers on its forelegs and tail.

Its best attack involves flying around at high speed, striking with poison needles, then flying off.

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Very docile. If attacked, it will often kick up sand to protect itself rather than fight back.

It usually hides in tall grass. Because it dislikes fighting, it protects itself by kicking up sand.

Common in grassy areas and forests, it is very docile and will chase off enemies by flapping up sand.

It rapidly flaps its wings in the grass, stirring up a dust cloud that drives insect prey out into the open.

Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

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Does not like to fight. It hides in tall grass and so on, foraging for food such as small bugs.

A common sight in forests and woods. It flaps its wings and ground level to kick up blinding sand.

It is docile and prefers to avoid conflict. If disturbed, however, it can ferociously strike back.

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Very protective of its sprawling territorial area, this Pokémon will fiercely peck at any intruder.

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

It has outstanding vision. However high it flies, it is able to distinguish the movements of its prey.

It immobilizes its prey using well-developed claws, then carries the prey more than 60 miles to its nest.

It slowly flies in a circular pattern, all the while keeping a sharp lookout for prey.

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The claws on its feet are well developed. It can carry prey such as an Exeggcute to its nest over 60 miles away.

Very protective of its sprawling territorial area, this Pokémon will fiercely peck at any intruder.

It flies over its wide territory in search of prey, downing it with its highly developed claws.

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

Its well-developed chest muscles make it strong enough to whip up a gusty windstorm with just a few flaps.

It spreads its beautiful wings wide to frighten its enemies. It can fly at Mach 2 speed.

Its outstanding vision allows it to spot splashing Magikarp, even while flying at 3,300 feet.

This Pokémon has a dazzling plumage of beautifully glossy feathers. Many Trainers are captivated by the striking beauty of the feathers on its head, compelling them to choose Pidgeot as their Pokémon.

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This Pokémon has gorgeous, glossy feathers. Many trainers are so captivated by the beautiful feathers on its head that they choose Pidgeot as their Pokémon.

It spreads its gorgeous wings widely to intimidate enemies. It races through the skies at Mach-2 speed.

When hunting, it skims the surface of water at high speed to pick off unwary prey such as Magikarp.

By flapping its wings with all its might, Pidgeot can make a gust of wind capable of bending tall trees.

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Bites anything when it attacks. Small and very quick, it is a common sight in many places.

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Will chew on anything with its fangs. If you see one, it is certain that 40 more live in the area.

It eats everything. Wherever food is available, it will settle down and produce offspring continuously.

Living wherever there is food available, it ceaselessly scavenges for edibles the entire day.

This Pokémon's impressive vitality allows it to live anywhere. It also multiplies very quickly.

Rattata is cautious in the extreme. Even while it is asleep, it constantly listens by moving its ears around. It is not picky about where it lives - it will make its nest anywhere.

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A Rattata is cautious in the extreme. Even while it is asleep, it constantly moves its ears and listens for danger. It will make its nest anywhere.

Its fangs are long and very sharp. They grow continuously, so it gnaws on hard things to whittle them down.

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It uses its whiskers to maintain its balance. It apparently slows down if they are cut off.

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

Gnaws on anything with its tough fangs. It can even topple concrete buildings by gnawing on them.

Its whiskers help it to maintain balance. Its fangs never stop growing, so it gnaws to pare them down.

The webs on its hind legs enable it to cross rivers. It searches wide areas for food.

Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

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Its rear feet have three toes each. They are webbed, enabling it to swim across rivers.

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It whittles its constantly growing fangs by gnawing on hard things. It can chew apart cinder walls.

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Eats bugs in grassy areas. It has to flap its short wings at high speed to stay airborne.

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Inept at flying high. However, it can fly around very fast to protect its territory.

It flaps its short wings to flush out insects from tall grass. It then plucks them with its stubby beak.

Very protective of its territory, it flaps its short wings busily to dart around at high speed.

To protect its territory, it flies around ceaselessly, making high-pitched cries.

Spearow has a very loud cry that can be heard over half a mile away. If its high, keening cry is heard echoing all around, it is a sign that they are warning each other of danger.

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It busily flits around here and there. Even if it is frail, it can be a tough foe that uses Mirror Move.

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It flaps its small wings busily to fly. Using its beak, it searches in grass for prey.

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With its huge and magnificent wings, it can keep aloft without ever having to land for rest.

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

It shoots itself suddenly high into the sky, then plummets down in one fell swoop to strike its prey.

It cleverly uses its thin, long beak to pluck and eat small insects that hide under the ground.

It uses its long beak to attack. It has a surprisingly long reach, so it must be treated with caution.

Fearow is recognized by its long neck and elongated beak. They are conveniently shaped for catching prey in soil or water. It deftly moves its long and skinny beak to pluck prey.

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Its long neck and elongated beak are ideal for catching prey in soil or water. It deftly moves this extended and skinny beak to pluck prey.

Its huge and magnificent wings can keep it aloft in the sky. It can remain flying a whole day without landing.

With its huge and magnificent wings, it can keep aloft without ever having to land for rest.

It has the stamina to fly all day on its broad wings. It fights using its sharp beak.

It has the stamina to keep flying all day on its broad wings. It fights by using its sharp beak.

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Moves silently and stealthily. Eats the eggs of birds, such as Pidgey and Spearow, whole.

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

It can freely detach its jaw to swallow large prey whole. It can become too heavy to move, however.

It always hides in grass. When first born, it has no poison, so its bite is painful, but harmless.

It flutters the tip of its tongue to seek out the scent of prey, then swallows the prey whole.

Ekans curls itself up in a spiral while it rests. Assuming this position allows it to quickly respond to a threat from any direction with a glare from its upraised head.

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An Ekans curls itself up in a spiral while it rests. This position allows it to quickly respond to an enemy from any direction with a threat from its upraised head.

A very common sight in grassland, etc. It flicks its tongue in and out to sense danger in its surroundings.

Moving silently and stealthily, it eats the eggs of birds, such as Pidgey and Spearow, whole.

It sneaks through grass without making a sound and strikes unsuspecting prey from behind.

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It is rumored that the ferocious warning markings on its belly differ from area to area.

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

Transfixing prey with the face-like pattern on its belly, it binds and poisons the frightened victim.

With a very vengeful nature, it won't give up the chase, no matter how far, once it targets its prey.

To intimidate foes, it spreads its chest wide and makes eerie sounds by expelling air from its mouth.

This Pokémon is terrifically strong in order to constrict things with its body. It can even flatten steel oil drums. Once Arbok wraps its body around its foe, escaping its crunching embrace is impossible.

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This Pokémon has a terrifically strong constricting power. It can even flatten steel oil drums. Once it wraps its body around its foe, escaping is impossible.

The pattern on its belly appears to be a frightening face. Weak foes will flee just at the sight of the pattern.

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When several of these Pokémon gather, their electricity could build and cause lightning storms.

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It keeps its tail raised to monitor its surroundings. If you yank its tail, it will try to bite you.

This intelligent Pokémon roasts hard berries with electricity to make them tender enough to eat.

It raises its tail to check its surroundings. The tail is sometimes struck by lightning in this pose.

When it is angered, it immediately discharges the energy stored in the pouches in its cheeks.

Whenever Pikachu comes across something new, it blasts it with a jolt of electricity. If you come across a blackened berry, it's evidence that this Pokémon mistook the intensity of its charge.

This Pokémon has electricity-storing pouches on its cheeks. These appear to become electrically charged during the night while Pikachu sleeps. It occasionally discharges electricity when it is dozy after waking up.

It stores electricity in the electric sacs on its cheeks. When it releases pent-up energy in a burst, the electric power is equal to a lightning bolt.

It has small electric sacs on both its cheeks. If threatened, it looses electric charges from the sacs.

When several of these Pokémon gather, their electricity could build and cause lightning storms.

It lives in forests with others. It stores electricity in the pouches on its cheeks.

If it looses crackling power from the electrical pouches on its cheeks, it is being wary.

It occasionally uses an electric shock to recharge a fellow Pikachu that is in a weakened state.

This intelligent Pokémon roasts hard berries with electricity to make them tender enough to eat.

It raises its tail to check its surroundings. The tail is sometimes struck by lightning in this pose.

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It has small electric sacs on both its cheeks. If threatened, it looses electric charges from the sacs.

Whenever Pikachu comes across something new, it blasts it with a jolt of electricity. If you come across a blackened berry, it's evidence that this Pokémon mistook the intensity of its charge.

This Pokémon has electricity-storing pouches on its cheeks. These appear to become electrically charged during the night while Pikachu sleeps. It occasionally discharges electricity when it is dozy after waking up.

Its long tail serves as a ground to protect itself from its own high voltage power.

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

When its electricity builds, its muscles are stimulated, and it becomes more aggressive than usual.

If the electric pouches in its cheeks become fully charged, both ears will stand straight up.

If its electric pouches run empty, it raises its tail to gather electricity from the atmosphere.

If the electrical sacks become excessively charged, Raichu plants its tail in the ground and discharges. Scorched patches of ground will be found near this Pokémon's nest.

This Pokémon exudes a weak electrical charge from all over its body that makes it take on a slight glow in darkness. Raichu searches for electricity by planting its tail in the ground.

If it stores too much electricity, its behavior turns aggressive. To avoid this, it occasionally discharges excess energy and calms itself down.

Its electric charges can reach even 100,000 volts. Careless contact can cause even an Indian elephant to faint.

Its long tail serves as ground to protect itself from its own high-voltage power.

It turns aggressive if it has too much electricity in its body. It discharges power through its tail.

It can loose 100,000-volt bursts of electricity, instantly downing foes several times its size.

Its tail discharges electricity into the ground, protecting it from getting shocked.

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This Pokémon exudes a weak electrical charge from all over its body that makes it take on a slight glow in darkness. Raichu plants its tail in the ground to discharge electricity.

Burrows deep underground in arid locations far from water. It only emerges to hunt for food.

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

If it fell from a great height, this Pokémon could save itself by rolling into a ball and bouncing.

Disliking water, it lives in deep burrows in arid areas. It can roll itself instantly into a ball.

It prefers dry, sandy places because it uses the sand to protect itself when threatened.

Sandshrew's body is configured to absorb water without waste, enabling it to survive in an arid desert. This Pokémon curls up to protect itself from its enemies.

Sandshrew has a very dry hide that is extremely tough. The Pokémon can roll into a ball that repels any attack. At night, it burrows into the desert sand to sleep.

When it curls up in a ball, it can make any attack bounce off harmlessly. Its hide has turned tough and solid as a result of living in the desert.

It burrows and lives underground. If threatened, it curls itself up into a ball for protection.

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

In an attempt to hide itself, it will run around at top speed to kick up a blinding dust storm.

If it digs at an incredible pace, it may snap off its spikes and claws. They grow back in a day.

Adept at climbing trees, it rolls into a spiny ball, then attacks its enemies from above.

Sandslash's body is covered by tough spikes, which are hardened sections of its hide. Once a year, the old spikes fall out, to be replaced with new spikes that grow out from beneath the old ones.

Sandslash can roll up its body as if it were a ball covered with large spikes. In battle, this Pokémon will try to make the foe flinch by jabbing it with its spines. It then leaps at the stunned foe to tear wildly with its sharp claws.

It curls up in a ball to protect itself from enemy attacks. It also curls up to prevent heatstroke during the daytime when temperatures rise sharply.

It is adept at attacking with the spines on its back and its sharp claws while quickly scurrying about.

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Although small, its venomous barbs render this Pokémon dangerous. The female has smaller horns.

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A mild-mannered Pokémon that does not like to fight. Beware, its small horns secrete venom.

The poison hidden in its small horn is extremely potent. Even a tiny scratch can have fatal results.

Although not very combative, it will torment its foes with poison spikes if it is threatened in any way.

Small and very docile, it protects itself with its small, poisonous horn when attacked.

Nidoran has barbs that secrete a powerful poison. They are thought to have developed as protection for this small-bodied Pokémon. When enraged, it releases a horrible toxin from its horn.

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Though small, it must be treated with caution because of its powerfully toxic barbs. The female has smaller horns.

Although small, its venomous barbs render this Pokémon dangerous. The female has smaller horns.

While it does not prefer to fight, even one drop of the poison it secretes from its barbs can be fatal.

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The female's horn develops slowly. Prefers physical attacks such as clawing and biting.

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When resting deep in its burrow, its thorns always retract. This is proof that it is relaxed.

When feeding its young, it first chews and tenderizes the food, then spits it out for the offspring.

It has a calm and caring nature. Because its horn grows slowly it prefers not to fight.

It has a docile nature. If it is threatened with attack, it raises the barbs that are all over its body.

When Nidorina are with their friends or family, they keep their barbs tucked away to prevent hurting each other. This Pokémon appears to become nervous if separated from the others.

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When it is with its friends or family, its barbs are tucked away to prevent injury. It appears to become nervous if separated from the others.

The female has a gentle temperament. It emits ultrasonic cries that have the power to befuddle foes.

The female's horns develop slowly. Prefers physical attacks such as clawing and biting.

When it senses danger, it raises all the barbs on its body. These barbs grow slower than Nidorino's.

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Its hard scales provide strong protection. It uses its hefty bulk to execute powerful moves.

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

Its body is covered with needle-like scales. It never shows signs of shrinking from any attack.

It uses its scaly rugged body to seal the entrance of its nest and protect its young from predators.

The hard scales that cover its strong body serve as excellent protection from any attack.

Nidoqueen's body is encased in extremely hard scales. It is adept at sending foes flying with harsh tackles. This Pokémon is at its strongest when it is defending its young.

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It is adept at sending foes flying with harsh tackles using its tough, scaly body. This Pokémon is at its strongest when it is defending its young.

The body is covered by stiff, needle-like scales. If it becomes excited, the needles bristle outwards.

Its hard scales provide strong protection. It uses its hefty bulk to execute powerful moves.

Its entire body is armored with hard scales. It will protect the young in its burrow with its life.

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Stiffens its ears to sense danger. The larger its horns, the more powerful its secreted venom.

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Its large ears are always kept upright. If it senses danger, it will attack with a poisonous sting.

It is small, but its horn is filled with poison. It charges then stabs with the horn to inject poison.

It raises its big ears to check its surroundings. It will strike first if it senses any danger.

It constantly moves its large ears in many directions in order to detect danger right away.

The male Nidoran has developed muscles for moving its ears. Thanks to them, the ears can be freely moved in any direction. Even the slightest sound does not escape this Pokémon's notice.

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Its large ears are flapped like wings when it is listening to distant sounds. It extends toxic barbs when angered.

It stiffens its ears to sense danger. The larger its horns, the more powerful its secreted venom.

It scans its surroundings by raising its ears out of the grass. Its toxic horn is for protection.

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An aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom.

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Its horns contain venom. If they are stabbed into an enemy, the impact makes the poison leak out.

It raises its big ears to check its surroundings. If it senses anything, it attacks immediately.

Quick to anger, it stabs enemies with its horn to inject a powerful poison when it becomes agitated.

It is easily agitated and uses its horn for offense as soon as it notices an attacker.

Nidorino has a horn that is harder than a diamond. If it senses a hostile presence, all the barbs on its back bristle up at once, and it challenges the foe with all its might.

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It is easily angered. By swinging its well-developed horn wildly, it can even punch through diamond.

An aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom.

It has a violent disposition and stabs foes with its horn, which oozes poison upon impact.

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It uses its powerful tail in battle to smash, constrict, then break the prey's bones.

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

It swings its big tail around during battle. If its foe flinches, it will charge with its sturdy body.

Its tail is thick and powerful. If it binds an enemy, it can snap the victim's spine quite easily.

It uses its thick arms, legs and tail to attack forcefully. Melee combat is its specialty.

Nidoking's thick tail packs enormously destructive power. With one swing, it can topple a metal transmission tower. Once this Pokémon goes on a rampage, there is no stopping it.

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A Nidoking's thick tail packs enormously destructive power capable of toppling a metal transmission tower. Once it goes on a rampage, there is no stopping it.

It is recognized by its rock-hard hide and its extended horn. Be careful with the horn as it contains venom.

It uses its powerful tail in battle to smash, constrict, then break the prey's bones.

One swing of its mighty tail can snap a telephone pole as if it were a matchstick.

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

The moonlight that it stores in the wings on its back apparently gives it the ability to float in midair.

Its adorable behavior and cry make it highly popular. However, this cute Pokémon is rarely found.

Though rarely seen, it becomes easier to spot, for some reason, on the night of a full moon.

On every night of a full moon, groups of this Pokémon come out to play. When dawn arrives, the tired Clefairy return to their quiet mountain retreats and go to sleep nestled up against each other.

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On every night of a full moon, they come out to play. When dawn arrives, the tired Clefairy go to sleep nestled up against each other in deep and quiet mountains.

Its adorable appearance makes it popular as a pet. However, it is rare and difficult to find.

With its magical and cute appeal, it has many admirers. It is rare and found only in certain areas.

Thought to live with others on quiet mountains, it is popular for its adorable nature.

It flies using the wings on its back to collect moonlight. This Pokémon is difficult to find.

It is said that happiness will come to those who see a gathering of Clefairy dancing under a full moon.

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

With its acute hearing, it can pick up sounds from far away. It usually hides in quiet places.

Its very sensitive ears let it distinguish distant sounds. As a result, it prefers quiet places.

Said to live in quiet, remote mountains, this type of fairy has a strong aversion to being seen.

Clefable moves by skipping lightly as if it were flying using its wings. Its bouncy step lets it even walk on water. It is known to take strolls on lakes on quiet, moonlit nights.

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A Clefable uses its wings to skip lightly as if it were flying. Its bouncy step lets it even walk on water. On quiet, moonlit nights, it strolls on lakes.

It has an acute sense of hearing. It can easily hear a pin being dropped nearly 1,100 yards away.

A timid fairy Pokémon that is rarely seen, it will run and hide the moment it senses people.

Rarely seen by people, it is said to be drawn by the full moon to play at deserted lakes.

Its hearing is so acute it can hear a pin drop over a half a mile. It lives on quiet mountains.

It is very wary and rarely shows itself to people. Its ears can hear a pin drop over half a mile away.

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At the time of birth, it has just one tail. The tail splits from its tip as it grows older.

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

As it develops, its single white tail gains color and splits into six. It is quite warm and cuddly.

If it is attacked by an enemy that is stronger than itself, it feigns injury to fool the enemy and escapes.

As its body grows larger, its six warm tails become more beautiful, with a more luxurious coat of fur.

At the time of its birth, Vulpix has one white tail. The tail separates into six if this Pokémon receives plenty of love from its Trainer. The six tails become magnificently curled.

Inside Vulpix's body burns a flame that never goes out. During the daytime, when the temperatures rise, this Pokémon releases flames from its mouth to prevent its body from growing too hot.

It can freely control fire, making fiery orbs fly like will-o'-the-wisps. Just before evolution, its six tails grow hot as if on fire.

While young, it has six gorgeous tails. When it grows, several new tails are sprouted.

When it is born, it has just one snow-white tail. The tail splits from its tip as it grows older.

It controls balls of fire. As it grows, its six tails split from their tips to make more tails.

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As each tail grows, its fur becomes more lustrous. When held, it feels slightly warm.

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Inside Vulpix's body burns a flame that never goes out. During the daytime, when the temperatures rise, this Pokémon releases flames from its mouth to prevent its body from growing too hot.

Very smart and very vengeful. Grabbing one of its many tails could result in a 1000-year curse.

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According to an enduring legend, 9 noble saints were united and reincarnated as this Pokémon.

Some legends claim that each of its nine tails has its own unique type of special mystic power.

Its nine beautiful tails are filled with a wondrous energy that could keep it alive for 1,000 years.

It is said to live a thousand years, and each of its tails is loaded with supernatural powers.

Ninetales casts a sinister light from its bright red eyes to gain total control over its foe's mind. This Pokémon is said to live for a thousand years.

Legend has it that Ninetales came into being when nine wizards possessing sacred powers merged into one. This Pokémon is highly intelligent - it can understand human speech.

It has long been said that each of the nine tails embody an enchanted power. A long-lived Ninetales will have fur that shines like gold.

It has nine long tails and fur that gleams gold. It is said to live for 1,000 years.

Very smart and very vengeful. Grabbing one of its many tails could result in a 1,000-year curse.

Its nine tails are said to be imbued with a mystic power. It can live for a thousand years.

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Ninetales casts a sinister light from its bright red eyes to gain total control over its foe's mind. This Pokémon is said to live for one thousand years.

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When its huge eyes light up, it sings a mysteriously soothing melody that lulls its enemies to sleep.

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Uses its alluring eyes to enrapture its foe. It then sings a pleasing melody that lulls the foe to sleep.

If it inflates to sing a lullaby, it can perform longer and cause sure drowsiness in its audience.

Looking into its cute, round eyes causes it to sing a relaxing melody, inducing its enemies to sleep.

It rolls its cute eyes as it sings a soothing lullaby. Its gentle song puts anyone who hears it to sleep.

Jigglypuff's vocal chords can freely adjust the wavelength of its voice. This Pokémon uses this ability to sing at precisely the right wavelength to make its foes most drowsy.

When this Pokémon sings, it never pauses to breathe. If it is in a battle against an opponent that does not easily fall asleep, Jigglypuff cannot breathe, endangering its life.

Nothing can avoid falling asleep hearing a Jigglypuff's song. The sound waves of its singing voice match the brain waves of someone in a deep sleep.

It captivates foes with its huge, round eyes, then lulls them to sleep by singing a soothing melody.

When its huge eyes light up, it sings a mysteriously soothing melody that lulls its enemies to sleep.

When it wavers its big, round eyes, it begins singing a lullaby that makes everyone drowsy.

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Looking into its cute, round eyes makes it start singing a song so pleasant listeners can't help but fall asleep.

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The body is soft and rubbery. When angered, it will suck in air and inflate itself to an enormous size.

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Its body is full of elasticity. By inhaling deeply, it can continue to inflate itself without limit.

Their fur feels so good that if two of them snuggle together, they won't want to be separated.

It has a very fine fur. Take care not to make it angry, or it may inflate steadily and hit with a Body Slam.

The rich, fluffy fur that covers its body feels so good that anyone who feels it can't stop touching it.

Wigglytuff has large, saucerlike eyes. The surfaces of its eyes are always covered with a thin layer of tears. If any dust gets in this Pokémon's eyes, it is quickly washed away.

Wigglytuff's body is very flexible. By inhaling deeply, this Pokémon can inflate itself seemingly without end. Once inflated, Wigglytuff bounces along lightly like a balloon.

Its fur is the ultimate in luxuriousness. Sleeping alongside a Wigglytuff is simply divine. Its body expands seemingly without end when it inhales.

Its fur is extremely fine, dense, and supple. The exquisitely pleasant fur conveys an image of luxury.

The body is soft and rubbery. When angered, it will suck in air and inflate itself to an enormous size.

Its fine fur feels sublime to the touch. It can expand its body by inhaling air.

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Forms colonies in perpetually dark places. Uses ultrasonic waves to identify and approach targets.

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

While flying, it constantly emits ultrasonic waves from its mouth to check its surroundings.

Capable of flying safely in dark places, it emits ultrasonic cries to check for any obstacles.

During the day, it gathers with others and hangs from the ceilings of old buildings and caves.

Zubat remains quietly unmoving in a dark spot during the bright daylight hours. It does so because prolonged exposure to the sun causes its body to become slightly burned.

Zubat avoids sunlight because exposure causes it to become unhealthy. During the daytime, it stays in caves or under the eaves of old houses, sleeping while hanging upside down.

While living in pitch-black caverns, their eyes gradually grew shut and deprived them of vision. They use ultrasonic waves to detect obstacles.

It has no eyes. Instead, it relies on its ultrasonic cries for echo location to flit about in darkness.

It forms colonies in perpetually dark places and uses ultrasonic waves to identify and approach targets.

Even though it has no eyes, it can sense obstacles using ultrasonic waves it emits from it mouth.

Disliking sunlight, it sleeps deep in forests and caves until sundown.

It checks its surroundings and location using reflections of the ultrasonic waves from its mouth.

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Once it strikes, it will not stop draining energy from the victim even if it gets too heavy to fly.

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

However hard its victim's hide may be, it punctures with sharp fangs and gorges itself with blood.

It can drink more than 10 ounces of blood at once. If it has too much, it gets heavy and flies clumsily.

When it plunges its fangs into its prey, it instantly draws and gulps down more than ten ounces of blood.

Golbat loves to drink the blood of living things. It is particularly active in the pitch black of night. This Pokémon flits around in the night skies, seeking fresh blood.

Golbat bites down on prey with its four fangs and drinks the victim's blood. It becomes active on inky dark moonless nights, flying around to attack people and Pokémon.

Its fangs easily puncture even thick animal hide. It loves to feast on the blood of people and Pokémon. It flits about in darkness and strikes from behind.

It clamps down on its prey with needle-sharp fangs and drains over 10 ounces of blood in one gulp.

Once it strikes, it will not stop draining energy from the victim even if it gets too heavy to fly.

It loves the blood of humans and Pokémon. It flies around at night in search of neck veins.

Once it starts sucking blood, it does not stop until it is full. It flies at night in search of prey.

Its sharp fangs puncture the toughest of hides and have small holes for greedily sucking blood.

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

Awakened by moonlight, it roams actively at night. In the day it stays quietly underground.

If exposed to moonlight, it starts to move. It roams far and wide at night to scatter its seeds.

During the day, it stays in the cold underground to avoid the sun. It grows by bathing in moonlight.

During the daytime, Oddish buries itself in soil to absorb nutrients from the ground using its entire body. The more fertile the soil, the glossier its leaves become.

Oddish searches for fertile, nutrient-rich soil, then plants itself. During the daytime, while it is planted, this Pokémon's feet are thought to change shape and become similar to the roots of trees.

This Pokémon grows by absorbing moonlight. During the daytime, it buries itself in the ground, leaving only its leaves exposed to avoid detection by its enemies.

Its scientific name is "Oddium Wanderus." At night, it is said to walk nearly 1,000 feet on its two roots.

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Smells incredibly foul! However, around 1 out of 1,000 people enjoy sniffing its nose-bending stink.

What appears to be drool is actually sweet honey. It is very sticky and clings stubbornly if touched.

It secretes a sticky, drool-like honey. Although sweet, it smells too repulsive to get very close.

The smell from its drool-like syrup and the pollen on its petals is so bad, it may make opponents faint.

Gloom releases a foul fragrance from the pistil of its flower. When faced with danger, the stench worsens. If this Pokémon is feeling calm and secure, it does not release its usual stinky aroma.

From its mouth Gloom drips honey that smells absolutely horrible. Apparently, it loves the horrid stench. It sniffs the noxious fumes and then drips even more of its honey.

A horribly noxious honey drools from its mouth. One whiff of the honey can result in memory loss. Some fans are said to enjoy this overwhelming stink, however.

Its pistils exude an incredibly foul odor. The horrid stench can cause fainting at a distance of 1.25 miles.

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The larger its petals, the more toxic pollen it contains. Its big head is heavy and hard to hold up.

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

It has the world's largest petals. With every step, the petals shake out heavy clouds of toxic pollen.

The bud bursts into bloom with a bang. It then starts scattering allergenic, poisonous pollen.

By shaking its big petals, it scatters toxic pollen into the air, turning the air yellow.

Vileplume's toxic pollen triggers atrocious allergy attacks. That's why it is advisable never to approach any attractive flowers in a jungle, however pretty they may be.

Vileplume has the world's largest petals. They are used to attract prey that are then doused with toxic spores. Once the prey are immobilized, this Pokémon catches and devours them.

In seasons when it produces more pollen, the air around a Vileplume turns yellow with the powder as it walks. The pollen is highly toxic and causes paralysis.

Its petals are the largest in the world. It fiendishly scatters allergy-causing pollen from its petals.

The larger its petals, the more toxic pollen it contains. Its big head is heavy and hard to hold up.

Its petals are the largest in the world. As it walks, it scatters extremely allergenic pollen.

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Burrows to suck tree roots. The mushrooms on its back grow by drawing nutrients from the bug host.

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

It is doused with mushroom spores when it is born. As its body grows, mushrooms sprout from its back.

As its body grows large, oriental mushrooms called tochukaso start sprouting out of its back.

The tochukaso growing on this Pokémon's back orders it to extract juice from tree trunks.

Paras has parasitic mushrooms growing on its back called tochukaso. They grow large by drawing nutrients from this Bug/Grass Pokémon host. They are highly valued as a medicine for extending life.

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A Paras has parasitic tochukaso mushrooms growing on its back. They grow by drawing nutrients from the host. They are valued as a medicine for long life.

Growing out of the bug's back are mushrooms called tochukaso. The mushrooms grow with the bug host.

Burrows to suck tree roots. The mushrooms on its back grow by drawing nutrients from the bug host.

Mushrooms named tochukaso grow on its back. They grow along with the host Paras.

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It is doused with mushroom spores when it is born. As its body grows, mushrooms sprout from its back.

As its body grows, large mushrooms named tochukaso start sprouting out of its back.

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Growing out of the bug's back are mushrooms called tochukaso. The mushrooms grow with the bug host.

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

Paras has parasitic mushrooms growing on its back called tochukaso. They grow large by drawing nutrients from this Bug Pokémon host. They are highly valued as a medicine for extending life.

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A host-parasite pair in which the parasite mushroom has taken over the host bug. Prefers damp places.

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The bug host is drained of energy by the mushrooms on its back. They appear to do all the thinking.

It stays mostly in dark, damp places, the preference not of the bug, but of the big mushrooms on its back.

The larger the mushroom on its back grows, the stronger the mushroom spores it scatters.

When nothing's left to extract from the bug, the mushrooms on its back leave spores on the bug's egg.

Parasect is known to infest large trees en masse and drain nutrients from the lower trunk and roots. When an infested tree dies, they move onto another tree all at once.

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Parasect are known to infest the roots of large trees en masse and drain nutrients. When an infested tree dies, they move onto another tree all at once.

It scatters toxic spores from the mushroom cap. In China, the spores are used as herbal medicine.

A host-parasite pair in which the parasite mushroom has taken over the host bug. Prefers damp places.

A mushroom grown larger than the host's body controls Parasect. It scatters poisonous spores.

It is controlled by a mushroom grown larger than the bug body. It is said to prefer damp places.

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Lives in the shadows of tall trees where it eats insects. It is attracted by light at night.

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Its large eyes act as radars. In a bright place, you can see that they are clusters of many tiny eyes.

Its eyes also function as radar units. It catches and eats small bugs that hide in darkness.

Poison oozes from all over its body. It catches and eats small bugs at night that are attracted by light.

The small bugs it eats appear only at night, so it sleeps in a hole in a tree until night falls.

Venonat is said to have evolved with a coat of thin, stiff hair that covers its entire body for protection. It possesses large eyes that never fail to spot even minuscule prey.

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Its coat of thin, stiff hair that covers its entire body is said to have evolved for protection. Its large eyes never fail to spot even miniscule prey.

Its eyes act as radar, enabling it to be active in darkness. The eyes can also shoot powerful beams.

Lives in the shadows of tall trees where it eats bugs. It is attracted by light at night.

Its big eyes are actually clusters of tiny eyes. At night, its kind is drawn by light.

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The powdery scales on its wings are hard to remove. They also contain poison that leaks out on contact.

When it attacks, it flaps its large wings violently to scatter its poisonous powder all around.

The powder on its wings is poisonous if it is dark in color. If it is light, it causes paralysis.

The scales it scatters will paralyze anyone who touches them, making that person unable to stand.

Venomoth is nocturnal - it is a Pokémon that only becomes active at night. Its favorite prey are small insects that gather around streetlights, attracted by the light in the darkness.

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Venomoth are nocturnal — they only are active at night. Their favorite prey are insects that gather around streetlights, attracted by the light in the darkness.

The wings are covered with dustlike scales. Every time it flaps its wings, it looses highly toxic dust.

The dustlike scales covering its wings are color-coded to indicate the kinds of poison it has.

It flutters its wings to scatter dustlike scales. The scales leach toxins if they contact skin.

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Lives about one yard underground where it feeds on plant roots. It sometimes appears above ground.

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

Its skin is very thin. If it is exposed to light, its blood heats up, causing it to grow weak.

If a Diglett digs through a field, it leaves the soil perfectly tilled and ideal for planting crops.

It digs underground and chews on tree roots, sticking its head out only when the sun isn't bright.

Diglett are raised in most farms. The reason is simple - wherever this Pokémon burrows, the soil is left perfectly tilled for planting crops. This soil is made ideal for growing delicious vegetables.

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It burrows through the ground at a shallow depth. It leaves raised earth in its wake, making it easy to spot.

Lives about one yard underground where it feeds on plant roots. It sometimes appears aboveground.

A Pokémon that lives underground. Because of its dark habitat, it is repelled by bright sunlight.

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A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground.

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A team of triplets that can burrow over 60 MPH. Due to this, some people think it's an earthquake.

Its three heads bob separately up and down to loosen the soil nearby, making it easier for it to burrow.

Extremely powerful, they can dig through even the hardest ground to a depth of over 60 miles.

These Diglett triplets dig over 60 miles below sea level. No one knows what it's like underground.

Dugtrio are actually triplets that emerged from one body. As a result, each triplet thinks exactly like the other two triplets. They work cooperatively to burrow endlessly.

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Because the triplets originally split from one body, they think exactly alike. They work cooperatively to burrow endlessly through the ground.

In battle, it digs through the ground and strikes the unsuspecting foe from an unexpected direction.

A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground.

Its three heads move alternately, driving it through tough soil to depths of over 60 miles.

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Adores circular objects. Wanders the streets on a nightly basis to look for dropped loose change.

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Appears to be more active at night. It loves round and shiny things. It can't stop from picking them up.

It is fascinated by round objects. It can't stop playing with them until it tires and falls asleep.

It loves anything that shines. It especially adores coins that it picks up and secretly hoards.

It loves things that sparkle. When it sees a shiny object, the gold coin on its head shines too.

Meowth withdraws its sharp claws into its paws to slinkily sneak about without making any incriminating footsteps. For some reason, this Pokémon loves shiny coins that glitter with light.

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Meowth withdraw their sharp claws into their paws to silently sneak about. For some reason, this Pokémon loves shiny coins that glitter with light.

All it does is sleep during the daytime. At night, it patrols its territory with its eyes aglow.

Adores round objects. It wanders the streets on a nightly basis to look for dropped loose change.

It is nocturnal in nature. If it spots something shiny, its eyes glitter brightly.

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Although its fur has many admirers, it is tough to raise as a pet because of its fickle meanness.

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

Many adore it for its sophisticated air. However, it will lash out and scratch for little reason.

Its lithe muscles allow it to walk without making a sound. It attacks in an instant.

Behind its lithe, elegant appearance lies a barbaric side. It will tear apart its prey on a mere whim.

Persian has six bold whiskers that give it a look of toughness. The whiskers sense air movements to determine what is in the Pokémon's surrounding vicinity. It becomes docile if grabbed by the whiskers.

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A Persian's six bold whiskers sense air movements to determine what is in its vicinity. It becomes docile if grabbed by the whiskers.

Has a vicious temperament. Beware if it raises its tail straight up. It is a signal that it is about to pounce and bite.

Although its fur has many admirers, it is tough to raise as a pet because of its fickle meanness.

A very haughty Pokémon. Among fans, the size of the jewel in its forehead is a topic of much talk.

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While lulling its enemies with its vacant look, this wily Pokémon will use psychokinetic powers.

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Always tormented by headaches. It uses psychic powers, but it is not known if it intends to do so.

It has mystical powers but doesn't recall that it has used them. That is why it always looks puzzled.

If its chronic headache peaks, it may exhibit odd powers. It seems unable to recall such an episode.

The only time it can use its psychic power is when its sleeping brain cells happen to wake.

Psyduck uses a mysterious power. When it does so, this Pokémon generates brain waves that are supposedly only seen in sleepers. This discovery spurred controversy among scholars.

If it uses its mysterious power, Psyduck can't remember having done so. It apparently can't form a memory of such an event because it goes into an altered state that is much like deep sleep.

When its headache intensifies, it starts using strange powers. However, it has no recollection of its powers, so it always looks befuddled and bewildered.

It is constantly wracked by a headache. When the headache turns intense, it begins using mysterious powers.

While lulling its enemies with its vacant look, this wily Pokémon will use psychokinetic powers.

If its usual headache worsens, it starts exhibiting odd powers. It can't remember doing so, however.

It never remembers using its odd powers, so it always tilts its head in puzzlement.

Overwhelmed by enigmatic abilities, it suffers a constant headache. It sometimes uses mysterious powers.

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Often seen swimming elegantly by lake shores. It is often mistaken for the Japanese monster, Kappa.

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Its slim and long limbs end in broad flippers. They are used for swimming gracefully in lakes.

When it swims at full speed using its long, webbed limbs, its forehead somehow begins to glow.

It appears by waterways at dusk. It may use telekinetic powers if its forehead glows mysteriously.

It swims gracefully along on the quiet, slow-moving rivers and lakes of which it is so fond.

The webbed flippers on its forelegs and hind legs and the streamlined body of Golduck give it frightening speed. This Pokémon is definitely much faster than even the most athletic swimmer.

Golduck is the fastest swimmer among all Pokémon. It swims effortlessly, even in a rough, stormy sea. It sometimes rescues people from wrecked ships floundering in high seas.

A Golduck is an adept swimmer. It sometimes joins competitive swimmers in training. It uses psychic powers when its forehead shimmers with light.

The forelegs are webbed, helping to make it an adept swimmer. It can be seen swimming elegantly in lakes, etc.

Often seen swimming elegantly by lakeshores. It is often mistaken for the Japanese monster Kappa.

A Pokémon that lives in lakes. It swims faster than any human swimming champion.

The flippers of its well-developed limbs give it shocking speed. It is the best swimmer among Pokémon.

It is seen swimming dynamically and elegantly using its well-developed limbs and flippers.

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Extremely quick to anger. It could be docile one moment then thrashing away the next instant.

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

It is extremely ill-tempered. Groups of them will attack any handy target for no reason.

It's unsafe to approach if it gets violently enraged for no reason and can't distinguish friends from foes.

It lives in groups in the treetops. If it loses sight of its group, it becomes infuriated by its loneliness.

When Mankey starts shaking and its nasal breathing turns rough, it's a sure sign that it is becoming angry. However, because it goes into a towering rage almost instantly, it is impossible for anyone to flee its wrath.

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When it starts shaking and its nasal breathing turns rough, it's a sure sign of anger. However, since this happens instantly, there is no time to flee.

Light and agile on its feet, and ferocious in temperament. When angered, it flies into an uncontrollable frenzy.

Extremely quick to anger. It could be docile one moment then thrashing away the next instant.

It lives in treetop colonies. If one becomes enraged, the whole colony rampages for no reason.

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Always furious and tenacious to boot. It will not abandon chasing its quarry until it is caught.

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It stops being angry only when nobody else is around. To view this moment is very difficult.

If approached while asleep, it may awaken and angrily give chase in a groggy state of semi-sleep.

It becomes wildly furious if it even senses someone looking at it. It chases anyone that meets its glare.

It will beat up anyone who makes it mad, even if it has to chase them until the end of the world.

When Primeape becomes furious, its blood circulation is boosted. In turn, its muscles are made even stronger. However, it also becomes much less intelligent at the same time.

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When it becomes furious, its blood circulation becomes more robust, and its muscles are made stronger. But it also becomes much less intelligent.

It is always outrageously furious. If it gives chase, it will tenaciously track the target no matter how far.

Always furious and tenacious to boot. It will not abandon chasing its quarry until it catches up.

It grows angry if you see its eyes and gets angrier if you run. If you beat it, it gets even madder.

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Very protective of its territory. It will bark and bite to repel intruders from its space.

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

It has a brave and trustworthy nature. It fearlessly stands up to bigger and stronger foes.

Extremely loyal, it will fearlessly bark at any opponent to protect its own Trainer from harm.

It controls a big territory. If it detects an unknown smell, it roars loudly to force out the intruder.

Growlithe has a superb sense of smell. Once it smells anything, this Pokémon won't forget the scent, no matter what. It uses its advanced olfactory sense to determine the emotions of other living things.

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Its superb sense of smell ensures that this Pokémon won't forget any scent, no matter what. It uses its sense of smell to detect the emotions of others.

Very friendly and faithful to people. It will try to repel enemies by barking and biting.

It is very protective of its territory. It will bark and bite to repel intruders from its space.

A Pokémon with a loyal nature. It will remain motionless until it is given an order by its Trainer.

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A Pokémon that has been admired since the past for its beauty. It runs agilely as if on wings.

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A legendary Pokémon in China. Many people are charmed by its grace and beauty while running.

This legendary Chinese Pokémon is considered magnificent. Many people are enchanted by its grand mane.

Its magnificent bark conveys a sense of majesty. Anyone hearing it can't help but grovel before it.

An ancient picture scroll shows that people were attracted to its movement as it ran through prairies.

Arcanine is known for its high speed. It is said to be capable of running over 6,200 miles in a single day and night. The fire that blazes wildly within this Pokémon's body is its source of power.

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This fleet-footed Pokémon is said to run over 6,200 miles in a single day and night. The fire that blazes wildly within its body is its source of power.

A Pokémon that is described in Chinese legends. It is said to race at an unbelievable speed.

A Pokémon that has long been admired for its beauty. It runs agilely as if on wings.

Its proud and regal appearance has captured the hearts of people since long ago.

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Its newly grown legs prevent it from running. It appears to prefer swimming than trying to stand.

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

Because it is inept at walking on its newly grown legs, it always swims around in water.

The direction of its belly spiral differs by area. The equator is thought to have an effect on this.

The swirl on its belly is its insides showing through the skin. It looks clearer after it eats.

Poliwag has a very thin skin. It is possible to see the Pokémon's spiral innards right through the skin. Despite its thinness, however, the skin is also very flexible. Even sharp fangs bounce right off it.

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It is possible to see this Pokémon's spiral innards right through its thin skin. However, the skin is also very flexible. Even sharp fangs bounce right off it.

Its slick black skin is thin and damp. A part of its internal organs can be seen through the skin as a spiral pattern.

Its newly grown legs prevent it from walking well. It appears to prefer swimming over walking.

Its skin is so thin, its internal organs are visible. It has trouble walking on its newly grown feet.

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Capable of living in or out of water. When out of water, it sweats to keep its body slimy.

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

The swirl on its belly subtly undulates. Staring at it may gradually cause drowsiness.

The skin on most of its body is moist. However, the skin on its belly spiral feels smooth.

Though it is skilled at walking, it prefers to live underwater where there is less danger.

The surface of Poliwhirl's body is always wet and slick with an oily fluid. Because of this greasy covering, it can easily slip and slide out of the clutches of any enemy in battle.

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Its two legs are well developed. Even though it can live on the ground, it prefers living in water.

It can live in or out of water. When out of water, it constantly sweats to keep its body slimy.

The spiral pattern on its belly subtly undulates. Staring at it gradually causes drowsiness.

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An adept swimmer at both the front crawl and breast stroke. Easily overtakes the best human swimmers.

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Swims powerfully using all the muscles in its body. It can even overtake champion swimmers.

This strong and skilled swimmer is even capable of crossing the Pacific Ocean just by kicking.

Although an energetic, skilled swimmer that uses all of its muscles, it lives on dry land.

It can use its well-developed arms and legs to run on the surface of the water for a split second.

Poliwrath's highly developed, brawny muscles never grow fatigued, however much it exercises. It is so tirelessly strong, this Pokémon can swim back and forth across the Pacific Ocean without effort.

Poliwrath's highly developed, brawny muscles never grow fatigued, however much it exercises. It is so tirelessly strong, this Pokémon can swim back and forth across the Pacific Ocean without effort.

Its highly developed muscles never grow fatigued, however much it exercises. This Pokémon can swim back and forth across the Pacific Ocean without effort.

An adept swimmer, it knows the front crawl, butterfly, and more. It is faster than the best human swimmers.

A swimmer adept at both the front crawl and breaststroke. Easily overtakes the best human swimmers.

With its extremely tough muscles, it can keep swimming in the Pacific Ocean without resting.

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This strong and skilled swimmer is even capable of crossing the Pacific Ocean just by kicking.

Although an energetic, skilled swimmer that uses all of its muscles, it lives on dry land.

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Using its ability to read minds, it will identify impending danger and Teleport to safety.

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

It senses impending attacks and teleports away to safety before the actual attacks can strike.

If it decides to teleport randomly, it creates the illusion that it has created copies of itself.

It hypnotizes itself so that it can teleport away when it senses danger, even if it is asleep.

Abra sleeps for eighteen hours a day. However, it can sense the presence of foes even while it is sleeping. In such a situation, this Pokémon immediately teleports to safety.

Abra needs to sleep for eighteen hours a day. If it doesn't, this Pokémon loses its ability to use telekinetic powers. If it is attacked, Abra escapes using Teleport while it is still sleeping.

A Pokémon that sleeps 18 hours a day. Observation revealed that it uses Teleport to change its location once every hour.

It sleeps for 18 hours a day. It uses a variety of extrasensory powers even while asleep.

Using its ability to read minds, it will sense impending danger and Teleport to safety.

It sleeps for 18 hours a day. Even when awake, it teleports itself while remaining seated.

Even while asleep, it maintains a telepathic radar. It teleports when it is threatened.

Using its psychic power is such a strain on its brain that it needs to sleep for 18 hours a day.

It senses impending attacks and teleports away to safety before the actual attacks can strike.

If it decides to teleport randomly, it evokes the illusion that it has created copies of itself.

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It emits special alpha waves from its body that induce headaches just by being close by.

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Many odd things happen if this Pokémon is close by. For example, it makes clocks run backwards.

It possesses strong spiritual power. The more danger it faces, the stronger its psychic power.

If it uses its abilities, it emits special alpha waves that cause machines to malfunction.

When it closes its eyes, twice as many alpha particles come out of the surface of its body.

Kadabra emits a peculiar alpha wave if it develops a headache. Only those people with a particularly strong psyche can hope to become a Trainer of this Pokémon.

Kadabra holds a silver spoon in its hand. The spoon is used to amplify the alpha waves in its brain. Without the spoon, the Pokémon is said to be limited to half the usual amount of its telekinetic powers.

It is rumored that a boy with psychic abilities suddenly transformed into Kadabra while he was assisting research into extrasensory powers.

It happened one morning - a boy with extrasensory powers awoke in bed transformed into Kadabra.

It emits special alpha waves from its body that induce headaches just by being close.

If one is nearby, an eerie shadow appears on TV screens. Seeing the shadow is said to bring bad luck.

When it uses its psychic power, it emits strong alpha waves that can ruin precision devices.

It stares at its silver spoon to focus its mind. It emits more alpha waves while doing so.

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Its brain can outperform a super-computer. Its intelligence quotient is said to be 5,000.

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

Closing both its eyes heightens all its other senses. This enables it to use its abilities to their extremes.

Its brain cells multiply continually until it dies. As a result, it remembers everything.

It has an IQ of 5000. It calculates many things in order to gain the edge in every battle.

Alakazam's brain continually grows, making its head far too heavy to support with its neck. This Pokémon holds its head up using its psychokinetic power instead.

Alakazam's brain continually grows, infinitely multiplying brain cells. This amazing brain gives this Pokémon an astoundingly high IQ of 5,000. It has a thorough memory of everything that has occurred in the world.

While it has strong psychic abilities and high intelligence, an Alakazam's muscles are very weak. It uses psychic power to move its body.

It does not like physical attacks very much. Instead, it freely uses extra-sensory powers to defeat foes.

Its brain can outperform a supercomputer. Its IQ (intelligence quotient) is said to be around 5,000.

Its superb memory lets it recall everything it has experienced from birth. Its IQ exceeds 5,000.

Its highly developed brain is on par with a supercomputer. It can use all forms of psychic abilities.

The spoons clutched in its hands are said to have been created by its psychic powers.

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

Always brimming with power, it passes time by lifting boulders. Doing so makes it even stronger.

It loves to work out and build its muscles. It is never satisfied, even if it trains hard all day long.

It trains by lifting rocks in the mountains. It can even pick up a Graveler with ease.

Machop's muscles are special - they never get sore no matter how much they are used in exercise. This Pokémon has sufficient power to hurl a hundred adult humans.

Machop exercises by hefting around a Graveler as if it were a barbell. There are some Machop that travel the world in a quest to master all kinds of martial arts.

It continually undertakes strenuous training to master all forms of martial arts. Its strength lets it easily hoist a sumo wrestler onto its shoulders.

Its whole body is composed of muscles. Even though it's the size of a human child, it can hurl 100 grown-ups.

Loves to build its muscles. It trains in all styles of martial arts to become even stronger.

It hefts a Graveler repeatedly to strengthen its entire body. It uses every type of martial arts.

Its muscles never cramp however much it trains. It lives in the mountains away from humans.

Though small in stature, it is powerful enough to easily heft and throw a number of Geodude at once.

Always brimming with power, it passes time by lifting boulders. Doing so makes it even stronger.

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

It always goes at its full power, but this very tough and durable Pokémon never gets tired.

The muscles covering its body teem with power. Even when still, it exudes an amazing sense of strength.

This tough Pokémon always stays in the zone. Its muscles become thicker after every battle.

Machoke's thoroughly toned muscles possess the hardness of steel. This Pokémon has so much strength, it can easily hold aloft a sumo wrestler on just one finger.

Machoke undertakes bodybuilding every day even as it helps people with tough, physically demanding labor. On its days off, this Pokémon heads to the fields and mountains to exercise and train.

A belt is worn by a Machoke to keep its overwhelming power under control. Because it is so dangerous, no one has ever removed the belt.

Its formidable body never gets tired. It helps people by doing work such as the moving of heavy goods.

Its muscular body is so powerful, it must wear a power-save belt to be able to regulate its motions.

Machoke's boundless power is very dangerous, so it wears a belt that suppresses its energy.

It can lift a dump truck with one hand. Using that power, it helps people with heavy jobs.

It happily carries heavy cargo to toughen up. It willingly does hard work for people.

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

It quickly swings its four arms to rock its opponents with ceaseless punches and chops from all angles.

It uses its four powerful arms to pin the limbs of its foe, then throws the victim over the horizon.

With four arms that react more quickly than it can think, it can execute many punches at once.

Machamp has the power to hurl anything aside. However, trying to do any work requiring care and dexterity causes its arms to get tangled. This Pokémon tends to leap into action before it thinks.

Machamp is known as the Pokémon that has mastered every kind of martial arts. If it grabs hold of the foe with its four arms, the battle is all but over. The hapless foe is thrown far over the horizon.

It is impossible to defend against punches and chops doled out by its four arms. Its fighting spirit flares up when it faces a tough opponent.

Its four ruggedly developed arms can launch a flurry of 1,000 punches in just two seconds.

Using its heavy muscles, it throws powerful punches that can send the victim clear over the horizon.

It punches with its four arms at blinding speed. It can launch 1,000 punches in two seconds.

It can knock a train flying with a punch. However, it is terrible at delicate work using its fingers.

Its four muscled arms slam foes with powerful punches and chops at blinding speed.

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Prefers hot and humid places. It ensnares tiny insects with its vines and devours them.

Even though its body is extremely skinny, it is blindingly fast when catching its prey.

It plants its feet deep underground to replenish water. It can't escape its enemy while it's rooted.

If it notices anything that moves, it immediately flings its vine at the object.

A Bellsprout's thin and flexible body lets it bend and sway to avoid any attack, however strong it may be. From its mouth, it leaks a fluid that melts even iron.

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Its bud looks like a human face. Because of the bud, it is rumored to be a type of legendary mandrake plant.

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It spits out PoisonPowder to immobilize the enemy and then finishes it with a spray of Acid.

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When hungry, it swallows anything that moves. Its hapless prey is melted inside by strong acids.

Even though it is filled with acid, it does not melt because it also oozes a neutralizing fluid.

If its prey is bigger than its mouth, it slices up the victim with sharp leaves, then eats every morsel.

When its hungry, it swings its razor-sharp leaves, slicing up any unlucky object nearby for food.

Weepinbell has a large hook on its rear end. At night, the Pokémon hooks on to a tree branch and goes to sleep. If it moves around in its sleep, it may wake up to find itself on the ground.

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At night, a Weepinbell hangs on to a tree branch with its hooked rear and sleeps. If it moves around in its sleep, it may wake up to find itself on the ground.

The leafy parts act as cutters for slashing foes. It spits a fluid that dissolves everything.

It spits out poisonpowder to immobilize the enemy and then finishes it with a spray of acid.

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Lures prey with the sweet aroma of honey. Swallowed whole, the prey is melted in a day, bones and all.

Acid that has dissolved many prey becomes sweeter, making it even more effective at attracting prey.

This horrifying plant Pokémon attracts prey with aromatic honey, then melts them in its mouth.

Once ingested into this Pokémon's body, even the hardest object will melt into nothing.

Victreebel has a long vine that extends from its head. This vine is waved and flicked about as if it were an animal to attract prey. When an unsuspecting prey draws near, this Pokémon swallows it whole.

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The long vine extending from its head is waved about as if it were a living thing to attract prey. When an unsuspecting victim approaches, it is swallowed whole.

Lures prey into its mouth with a honeylike aroma. The helpless prey is melted with a dissolving fluid.

Said to live in huge colonies deep in jungles, although no one has ever returned from there.

It pools in its mouth a fluid with a honeylike scent, which is really an acid that dissolves anything.

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Drifts in shallow seas. Anglers who hook them by accident are often punished by its stinging acid.

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It can sometimes be found all dry and shriveled up on a beach. Toss it back into the sea to revive it.

When the tide goes out, dehydrated Tentacool remains can be found washed up on the shore.

It drifts aimlessly in waves. Very difficult to see in water, it may not be noticed until it stings.

As it floats along on the waves, it uses its toxic feelers to stab anything it touches.

Tentacool's body is largely composed of water. If it is removed from the sea, it dries up like parchment. If this Pokémon happens to become dehydrated, put it back into the sea.

Tentacool absorbs sunlight and refracts it using water inside its body to convert it into beam energy. This Pokémon shoots beams from its crystal-like eyes.

Its body is almost entirely composed of water. It ensnares its foe with its two long tentacles, then stabs with the poison stingers at their tips.

Its eyes are as transparent as crystals. From them, it shoots mysterious beams of light.

Drifts in shallow seas. Anglers who hook them by accident are often punished by their stingers.

Its body is virtually composed of water. It shoots strange beams from its crystal-like eyes.

It drifts in sea currents. Countless fishermen are hurt by its poison stingers.

Because its body is almost entirely composed of water, it shrivels up if it is washed ashore.

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Its 80 tentacles can stretch and contract freely. They wrap around prey and weaken it with poison.

Its 80 tentacles absorb water and stretch almost endlessly to constrict its prey and enemies.

In battle, it extends all 80 of its tentacles to entrap its opponent inside a poisonous net.

When its 80 feelers absorb water, it stretches to become like a net to entangle its prey.

Tentacruel has large red orbs on its head. The orbs glow before lashing the vicinity with a harsh ultrasonic blast. This Pokémon's outburst causes rough waves around it.

Tentacruel has tentacles that can be freely elongated and shortened at will. It ensnares prey with its tentacles and weakens the prey by dosing it with a harsh toxin. It can catch up to 80 prey at the same time.

It lives in complex rock formations on the ocean floor and traps prey using its 80 tentacles. Its red orbs glow when it grows excited or agitated.

It has 80 tentacles that move about freely. They can sting, causing poisoning and sharp, stabbing pain.

The tentacles are normally kept short. On hunts, they are extended to ensnare and immobilize prey.

With 80 tentacles for ensnaring victims, it prevents escape until the prey is weakened by poison.

It alerts others to danger by stridently flashing the red orbs on its head.

It extends its 80 tentacles to form an encircling poisonous net that is difficult to escape.

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Commonly found near mountain trails, etc. If you step on one by accident, it gets angry.

Most people may not notice, but a closer look should reveal that there are many Geodude around.

It uses its arms to steadily climb steep mountain paths. It swings its fists around if angered.

Proud of their sturdy bodies, they bash against each other in a contest to prove whose is harder.

The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

When Geodude sleeps deeply, it buries itself halfway into the ground. It will not awaken even if hikers step on it unwittingly. In the morning, this Pokémon rolls downhill in search of food.

It climbs mountain paths using only the power of its arms. Because they look just like boulders lining paths, hikers may step on them without noticing.

Its round form makes it easy to pick up. Some people have used them to hurl at each other in a snowball fight.

Found in fields and mountains. Mistaking them for boulders, people often step or trip on them.

Many live on mountain trails and remain half buried while keeping an eye on climbers.

It is impossible to distinguish from rocks. It slams against others in contests of hardness.

At rest, it looks just like a rock. Carelessly stepping on it will make it swing its fists angrily.

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Found in fields and mountains. Mistaking them for boulders, people often step or trip on them.

It is impossible to distinguish from rocks. It slams against others in contests of hardness.

The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

When Geodude sleeps deeply, it buries itself halfway into the ground. It will not awaken even if hikers step on it unwittingly. In the morning, this Pokémon rolls downhill in search of food.

Rolls down slopes to move. It rolls over any obstacle without slowing or changing its direction.

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Often seen rolling down mountain trails. Obstacles are just things to roll straight over, not avoid.

With a free and uncaring nature, it doesn't mind if pieces break off while it rolls down mountains.

A slow walker, it rolls to move. It pays no attention to any object that happens to be in its path.

It travels by rolling on mountain paths. If it gains too much speed, it stops by running into huge rocks.

Graveler grows by feeding on rocks. Apparently, it prefers to eat rocks that are covered in moss. This Pokémon eats it way through a ton of rocks on a daily basis.

Rocks are Graveler's favorite food. This Pokémon will climb a mountain from the base to the summit, crunchingly feasting on rocks all the while. Upon reaching the peak, it rolls back down to the bottom.

They descend from mountains by tumbling down steep slopes. They are so brutal, they smash aside obstructing trees and massive boulders with thunderous tackles.

Be careful while hiking on mountain trails. Graveler may come rolling down the path without slowing.

Rolls down slopes to move. It rolls over any obstacle without slowing or changing its direction.

Graveler make their homes on sheer cliff faces by gouging out numerous horizontal holes.

It tumbles down slopes, heedless of any body parts chipping off. It eats a ton of rocks daily.

It rolls on mountain paths to move. Once it builds momentum, no Pokémon can stop it without difficulty.

With a free and uncaring nature, it doesn't mind if pieces break off while it rolls down mountains.

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Once it sheds its skin, its body turns tender and whitish. Its hide hardens when it's exposed to air.

It sheds its skin once a year. The discarded shell immediately hardens and crumbles away.

It is capable of blowing itself up. It uses this explosive force to jump from mountain to mountain.

Its rock-like body is so durable, even high-powered dynamite blasts fail to scratch its rugged hide.

Golem live up on mountains. If there is a large earthquake, these Pokémon will come rolling down off the mountains en masse to the foothills below.

Golem is known for rolling down from mountains. To prevent them from rolling into the homes of people downhill, grooves have been dug into the sides of mountains to serve as guideways for diverting this Pokémon's course.

It is said to live in volcanic craters on mountain peaks. Once a year, it sheds its hide and grows larger. The shed hide crumbles and returns to the soil.

It is enclosed in a hard shell that is as rugged as slabs of rock. It sheds skin once a year to grow larger.

Its boulder-like body is extremely hard. It can easily withstand dynamite blasts without taking damage.

It sheds its hide once a year. Its boulderlike body is so tough, even dynamite can't harm it.

It tumbles down mountains, leaving grooves from peak to base. Stay clear of these grooves.

Even dynamite can't harm its hard, boulderlike body. It sheds its hide just once a year.

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Capable of jumping incredibly high. Its hooves and sturdy legs absorb the impact of a hard landing.

It is a weak runner immediately after birth. It gradually becomes faster by chasing after its parents.

Its hind legs, which have harder-than-diamond hooves, kick back at any presence it senses behind it.

Training by jumping over grass that grows longer every day has made it a world-class jumper.

Ponyta is very weak at birth. It can barely stand up. This Pokémon becomes stronger by stumbling and falling to keep up with its parent.

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A Ponyta is very weak at birth. It can barely stand up. Its legs become stronger as it stumbles and falls while trying to keep up with its parent.

Its body is light, and its legs are incredibly powerful. It can clear Ayers Rock in one leap.

Its hooves are ten times harder than diamond. It can trample anything completely flat in little time.

About an hour after birth, its fiery mane and tail grow out, giving it an impressive appearance.

Its legs grow strong while it chases after its parent. It runs in fields and mountains all day.

As a newborn, it can barely stand. However, through galloping, its legs are made tougher and faster.

It is a weak runner immediately after birth. It gradually becomes faster by chasing after its parents.

Its hind legs, which have hooves that are harder than diamond, kick back at any presence it senses behind it.

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Very competitive, this Pokémon will chase anything that moves fast in the hopes of racing it.

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Just loves to run. If it sees something faster than itself, it will give chase at top speed.

At full gallop, its four hooves barely touch the ground because it moves so incredibly fast.

With incredible acceleration, it reaches its top speed of 150 mph after running just ten steps.

It just loves to gallop. The faster it goes, the longer the swaying flames of its mane will become.

Rapidash usually can be seen casually cantering in the fields and plains. However, when this Pokémon turns serious, its fiery manes flare and blaze as it gallops its way up to 150 mph.

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It usually canters casually in the fields and plains. But once a Rapidash turns serious, its fiery manes flare and blaze as it gallops its way up to 150 mph.

It can gallop at a top speed of 150 miles per hour. It can race as fast as a bullet train while ablaze.

Very competitive, this Pokémon will chase anything that moves fast in the hopes of racing it.

It gallops at nearly 150 mph. With its mane blazing ferociously, it races as if it were an arrow.

It has astounding acceleration. From a standstill, it can reach top speed within 10 steps.

When at an all-out gallop, its blazing mane sparkles, enhancing its beautiful appearance.

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Incredibly slow and dopey. It takes 5 seconds for it to feel pain when under attack.

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Incredibly slow and sluggish. It is quite content to loll about without worrying about the time.

It lazes vacantly near water. If something bites its tail, it won't even notice for a whole day.

A sweet sap leaks from its tail's tip. Although not nutritious, the tail is pleasant to chew on.

It is always so absent-minded that it won't react, even if its flavorful tail is bitten.

Slowpoke uses its tail to catch prey by dipping it in water at the side of a river. However, this Pokémon often forgets what it's doing and often spends entire days just loafing at water's edge.

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It catches prey by dipping its tail in water at the side of a river. But it often forgets what it is doing and spends entire days just loafing at water's edge.

It is always vacantly lost in thought, but no one knows what it is thinking about. It is good at fishing with its tail.

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Lives lazily by the sea. If the Shellder on its tail comes off, it becomes a Slowpoke again.

If the tail-biting Shellder is thrown off in a harsh battle, it reverts to being an ordinary Slowpoke.

Naturally dull to begin with, it lost its ability to feel pain due to Shellder's seeping poison.

An attached Shellder won't let go because of the tasty flavor that oozes out of its tail.

Slowbro's tail has a Shellder firmly attached with a bite. As a result, the tail can't be used for fishing anymore. This causes Slowbro to grudgingly swim and catch prey instead.

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Its tail has a Shellder firmly attached with a bite. As a result, the tail can't be used for fishing anymore. This forces it to reluctantly swim and catch prey.

When a Slowpoke went hunting in the sea, its tail was bitten by a Shellder. That made it evolve into Slowbro.

The Shellder that latches onto Slowpoke's tail is said to feed on the host's leftover scraps.

Though usually dim witted, it seems to become inspired if the Shellder on its tail bites down.

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Uses anti-gravity to stay suspended. Appears without warning and uses Thunder Wave and similar moves.

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It is born with the ability to defy gravity. It floats in air on powerful electromagnetic waves.

It is attracted by electromagnetic waves. It may approach trainers if they are using their Pokégear.

The units at the sides of its body generate anti-gravity energy to keep it aloft in the air.

The electricity emitted by the units on each side of its body cause it to become a strong magnet.

Magnemite attaches itself to power lines to feed on electricity. If your house has a power outage, check your circuit breakers. You may find a large number of this Pokémon clinging to the breaker box.

Magnemite floats in the air by emitting electromagnetic waves from the units at its sides. These waves block gravity. This Pokémon becomes incapable of flight if its internal electrical supply is depleted.

The units at its sides are extremely powerful magnets. They generate enough magnetism to draw in iron objects from over 300 feet away.

It moves while constantly hovering. It discharges Thunder Wave and so on from the units at its sides.

Uses antigravity to stay suspended. Appears without warning and uses Thunder Wave and similar moves.

The units at its sides generate electromagnetic waves that keep it airborne. It feeds on electricity.

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The faster the units at its sides rotate, the greater the magnetic force they generate.

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The electromagnetic waves emitted by the units at the sides of its head expel antigravity, which allows it to float.

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Generates strange radio signals. It raises the temperature by 3.6F degrees within 3,300 feet.

Three Magnemite are linked by a strong magnetic force. Earaches will occur if you get too close.

The Magnemite are united by a magnetism so powerful, it dries all moisture in its vicinities.

When many Magneton gather together, the resulting magnetic storm disrupts radio waves.

Magneton emits a powerful magnetic force that is fatal to mechanical devices. As a result, large cities sound sirens to warn citizens of large-scale outbreaks of this Pokémon.

Magneton emits a powerful magnetic force that is fatal to electronics and precision instruments. Because of this, it is said that some towns warn people to keep this Pokémon inside a Poké Ball.

It is actually three Magnemite linked by magnetism. It generates powerful radio waves that raise temperatures by 3.6 degrees F within a 3,300-foot radius.

A linked cluster formed of several Magnemite. It discharges powerful magnetic waves at high voltage.

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Many mysteriously appear when more sunspots dot the sun. They stop TV sets from displaying properly.

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The stronger electromagnetic waves from the three linked Magnemite are enough to dry out surrounding moisture.

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A link cluster formed of several Magnemite. It discharges powerful magnetic waves at high voltage.

Generates strange radio signals. It raises the temperature by 3.6 degrees Fahrenheit within 3,300 feet.

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The sprig of green onions it holds is its weapon. It is used much like a metal sword.

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Lives where reedy plants grow. They are rarely seen, so it's thought their numbers are decreasing.

If anyone tries to disturb where the essential plant sticks grow, it uses its own stick to thwart them.

If it eats the plant stick it carries as emergency rations, it runs off in search of a new stick.

In order to prevent their extinction, more people have made an effort to breed these Pokémon.

Farfetch'd is always seen with a stick from a plant of some sort. Apparently, there are good sticks and bad sticks. This Pokémon has been known to fight with others over sticks.

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It is always seen with a stick from a plant. Apparently, there are good sticks and bad sticks. This Pokémon occasionally fights with others over choice sticks.

It always walks about with a plant stalk clamped in its beak. The stalk is used for building its nest.

The plant stalk it holds is its weapon. The stalk is used like a sword to cut all sorts of things.

It can't live without the stalk it holds. That's why it defends the stalk from attackers with its life.

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A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints.

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Its short wings make flying difficult. Instead, this Pokémon runs at high speed on developed legs.

By alternately raising and lowering its two heads, it balances itself to be more stable while running.

It races through grassy plains with powerful strides, leaving footprints up to four inches deep.

It lives on a grassy plain where it can see a long way. If it sees an enemy, it runs away at 60 mph.

Doduo's two heads never sleep at the same time. Its two heads take turns sleeping, so one head can always keep watch for enemies while the other one sleeps.

Doduo's two heads contain completely identical brains. A scientific study reported that on rare occasions, there will be examples of this Pokémon possessing different sets of brains.

Even while eating or sleeping, one of the heads remains always vigilant for any sign of danger. When threatened, it flees at over 60 miles per hour.

A two-headed Pokémon that was discovered as a sudden mutation. It runs at a pace of over 60 miles per hour.

A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints.

The brains in its two heads appear to communicate emotions to each other with telepathic power.

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Uses its three brains to execute complex plans. While two heads sleep, one head stays awake.

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One of Doduo's 2 heads splits to form a unique species. It runs close to 40 MPH in prairies.

It collects data and plans three times as wisely, but it may think too much and become immobilized.

If one of the heads gets to eat, the others will be satisfied, too, and they will stop squabbling.

An enemy that takes its eyes off any of the three heads—even for a second—will get pecked severely.

Watch out if Dodrio's three heads are looking in three separate directions. It's a sure sign that it is on its guard. Don't go near this Pokémon if it's being wary - it may decide to peck you.

Apparently, the heads aren't the only parts of the body that Dodrio has three of. It has three sets of hearts and lungs as well, so it is capable of running long distances without rest.

A peculiar Pokémon species with three heads. It vigorously races across grassy plains even in arid seasons with little rainfall.

An odd species that is rarely found. The three heads respectively represent joy, sadness, and anger.

Uses its three brains to execute complex plans. While two heads sleep, one head is said to stay awake.

When Doduo evolves into this odd breed, one of its heads splits into two. It runs at nearly 40 mph.

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Loves freezing cold conditions. Relishes swimming in a frigid climate of around 14F degrees.

Although it can't walk well on land, it is a graceful swimmer. It especially loves being in frigid seas.

In daytime, it is often found asleep, on the seabed in shallow waters. Its nostrils close while it swims.

The light blue fur that covers it keeps it protected against the cold. It loves iceberg filled oceans.

Seel hunts for prey in the frigid sea underneath sheets of ice. When it needs to breathe, it punches a hole through the ice with the sharply protruding section of its head.

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Seel hunt for prey in frigid, ice-covered seas. When it needs to breathe, it punches a hole through the ice with the sharply protruding section of its head.

Covered with light blue fur, its hide is thick and tough. It is active in bitter cold of minus 40 degrees Fahrenheit.

The protruding horn on its head is very hard. It is used for bashing through thick icebergs.

A Pokémon that lives on icebergs. It swims in the sea using the point on its head to break up ice.

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Stores thermal energy in its body. Swims at a steady 8 knots even in intensely cold waters.

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Its entire body is a snowy-white. Unharmed by even intense cold, it swims powerfully in icy waters.

Its streamlined body has little drag in water. The colder the temperature, the friskier it gets.

It loves frigid seas with ice floes. It uses its long tail to change swimming direction quickly.

It sleeps under shallow ocean waters during the day, then looks for food at night when it's cold.

Dewgong loves to snooze on bitterly cold ice. The sight of this Pokémon sleeping on a glacier was mistakenly thought to be a mermaid by a mariner long ago.

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Its body is covered with a pure white fur. The colder the weather, the more active it becomes.

It stores thermal energy in the body. It swims at a steady eight knots even in intensely cold waters.

In snow, the pure white coat covering its body obscures it from predators.

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Made of hardened sludge. It smells too putrid to touch. Even weeds won't grow in its path.

As it moves, it loses bits of its body from which new Grimer emerge. This worsens the stench around it.

Wherever Grimer has passed, so many germs are left behind that no plants will ever grow again.

When two of these Pokémon's bodies are combined together, new poisons are created.

Grimer's sludgy and rubbery body can be forced through any opening, however small it may be. This Pokémon enters sewer pipes to drink filthy wastewater.

Grimer emerged from the sludge that settled on a polluted seabed. This Pokémon loves anything filthy. It constantly leaks a horribly germ- infested fluid from all over its body.

Born from polluted sludge in the sea, Grimer's favorite food is anything filthy. They feed on wastewater pumped out from factories.

Sludge exposed to X rays from the moon transformed into Grimer. It loves feeding on filthy things.

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Smells so awful, it can cause fainting. Through degeneration, it lost its sense of smell.

They love to gather in smelly areas where sludge accumulates, making the stench around them worse.

Its body is made of a powerful poison. Touching it accidentally will cause a fever that requires bed rest.

As it moves, a very strong poison leaks from it, making the ground there barren for three years.

From Muk's body seeps a foul fluid that gives off a nose-bendingly horrible stench. Just one drop of this Pokémon's body fluid can turn a pool stagnant and rancid.

This Pokémon's favorite food is anything that is repugnantly filthy. In dirty towns where people think nothing of throwing away litter on the streets, Muk are certain to gather.

It prefers warm and humid habitats. In the summertime, the toxic substances in its body intensify, making Muk reek like putrid kitchen garbage.

It is usually undetectable because it blends in with the ground. Touching it can cause terrible poisoning.

Thickly covered with a filthy, vile sludge. It is so toxic, even its footprints contain poison.

A toxic fluid seeps from its body. The fluid instantly kills plants and trees on contact.

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It's so stinky! Muk's body contains toxic elements, and any plant will wilt when it passes by.

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The shell can withstand any attack. However, when it is open, the tender body is exposed.

It swims facing backward by opening and closing its two-piece shell. It is surprisingly fast.

Grains of sand trapped in its shells mix with its body fluids to form beautiful pearls.

Clamping on to an opponent reveals its vulnerable parts, so it uses this move only as a last resort.

At night, this Pokémon uses its broad tongue to burrow a hole in the seafloor sand and then sleep in it. While it is sleeping, Shellder closes its shell, but leaves its tongue hanging out.

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At night, it burrows a hole in the seafloor with its broad tongue to make a place to sleep. While asleep, it closes its shell, but leaves its tongue hanging out.

It is encased in a shell that is harder than diamond. Inside, however, it is surprisingly tender.

Its hard shell repels any kind of attack. It is vulnerable only when its shell is open.

It swims backward by opening and closing its two shells. Its large tongue is always kept hanging out.

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When attacked, it launches its horns in quick volleys. Its innards have never been seen.

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For protection, it uses its harder-than-diamonds shell. It also shoots spikes from the shell.

Once it slams its shell shut, it is impossible to open, even by those with superior strength.

Cloyster that live in seas with harsh tidal currents grow large, sharp spikes on their shells.

Even a missile can't break the spikes it uses to stab opponents. They're even harder than its shell.

Cloyster is capable of swimming in the sea. It does so by swallowing water, then jetting it out toward the rear. This Pokémon shoots spikes from its shell using the same system.

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Its shell is extremely hard. It cannot be shattered, even with a bomb. The shell opens only when it is attacking.

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It fights by keeping its shell tightly shut for protection and by shooting spikes to repel foes.

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Almost invisible, this gaseous Pokémon cloaks the target and puts it to sleep without notice.

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Said to appear in decrepit, deserted buildings. It has no real shape as it appears to be made of a gas.

With its gas-like body, it can sneak into any place it desires. However, it can be blown away by wind.

Its thin body is made of gas. It can envelop an opponent of any size and cause suffocation.

It wraps its opponent in its gas-like body, slowly weakening its prey by poisoning it through the skin.

Gastly is largely composed of gaseous matter. When exposed to a strong wind, the gaseous body quickly dwindles away. Groups of this Pokémon cluster under the eaves of houses to escape the ravages of wind.

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A being that exists as a thin gas. It can topple an Indian elephant by enveloping the prey in two seconds.

Almost invisible, this gaseous Pokémon cloaks the target and puts it to sleep without notice.

This Pokémon's body is 95% made up of gases, which are blown away by strong gusts of wind.

A Pokémon born from poison gases. It defeats even the largest foes by enveloping them in gas.

Born from gases, anyone would faint if engulfed by its gaseous body, which contains poison.

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Because of its ability to slip through block walls, it is said to be from another dimension.

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By licking, it saps the victim's life. It causes shaking that won't stop until the victim's demise.

In total darkness, where nothing is visible, Haunter lurks, silently stalking its next victim.

Its tongue is made of gas. If licked, its victim starts shaking constantly until death eventually comes.

It hides in the dark, planning to take the life of the next living thing that wanders close by.

Haunter is a dangerous Pokémon. If one beckons you while floating in darkness, you must never approach it. This Pokémon will try to lick you with its tongue and steal your life away.

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If a Haunter beckons you while it is floating in darkness, don't approach it. This Pokémon will try to lick you with its tongue and steal your life away.

If you get the feeling of being watched in darkness when nobody is around, Haunter is there.

Because of its ability to slip through block walls, it is said to be from another dimension.

It can slip through any obstacle. It lurks inside walls to keep an eye on its foes.

It licks with its gaseous tongue to steal the victim's life force. It lurks in darkness for prey.

It likes to lurk in the dark and tap shoulders with a gaseous hand. Its touch causes endless shuddering.

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Under a full moon, this Pokémon likes to mimic the shadows of people and laugh at their fright.

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A Gengar is close by if you feel a sudden chill. It may be trying to lay a curse on you.

It steals heat from its surroundings. If you feel a sudden chill, it is certain that a Gengar appeared.

To steal the life of its target, it slips into the prey's shadow and silently waits for an opportunity.

Hiding in people's shadows at night, it absorbs their heat. The chill it causes makes the victims shake.

Sometimes, on a dark night, your shadow thrown by a streetlight will suddenly and startlingly overtake you. It is actually a Gengar running past you, pretending to be your shadow.

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Deep in the night, your shadow cast by a streetlight may suddenly overtake you. It is actually a Gengar running past you, pretending to be your shadow.

It is said to emerge from darkness to steal the lives of those who become lost in mountains.

On the night of the full moon, if shadows move on their own and laugh, it must be Gengar's doing.

It hides in shadows. It is said that if Gengar is hiding, it cools the area by nearly 10 degrees F.

Lurking in the shadowy corners of rooms, it awaits chances to steal its prey's life force.

The leer that floats in darkness belongs to a Gengar delighting in casting curses on people.

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As it grows, the stone portions of its body harden to become similar to a diamond, but colored black.

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Burrows at high speed in search of food. The tunnels it leaves are used as homes by Diglett.

It twists and squirms through the ground. The thunderous roar of its tunneling echoes a long way.

It rapidly bores through the ground at 50 mph by squirming and twisting its massive, rugged body.

As it digs through the ground, it absorbs many hard objects. This is what makes its body so solid.

Onix has a magnet in its brain. It acts as a compass so that this Pokémon does not lose direction while it is tunneling. As it grows older, its body becomes increasingly rounder and smoother.

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There is a magnet in its brain that prevents an Onix from losing direction while tunneling. As it grows older, its body becomes steadily rounder and smoother.

It usually lives underground. It searches for food while boring its way through the ground at 50 miles per hour.

As it grows, the stone portions of its body harden to become similar to black-colored diamonds.

When it travels underground, it causes rumbling and tremors. It can move at 50 mph.

It squirms through the ground using its long and rugged body. It always eats while burrowing.

It burrows through the ground at a speed of 50 mph while feeding on large boulders.

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Opening its large mouth, it ingests massive amounts of soil and creates long tunnels.

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Puts enemies to sleep then eats their dreams. Occasionally gets sick from eating bad dreams.

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If you sleep by it all the time, it will sometimes show you dreams it has eaten in the past.

If you think that you had a good dream, but you can't remember it, a Drowzee has probably eaten it.

It remembers every dream it eats. It rarely eats the dreams of adults because children's are much tastier.

When it twitches its nose, it can tell where someone is sleeping and what that person is dreaming about.

If your nose becomes itchy while you are sleeping, it's a sure sign that one of these Pokémon is standing above your pillow and trying to eat your dream through your nostrils.

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A descendant of the legendary animal baku, which is said to eat dreams. It is skilled at hypnotism.

Puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams.

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Avoid eye contact if you come across one. It will try to put you to sleep by using its pendulum.

When it is very hungry, it puts humans it meets to sleep, then it feasts on their dreams.

Always holding a pendulum that it rocks at a steady rhythm, it causes drowsiness in anyone nearby.

The longer it swings its pendulum, the longer the effects of its hypnosis last.

Hypno holds a pendulum in its hand. The arcing movement and glitter of the pendulum lull the foe into a deep state of hypnosis. While this Pokémon searches for prey, it polishes the pendulum.

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The arcing movement and glitter of the pendulum in a Hypno's hand lull the foe into deep hypnosis. While searching for prey, it polishes the pendulum.

It carries a pendulum-like device. There once was an incident in which it took away a child it hypnotized.

When it locks eyes with an enemy, it will use a mix of PSI moves such as Hypnosis and Confusion.

Seeing its swinging pendulum can induce sleep in three seconds, even in someone who just woke up.

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Its pincers are not only powerful weapons, they are used for balance when walking sideways.

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Its pincers are superb weapons. They sometimes break off during battle, but they grow back fast.

If it senses danger approaching, it cloaks itself with bubbles from its mouth so it will look bigger.

The pincers break off easily. If it loses a pincer, it somehow becomes incapable of walking sideways.

If it is unable to find food, it will absorb nutrients by swallowing a mouthful of sand.

Krabby live on beaches, burrowed inside holes dug into the sand. On sandy beaches with little in the way of food, these Pokémon can be seen squabbling with each other over territory.

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Krabby live in holes dug into beaches. On sandy shores with little in the way of food, they can be seen squabbling with each other over territory.

It can be found near the sea. The large pincers grow back if they are torn out of their sockets.

Its pincers are not only powerful weapons, they are used for balance when walking sideways.

It lives in burrows dug on sandy beaches. Its pincers fully grow back if they are broken in battle.

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One claw grew massively and as hard as steel. It has 10,000-HP strength. However, it is too heavy.

It can hardly lift its massive, overgrown pincer. The pincer's size makes it difficult to aim properly.

Its pincers grow peculiarly large. If it lifts the pincers too fast, it loses its balance and staggers.

Its over sized claw is very powerful, but when it's not in battle, the claw just gets in the way.

Kingler has an enormous, over sized claw. It waves this huge claw in the air to communicate with others. However, because the claw is so heavy, the Pokémon quickly tires.

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It waves its huge, over sized claw in the air to communicate with others. But since the claw is so heavy, this Pokémon quickly tires.

Its large and hard pincer has 10,000-horsepower strength. However, being so big, it is unwieldy to move.

The larger pincer has 10,000-horsepower crushing force. However, its huge size makes it unwieldy to use.

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It can hardly lift its massive, overgrown pincer. The pincers size makes it difficult to aim properly.

Its pincers grow peculiarly large. If it lifts the pincers too fast, it loses its balance and staggers.

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It is said to camouflage itself as a Poké Ball. It will self-destruct with very little stimulus.

It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

It was discovered when Poké Balls were introduced. It is said that there is some connection.

During the study of this Pokémon, it was discovered that its components are not found in nature.

Voltorb was first sighted at a company that manufactures Poké Balls. The link between that sighting and the fact that this Pokémon looks very similar to a Poké Ball remains a mystery.

Voltorb is extremely sensitive - it explodes at the slightest of shocks. It is rumored that it was first created when a Poké Ball was exposed to a powerful pulse of energy.

It bears an uncanny and unexplained resemblance to a Poké Ball. Because it explodes at the slightest shock, even veteran trainers treat it with caution.

A life-form whose identity is unknown. It is said to screech or suddenly selfdestruct.

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Stores electrical energy inside its body. Even the slightest shock could trigger a huge explosion.

It is dangerous. If it has too much electricity and has nothing to do, it amuses itself by exploding.

It stores an overflowing amount of electric energy inside its body. Even a small shock makes it explode.

The more energy it charges up, the faster it gets. But this also makes it more likely to explode.

Electrode eats electricity in the atmosphere. On days when lightning strikes, you can see this Pokémon exploding all over the place from eating too much electricity.

One of Electrode's characteristics is its attraction to electricity. It is a problematical Pokémon that congregates mostly at electrical power plants to feed on electricity that has just been generated.

They appear in great numbers at electric power plants. Because they feed on electricity, they cause massive and chaotic blackouts in nearby cities.

It explodes in response to even minor stimuli. It is feared, with the nickname of "The Bomb Ball."

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It is known to drift on winds if it is bloated to bursting with stored electricity.

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The heads attract each other and spin around. There must be 6 heads for it to maintain balance.

The shell is very durable. Even if it cracks, it can survive without spilling the contents.

Using telepathy only they can receive, they always form a cluster of six Exeggcute.

If even one is separated from the group, the energy bond between the six will make them rejoin instantly.

This Pokémon consists of six eggs that form a closely knit cluster. The six eggs attract each other and spin around. When cracks increasingly appear on the eggs, Exeggcute is close to evolution.

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It consists of six eggs that care for each other. The eggs attract each other and spin around. When cracks increasingly appear, it is close to evolution.

Even though it appears to be eggs of some sort, it was discovered to be a life-form more like plant seeds.

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Its cries are very noisy. This is because each of the three heads thinks about whatever it likes.

Its three heads think independently. However, they are friendly and never appear to squabble.

If a head drops off, it emits a telepathic call in search of others to form an Exeggcute cluster.

Living in a good environment makes it grow lots of heads. A head that drops off becomes an Exeggcute.

Exeggutor originally came from the tropics. Its heads steadily grow larger from exposure to strong sunlight. It is said that when the heads fall off, they group together to form Exeggcute.

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Originally from the tropics, Exeggutor's heads grow larger from exposure to strong sunlight. It is said that when the heads fall, they group to form an Exeggcute.

It is called "The Walking Tropical Rainforest." Each of the nuts has a face and will of its own.

Legend has it that on rare occasions, one of its heads will drop off and continue on as an Exeggcute.

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Because it never removes its skull helmet, no one has ever seen this Pokémon's real face.

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Wears the skull of its deceased mother. Its cries echo inside the skull and come out as a sad melody.

If it is sad or lonely, the skull it wears shakes, and emits a plaintive and mournful sound.

It always wears the skull of its dead mother, so no one has any idea what its hidden face looks like.

It lost its mother after its birth. It wears its mother's skull, never revealing its true face.

Cubone pines for the mother it will never see again. Seeing a likeness of its mother in the full moon, it cries. The stains on the skull the Pokémon wears are made by the tears it sheds.

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It wears the skull of its dead mother on its head. When it becomes lonesome, it is said to cry loudly.

Because it never removes its skull helmet, no one has ever seen this Pokémon's real face.

When it thinks of its dead mother, it cries. Its crying makes the skull it wears rattle hollowly.

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The bone it holds is its key weapon. It throws the bone skillfully like a boomerang to KO targets.

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Small and weak, this Pokémon is adept with its Bone Club. It has grown more vicious over the ages.

It has been seen pounding boulders with the bone it carries in order to tap out messages to others.

It collects bones from an unknown place. A Marowak graveyard exists somewhere in the world, rumors say.

Somewhere in the world is a cemetery just for Marowak. It gets its bones from those graves.

Marowak is the evolved form of a Cubone that has overcome its sadness at the loss of its mother and grown tough. This Pokémon's tempered and hardened spirit is not easily broken.

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A Marowak is the evolved form of a Cubone that has grown tough by overcoming the grief of losing its mother. Its tempered and hardened spirit is not easily broken.

It is small and was originally very weak. Its temperament turned ferocious when it began using bones.

The bone it holds is its key weapon. It throws the bone skillfully like a boomerang to KO targets.

From its birth, this savage Pokémon constantly holds bones. It is skilled in using them as weapons.

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When in a hurry, its legs lengthen progressively. It runs smoothly with extra long, loping strides.

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When kicking, the sole of its foot turns as hard as a diamond on impact and destroys its enemy.

This amazing Pokémon has an awesome sense of balance. It can kick in succession from any position.

If it starts kicking repeatedly, both legs will stretch even longer to strike a fleeing foe.

It is also called the Kick Master. It uses its elastic legs to execute every known kick.

Hitmonlee's legs freely contract and stretch. Using these springlike legs, it bowls over foes with devastating kicks. After battle, it rubs down its legs and loosens the muscles to overcome fatigue.

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Its legs freely stretch and contract. Using these springlike limbs, it bowls over foes with devastating kicks. After battle, it rubs down its tired legs.

The legs freely contract and stretch. The stretchy legs allow it to hit a distant foe with a rising kick.

When in a hurry, its legs lengthen progressively. It runs smoothly with extra-long, loping strides.

Its legs can stretch double. First-time foes are startled by its extensible reach.

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While apparently doing nothing, it fires punches in lightning fast volleys that are impossible to see.

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Punches in corkscrew fashion. It can punch its way through a concrete wall in the same way as a drill.

Its punches slice through the air. However, it seems to need a short break after fighting for three minutes.

Its punches slice the air. They are launched at such high speed, even a slight graze could cause a burn.

To increase the strength of all its punch moves, it spins its arms just before making contact.

A Hitmonchan is said to possess the spirit of a boxer who had been working towards a world championship. This Pokémon has an indomitable spirit and will never give up in the face of adversity.

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A Hitmonchan is said to possess the spirit of a boxer who aimed to become the world champion. Having an indomitable spirit means that it will never give up.

The spirit of a pro boxer has infused this Pokémon. It throws punches that are faster than a bullet train.

While apparently doing nothing, it fires punches in lightning fast volleys that are impossible to see.

The arm-twisting punches it throws pulverize even concrete. It rests after three minutes of fighting.

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Its tongue spans almost 7 feet and moves more freely than its forelegs. Its licks can cause paralysis.

Its tongue has well-developed nerves that run to the very tip, so it can be deftly manipulated.

Its long tongue, slathered with a thick gooey saliva, sticks to anything, so it is very useful.

It has a tongue that is over 6'6" long. It uses this long tongue to lick its body clean.

Whenever Lickitung comes across something new, it will unfailingly give it a lick. It does so because it memorizes things by texture and by taste. It is somewhat put off by sour things.

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Whenever it sees something unfamiliar, it always licks the object because it memorizes things by texture and taste. It is somewhat put off by sour things.

Its tongue is twice the length of its body. It can be moved like an arm for grabbing food and attacking.

Its tongue can be extended like a chameleon's. It leaves a tingling sensation when it licks enemies.

Instead of hands, it uses its tongue, which is twice its height. Its sticky saliva grips anything.

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When it extends its over-six-foot-long tongue, its tail quivers. There is a possibility they are connected.

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Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning.

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In hot places, its internal gases could expand and explode without any warning. Be very careful!

Its thin, flimsy body is filled with gases that cause constant sniffles, coughs and teary eyes.

The poisonous gases it contains are a little bit lighter than air, keeping it slightly airborne.

If one gets close enough to it when it expels poisonous gas, the gas swirling inside it can be seen.

If Koffing becomes agitated, it raises the toxicity of its internal gases and then jets them out from all over its body. This Pokémon may overinflate its round body, then explode.

Koffing embodies toxic substances. It mixes the toxins with raw garbage to set off a chemical reaction that results in a terribly powerful Poison Gas. The higher the temperature, the more gas is concocted by this Pokémon.

Getting up close to a Koffing will give you a chance to observe, through its thin skin, the toxic gases swirling inside. It blows up at the slightest stimulation.

Its thin, balloon-like body is inflated by horribly toxic gases. It reeks when it is nearby.

Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning.

Lighter-than-air gases in its body keep it aloft. The gases not only smell, they are also explosive.

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It lives and grows by absorbing dust, germs, and poison gases that are contained in toxic waste and garbage.

If one of the twin Koffing inflates, the other one deflates. It constantly mixes its poisonous gases.

Top-grade perfume is made using its internal poison gases by diluting them to the highest level.

When it inhales poisonous gases from garbage, its body expands, and its insides smell much worse.

Weezing loves the gases given off by rotted kitchen garbage. This Pokémon will find a dirty, unkempt house and make it its home. At night, when the people in the house are asleep, it will go through the trash.

Weezing alternately shrinks and inflates its twin bodies to mix together toxic gases inside. The more the gases are mixed, the more powerful the toxins become. The Pokémon also becomes more putrid.

By diluting its toxic gases with a special process, the highest grade of perfume can be extracted. To Weezing, gases emanating from garbage are the ultimate feast.

Very rarely, a sudden mutation can result in two small Koffing twins becoming conjoined as a Weezing.

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Its massive bones are 1000 times harder than human bones. It can easily knock a trailer flying.

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A Pokémon with a one-track mind. Once it charges, it won't stop running until it falls asleep.

It is inept at turning because of its four short legs. It can only charge and run in one direction.

It doesn't care if there is anything in its way. It just charges and destroys all obstacles.

It can remember only one thing at a time. Once it starts rushing, it forgets why it started.

Rhyhorn runs in a straight line, smashing everything in its path. It is not bothered even if it rushes headlong into a block of steel. This Pokémon may feel some pain from the collision the next day, however.

Rhyhorn's brain is very small. It is so dense, while on a run it forgets why it started running in the first place. It apparently remembers sometimes if it demolishes something.

Once it starts running, it doesn't stop. Its tiny brain makes it so stupid that it can't remember why it started running in the first place.

Strong, but not too bright, this Pokémon can shatter even a skyscraper with its charging tackles.

Its massive bones are 1000 times harder than human bones. It can easily knock a trailer flying.

Its body is clad in a thick hide, and its tackles topple buildings. Unfortunately, it is not smart.

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Its powerful tackles can destroy anything. However, it is too slow witted to help people work.

It is inept at turning because of its four short legs. It can only charge and run in one direction.

It doesn't care if there is anything in its way. It just charges and destroys all obstacles.

Its powerful tackles can destroy anything. However, it is too slow witted to help people work.

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Rhyhorn runs in a straight line, smashing everything in its path. It is not bothered even if it rushes headlong into a block of steel. This Pokémon may feel some pain from the collision the next day, however.

Rhyhorn's brain is very small. It is so dense, while on a run it forgets why it started running in the first place. It apparently remembers sometimes if it demolishes something.

Protected by an armor-like hide, it is capable of living in molten lava of 3,600 degrees.

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Walks on its hind legs. Shows signs of intelligence. Its armor-like hide even repels molten lava.

Its rugged hide protects it from even the heat of lava. However, the hide also makes it insensitive.

Its brain developed when it began walking on hind legs. Its thick hide protects it even in magma.

By lightly spinning its drill-like horn, it can easily shatter even a diamond in the rough.

Rhydon's horn can crush even uncut diamonds. One sweeping blow of its tail can topple a building. This Pokémon's hide is extremely tough. Even direct cannon hits don't leave a scratch.

Rhydon has a horn that serves as a drill. It is used for destroying rocks and boulders. This Pokémon occasionally rams into streams of magma, but the armor-like hide prevents it from feeling the heat.

Its horn, which rotates like a drill, destroys tall buildings with one strike. It stands on its hind legs, and its brain is well developed.

It begins walking on its hind legs after evolution. It can punch holes through boulders with its horn.

Protected by an armor-like hide, it is capable of living in molten lava of 3,600 degrees.

Its brain developed after it stood up on its hind legs. Its drill horn bores tunnels through solid rock.

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Standing on its hind legs freed its forelegs and made it smarter. It is very forgetful, however.

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A rare and elusive Pokémon that is said to bring happiness to those who manage to get it.

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A gentle and kind-hearted Pokémon that shares its nutritious eggs if it sees an injured Pokémon.

It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

Few in numbers and difficult to capture, it is said to bring happiness to the trainer who catches it.

People try to catch it for its extremely nutritious eggs, but it rarely can be found.

Chansey lays nutritionally excellent eggs on an everyday basis. The eggs are so delicious, they are easily and eagerly devoured by even those people who have lost their appetite.

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Chansey lay nutritionally excellent eggs every day. The eggs are so delicious, they are eagerly devoured by even those people who have lost their appetite.

It lays several eggs a day. The eggs are apparently rich in nutrients and extremely delicious.

A rare and elusive Pokémon that is said to bring happiness to those who manage to get it.

It is said to deliver happiness. Being compassionate, it shares its eggs with injured people.

It lays several eggs a day and won't share them with those who have evil in their hearts.

A kindly Pokémon that lays highly nutritious eggs and shares them with injured Pokémon or people.

It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

Being few in number and difficult to capture, it is said to bring happiness to the Trainer who catches it.

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The whole body is swathed with wide vines that are similar to seaweed. Its vines shake as it walks.

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Its identity is obscured by masses of thick, blue vines. The vines are said to never stop growing.

The vines that cloak its entire body are always jiggling. They effectively unnerve its foes.

It tangles any moving thing with its vines. Their subtle shaking is ticklish if you get ensnared.

During battle, it constantly moves the vines that cover its body in order to annoy its opponent.

Tangela's vines snap off easily if they are grabbed. This happens without pain, allowing it to make a quick getaway. The lost vines are replaced by newly grown vines the very next day.

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Blue plant vines cloak the Pokémon's identity in a tangled mass. It entangles anything that gets close.

The whole body is swathed with wide vines that are similar to seaweed. The vines sway as it walks.

It is shrouded by blue vines. No one has seen the face hidden behind this growth of vines.

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The blue vines shrouding its body are covered in a growth of fine hair. It is known to be ticklish.

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The infant rarely ventures out of its mother's protective pouch until it is 3 years old.

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Raises its young in its belly pouch. Won't run from any fight to keep its young protected.

If it is safe, the young gets out of the belly pouch to play. The adult keeps a close eye on the youngster.

To protect its young, it will never give up during battle, no matter how badly wounded it is.

To avoid crushing the baby it carries in its pouch, it always sleeps standing up.

If you come across a young Kangaskhan playing by itself, you must never disturb it or attempt to catch it. The baby Pokémon's parent is sure to be in the area, and it will become violently enraged at you.

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If you come across a young Kangaskhan playing by itself, never try to catch it. The baby's parent is sure to be in the area, and it will become violently enraged.

The female raises its offspring in a pouch on its belly. It is skilled at attacking using Comet Punch.

The infant rarely ventures out of its mother's protective pouch until it is 3 years old.

It raises its offspring in its belly pouch. It lets the baby out to play only when it feels safe.

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Known to shoot down flying bugs with precision blasts of ink from the surface of the water.

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If it senses any danger, it will vigorously spray water or a special type of ink from its mouth.

If attacked by a larger enemy, it quickly swims to safety by adeptly controlling its dorsal fin.

Its big, developed fins move rapidly, allowing it to swim backward while still facing forward.

When they're in a safe location, they can be seen playfully tangling their tails together.

Horsea eats small insects and moss off of rocks. If the ocean current turns fast, this Pokémon anchors itself by wrapping its tail around rocks or coral to prevent being washed away.

If Horsea senses danger, it will reflexively spray a dense black ink from its mouth and try to escape. This Pokémon swims by cleverly flapping the fins on its back.

By cleverly flicking the fins on its back side to side, it moves in any direction while facing forward. It spits ink to escape if it senses danger.

It maintains balance using its tail, which is wound up like a coil. It may spray ink from its mouth.

Known to shoot down flying bugs with precision blasts of ink from the surface of the water.

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Capable of swimming backwards by rapidly flapping its wing-like pectoral fins and stout tail.

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Touching the back fin causes numbness. It hooks its tail to coral to stay in place while sleeping.

An examination of its cells revealed the presence of a gene not found in Horsea. It became a hot topic.

Its fin tips leak poison. Its fins and bones are highly valued as ingredients in herbal medicine.

The male raises the young. If it is approached, it uses its toxic spikes to fend off the intruder.

Seadra sleeps after wriggling itself between the branches of coral. Those trying to harvest coral are occasionally stung by this Pokémon's poison barbs if they fail to notice it.

Seadra generates whirlpools by spinning its body. The whirlpools are strong enough to swallow even fishing boats. This Pokémon weakens prey with these currents, then swallows it whole.

The poisonous barbs all over its body are highly valued as ingredients for making traditional herbal medicine. It shows no mercy to anything approaching its nest.

Its body bristles with sharp spikes. Carelessly trying to touch it could cause fainting from the spikes.

It is capable of swimming backwards by rapidly flapping its winglike pectoral fins and stout tail.

Its spines provide protection. Its fins and bones are prized as traditional medicine ingredients.

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When it is time for them to lay eggs, they can be seen swimming up rivers and falls in large groups.

Its dorsal, pectoral and tail fins wave elegantly in water. That is why it is known as the water dancer.

A strong swimmer, it is capable of swimming nonstop up fast streams at a steady speed of five knots.

During spawning season, they swim gracefully in the water, searching for their perfect mate.

Goldeen is a very beautiful Pokémon with fins that billow elegantly in water. However, don't let your guard down around this Pokémon - it could ram you powerfully with its horn.

Goldeen loves swimming wild and free in rivers and ponds. If one of these Pokémon is placed in an aquarium, it will shatter even the thickest glass with one ram of its horn and make its escape.

In the springtime, schools of Goldeen can be seen swimming up falls and rivers. It metes out staggering damage with its single horn.

Its dorsal and pectoral fins are strongly developed like muscles. It can swim at a speed of five knots.

Its tail fin billows like an elegant ballroom dress, giving it the nickname of "The Water Queen".

It swims elegantly by flittering its tail fin as if it were a dress. It has the look of a queen.

It swims at a steady 5 knots. If it senses danger, it will strike back with its sharp horn.

Though it appears very elegant when swimming with fins unfurled, it can jab powerfully with its horn.

Its dorsal, pectoral and tail fins wave elegantly in water. That is why it is known as the water dancer.

A strong swimmer, it is capable of swimming nonstop up fast streams at a steady speed of five knots per hour.

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It is the male's job to make a nest by carving out boulders in a stream using the horn on its head.

During spawning season, Seaking gather from all over, coloring the rivers a brilliant red.

Using its horn, it bores holes in riverbed boulders, making nests to prevent its eggs from washing away.

When autumn comes, the males patrol the area around their nests in order to protect their offspring.

In the autumn, Seaking males can be seen performing courtship dances in riverbeds to woo females. During this season, this Pokémon's body coloration is at its most beautiful.

Seaking is very protective of its eggs. The male and female will take turns patrolling around their nest and eggs. The guarding of eggs by these Pokémon goes on for over a month.

It punches holes in boulders on stream-beds. This is a clever innovation that prevents its eggs from being attacked or washed away by the current.

The horn on its head is sharp like a drill. It bores a hole in a boulder to make its nest.

In the autumn spawning season, they can be seen swimming powerfully up rivers and creeks.

It makes its nest by hollowing out boulders in streams with its horn. It defends its eggs with its life.

To protect its family, it will fight with its drill-sharp horn. It lives in hollowed rocks in streams.

In autumn, its body becomes more fatty in preparing to propose to a mate. It takes on beautiful colors.

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An enigmatic Pokémon that can effortlessly regenerate any appendage it loses in battle.

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As long as the center section is unharmed, it can grow back fully even if it is chopped to bits.

At night, the center of its body slowly flickers with the same rhythm as a human heartbeat.

Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

When the stars twinkle at night, it floats up from the sea floor, and its body's center core flickers.

Staryu's center section has an organ called the core that shines bright red. If you go to a beach toward the end of summer, the glowing cores of these Pokémon look like the stars in the sky.

Staryu apparently communicates with the stars in the night sky by flashing the red core at the center of its body. If parts of its body are torn, this Pokémon simply regenerates the missing pieces and limbs.

It gathers with others in the night and makes its red core glow on and off with the twinkling stars. It can regenerate limbs if they are severed from its body.

It appears in large numbers by seashores. At night, its central core flashes with a red light.

An enigmatic Pokémon that can effortlessly regenerate any appendage it loses in battle.

If its body is torn, it can grow back if the red core remains. The core flashes at midnight.

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The center section is named the core. People think it is communicating when it glows in 7 colors.

The center section of its body is called the core. It glows in a different color each time it is seen.

Regardless of the environment it lives in, its body grows to form a symmetrical geometric shape.

It is said that it uses the seven colored core of its body to send electric waves into outer space.

Starmie's center section - the core - glows brightly in seven colors. Because of its luminous nature, this Pokémon has been given the nickname "the gem of the sea."

Starmie swims through water by spinning its star-shaped body as if it were a propeller on a ship. The core at the center of this Pokémon's body glows in seven colors.

People in ancient times imagined that Starmie were transformed from the reflections of stars that twinkled on gentle waves at night.

This Pokémon has a geometric body. Because of its body, the locals suspect that it is an alien creature.

Its central core glows with the seven colors of the rainbow. Some people value the core as a gem.

At the center of its body is a red core, which sends mysterious radio signals into the night sky.

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If interrupted while it is miming, it will slap around the offender with its broad hands.

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Always practices its pantomime act. It makes enemies believe something exists that really doesn't.

A skilled mime from birth, it gains the ability to create invisible objects as it matures.

Its fingertips emit a peculiar force field that hardens air to create an actual wall.

It uses the mysterious power it has in its fingers to solidify air into an invisible wall.

Mr. Mime is a master of pantomime. Its gestures and motions convince watchers that something unseeable actually exists. Once it is believed, it will exist as if it were a real thing.

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A Mr. Mime is a master of pantomime. It can convince others that something unseeable actually exists. Once believed, the imaginary object does become real.

It is adept at conning people. It is said to be able to create walls out of thin air by miming.

If interrupted while it is miming, it will suddenly DoubleSlap the offender with its broad hands.

It is a pantomime expert that can create invisible but solid walls using miming gestures.

Emanations from its fingertips solidify the air into invisible walls that repel even harsh attacks.

It shapes an invisible wall in midair by minutely vibrating its fingertips to stop molecules in the air.

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With ninja-like agility and speed, it can create the illusion that there is more than one.

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Leaps out of tall grass and slices prey with its scythes. The movement looks like that of a ninja.

It slashes through grass with its sharp scythes, moving too fast for the human eye to track.

When it moves, it leaves only a blur. If it hides in grass, its protective colors make it invisible.

It's very proud of its speed. It moves so fast that its opponent does not even know what knocked it down.

Scyther is blindingly fast. Its blazing speed enhances the effectiveness of the twin scythes on its forearms. This Pokémon's scythes are so effective, they can slice through thick logs in one wicked stroke.

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Its blindingly fast speed adds to the sharpness of its twin forearm scythes. The scythes can slice through thick logs in one wicked stroke.

It tears and shreds prey with its wickedly sharp scythes. It very rarely spreads its wings to fly.

With ninja-like agility and speed, it can create the illusion that there is more than one.

It is nearly impossible to parry its attacking scythes. Its movements are like a ninja's.

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The sharp scythes on its forearms become increasingly sharp by cutting through hard objects.

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It tears and shreds prey with its wickedly sharp scythes. It very rarely spreads its wings to fly.

It slashes through grass with its sharp scythes, moving too fast for the human eye to track.

Scyther is blindingly fast. Its blazing speed enhances the effectiveness of the twin scythes on its forearms. This Pokémon's scythes are so effective, they can slice through thick logs in one wicked stroke.

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It seductively wiggles its hips as it walks. It can cause people to dance in unison with it.

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Appears to move to a rhythm of its own, as if it were dancing. It wiggles its hips as it walks.

It rocks its body rhythmically. It appears to alter the rhythm depending on how it is feeling.

It speaks a language similar to that of humans. However, it seems to use dancing to communicate.

It has several different cry patterns, each of which seems to have its own meaning.

Jynx walks rhythmically, swaying and shaking its hips as if it were dancing. Its motions are so bouncingly alluring, people seeing it are compelled to shake their hips without giving any thought to what they are doing.

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A Jynx sashays rhythmically as if it were dancing. Its motions are so bouncingly alluring, people seeing it are compelled to shake their hips without noticing.

It speaks using a language that sounds human. Research is under way to determine what is being said.

It seductively wiggles its hips as it walks. It can cause people to dance in unison with it.

Its cries sound like human speech. However, it is impossible to tell what it is trying to say.

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Normally found near power plants, they can wander away and cause major blackouts in cities.

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If a major power outage occurs, it is certain that this Pokémon has eaten electricity at a power plant.

Electricity runs across the surface of its body. In darkness, its entire body glows a whitish-blue.

Its body constantly discharges electricity. Getting close to it will make your hair stand on end.

When two Electabuzz touch, they control the electric currents to communicate their feelings.

When a storm arrives, gangs of this Pokémon compete with each other to scale heights that are likely to be stricken by lightning bolts. Some towns use Electabuzz in place of lightning rods.

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When a storm approaches, it competes with others to scale heights that are likely to be stricken by lightning. Some towns use Electabuzz in place of lightning rods.

It loves to feed on strong electricity. It occasionally appears around large power plants and so on.

Normally found near power plants, they can wander away and cause major blackouts in cities.

Half of all blackouts occur when this Pokémon appears at power plants and eats electricity.

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It windmills its arms to slightly boost its punches. Foes have been known to escape in the meantime.

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Its body always burns with an orange glow that enables it to hide perfectly among flames.

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Born in an active volcano. Its body is always cloaked in flames, so it looks like a big ball of fire.

It dislikes cold places, so it blows scorching flames to make the environment suitable for itself.

The fiery surface of its body gives off a wavering, rippling glare that is similar to the sun.

It moves more frequently in hot areas. It can heal itself by dipping its wound into lava.

In battle, Magmar blows out intensely hot flames from all over its body to intimidate its opponent. This Pokémon's fiery bursts create heat waves that ignite grass and trees in its surroundings.

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In battle, it blows out intense flames from all over its body to intimidate its foe. These fiery bursts create heat waves that ignite grass and trees in the area.

Found near the mouth of a volcano. This fire-breather's body temperature is nearly 2,200 degrees Fahrenheit.

Its body always burns with an orange glow that enables it to hide perfectly amidst flames.

Born in the spout of a volcano, its body is covered by flames that shimmer like the sun.

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The scorching fire exhaled by Magmar forms heat waves around its body, making it hard to see the Pokémon clearly.

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If it fails to crush the victim in its pincers, it will swing it around and toss it hard.

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Grips its prey in its pincers and squeezes hard! It can't move if it's cold, so it lives in warm places.

With its horns, it digs burrows to sleep in at night. In the morning, damp soil clings to its body.

Swings its long antlers wildly to attack. During cold periods, it hides deep in forests.

When the temperature drops at night, it sleeps on treetops or among roots where it is well hidden.

Pinsir is astoundingly strong. It can grip a foe weighing twice its weight in its horns and easily lift it. This Pokémon's movements turn sluggish in cold places.

Pinsir has a pair of massive horns. Protruding from the surface of these horns are thorns. These thorns are driven deeply into the foe's body when the pincer closes, making it tough for the foe to escape.

Their pincers are strong enough to shatter thick logs. Because they dislike cold, Pinsir burrow and sleep under the ground on chilly nights.

Its two long pincer horns are powerful. Once they grip an enemy, they won't release until the foe is torn.

If it fails to crush the foe in its pincers, it will swing around and toss the opponent.

It grips prey with its pincers until the prey is torn in half. What it can't tear, it tosses far.

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It swings its long pincer horns wildly to attack. During cold periods, it hides deep in forests.

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It grips prey with its powerful pincers and will not let go until the prey is torn in half.

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When it targets an enemy, it charges furiously while whipping its body with its long tails.

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A rowdy Pokémon with a lot of stamina. Once running, it won't stop until it hits something.

They fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns.

After heightening its will to fight by whipping itself with its three tails, it charges at full speed.

These violent Pokémon fight with other members of their herd in order to prove their strength.

This Pokémon is not satisfied unless it is rampaging at all times. If there is no opponent for Tauros to battle, it will charge at thick trees and knock them down to calm itself.

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When it is about to Tackle, it whips its body repeatedly with its three long tails.

When it targets an enemy, it charges furiously while whipping its body with its long tails.

Once it takes aim at its foe, it makes a headlong charge. It is famous for its violent nature.

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After heightening its will to fight by whipping itself with its three tails, it charges at full speed.

When it is about to tackle, it whips its body repeatedly with its three long tails.

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In the distant past, it was somewhat stronger than the horribly weak descendants that exist today.

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Famous for being very unreliable. It can be found swimming in seas, lakes, rivers and shallow puddles.

An underpowered, pathetic Pokémon. It may jump high on rare occasions, but never more than seven feet.

For no reason, it jumps and splashes about, making it easy for predators like Pidgeotto to catch it mid-jump.

This weak and pathetic Pokémon gets easily pushed along rivers when there are strong currents.

Magikarp is a pathetic excuse for a Pokémon that is only capable of flopping and splashing. This behavior prompted scientists to undertake research into it.

Magikarp is virtually useless in battle as it can only splash around. As a result, it is considered to be weak. However, it is actually a very hardy Pokémon that can survive in any body of water no matter how polluted it is.

Its swimming muscles are weak, so it is easily washed away by currents. In places where water pools, you can see many Magikarp deposited there by the flow.

It is virtually worthless in terms of both power and speed. It is the most weak and pathetic Pokémon in the world.

In the distant past, it was somewhat stronger than the horribly weak descendants that exist today.

It is said to be the world's weakest Pokémon. No one knows why it has managed to survive.

It is unable to swim against even slow-moving currents. It always splashes about for some reason.

A Magikarp living for many years can leap a mountain using Splash. The move remains useless, though.

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Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage.

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Brutally vicious and enormously destructive. Known for totally destroying cities in ancient times.

They say that during past wars, Gyarados would appear and leave blazing ruins in its wake.

Once it appears, it goes on a rampage. It remains enraged until it demolishes everything around it.

It appears whenever there is world conflict, burning down any place it travels through.

When Magikarp evolves into Gyarados, its brain cells undergo a structural transformation. It is said that this transformation is to blame for this Pokémon's wildly violent nature.

Once Gyarados goes on a rampage, its ferociously violent blood doesn't calm until it has burned everything down. There are records of this Pokémon's rampages lasting a whole month.

It is an extremely vicious and violent Pokémon. When humans begin to fight, it will appear and burn everything to the ground with intensely hot flames.

It has an extremely aggressive nature. The Hyper Beam it shoots from its mouth totally incinerates all targets.

Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage.

Once it appears, its rage never settles until it has razed the fields and mountains around it.

In ancient literature, there is a record of a Gyarados that razed a village when violence flared.

Once it begins to rampage, a Gyarados will burn everything down, even in a harsh storm.

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A Pokémon that has been overhunted almost to extinction. It can ferry people across the water.

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A gentle soul that can read the minds of people. It can ferry people across the sea on its back.

They have gentle hearts. Because they rarely fight, many have been caught. Their number has dwindled.

It ferries people across the sea on its back. It may sing an enchanting cry if it is in a good mood.

This gentle Pokémon loves to give people rides and provides a very comfortable way to get around.

People have driven Lapras almost to the point of extinction. In the evenings, this Pokémon is said to sing plaintively as it seeks what few others of its kind still remain.

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Its high intelligence enables it to understand human speech. It likes to ferry people on its back.

A Pokémon that has been overhunted almost to extinction. It can ferry people across the water.

It loves crossing the sea with people and Pokémon on its back. It understands human speech.

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Able to understand human speech and very intelligent, it loves to swim in the sea with people on its back.

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Capable of copying an enemy's genetic code to instantly transform itself into a duplicate of the enemy.

Capable of copying an enemy's genetic code to instantly transform itself into a duplicate of the enemy.

When it spots an enemy, its body transforms into an almost perfect copy of its opponent.

It can transform into anything. When it sleeps, it changes into a stone to avoid being attacked.

Its transformation ability is perfect. However, if it is made to laugh, it can't maintain its disguise.

When it encounters another Ditto, it will move faster than normal to duplicate that opponent exactly.

Ditto rearranges its cell structure to transform itself into other shapes. However, if it tries to transform itself into something by relying on its memory, this Pokémon manages to get details wrong.

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A Ditto rearranges its cell structure to transform itself. However, if it tries to change based on its memory, it will get details wrong.

It can freely recombine its own cellular structure to transform into other life-forms.

Capable of copying an opponent's genetic code to instantly transform itself into a duplicate of the enemy.

It has the ability to reconstitute its entire cellular structure to transform into whatever it sees.

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It can reconstitute its entire cellular structure to change into what it sees, but it returns to normal when it relaxes.

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Its genetic code is irregular. It may mutate if it is exposed to radiation from element Stones.

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Its genetic code is unstable, so it could evolve in a variety of ways. There are only a few alive.

It has the ability to alter the composition of its body to suit its surrounding environment.

Its irregularly configured DNA is affected by its surroundings. It evolves if its environment changes.

Its ability to evolve into many forms allows it to adapt smoothly and perfectly to any environment.

Eevee has an unstable genetic makeup that suddenly mutates due to the environment in which it lives. Radiation from various stones causes this Pokémon to evolve.

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An Eevee has an unstable genetic makeup that suddenly mutates due to its environment. Radiation from various stones causes this Pokémon to evolve.

An extremely rare Pokémon that may evolve in a number of different ways depending on stimuli.

Its genetic code is irregular. It may mutate if it is exposed to radiation from element stones.

A rare Pokémon that adapts to harsh environments by taking on different evolutionary forms.

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Because its genetic makeup is irregular, it quickly changes its form due to a variety of causes.

It has the ability to alter the composition of its body to suit its surrounding environment.

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Lives close to water. Its long tail is ridged with a fin which is often mistaken for a mermaid's.

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Its cell structure is similar to water molecules. It will melt away and become invisible in water.

When Vaporeon's fins begin to vibrate, it is a sign that rain will come within a few hours.

It prefers beautiful shores. With cells similar to water molecules, it could melt in water.

As it uses the fins on the tip of its tail to swim, it blends with the water perfectly.

Vaporeon underwent a spontaneous mutation and grew fins and gills that allow it to live underwater. This Pokémon has the ability to freely control water.

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Vaporeon underwent a spontaneous mutation and grew fins and gills that allow them to live underwater. They have the ability to freely control water.

Its body's cellular structure is similar to the molecular composition of water. It can melt invisibly in water.

Lives close to water. Its long tail is ridged with a fin which is often mistaken for a mermaid's.

It has evolved to be suitable for an aquatic life. It can invisibly melt away into water.

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It accumulates negative ions in the atmosphere to blast out 10000-volt lightning bolts.

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A sensitive Pokémon that easily becomes sad or angry. Every time its mood changes, it charges power.

It concentrates the weak electric charges emitted by its cells and launches wicked lightning bolts.

Every hair on its body starts to stand sharply on end if it becomes charged with electricity.

The negatively charged ions generated in its fur create a constant sparking noise.

Jolteon's cells generate a low level of electricity. This power is amplified by the static electricity of its fur, enabling the Pokémon to drop thunderbolts. The bristling fur is made of electrically charged needles.

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Its cells generate weak power that is amplified by its fur's static electricity to drop thunderbolts. The bristling fur is made of electrically charged needles.

If it is angered or startled, the fur all over its body bristles like sharp needles that pierce foes.

It accumulates negative ions in the atmosphere to blast out 10000-volt lightning bolts.

It controls 10,000-volt power and can raise all the fur on its body as if it were sharp needles.

It controls 10,000-volt power and can raise all the fur on its body as if it were sharp needles.

If agitated, it uses electricity to straighten out its fur and launch it in small bunches.

It concentrates the weak electric charges emitted by its cells and launches wicked lightning bolts.

Every hair on its body starts to stand sharply on end if it becomes charged with electricity.

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By storing electricity in its body, it can shoot its bristlelike fur like a barrage of missiles.

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Every hair on its body starts to stand sharply on end if it becomes charged with electricity.

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When storing thermal energy in its body, its temperature could soar to over 1600 degrees.

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It has a flame chamber inside its body. It inhales, then blows out fire that is over 3,000F degrees.

It stores some of the air it inhales in its internal flame pouch, which heats it to over 3,000 degrees.

It fluffs out its fur collar to cool down its body temperature, which can reach 1,650 degrees.

Once it has stored up enough heat, this Pokémon's body temperature can reach up to 1700 degrees.

Flareon's fluffy fur has a functional purpose - it releases heat into the air so that its body does not get excessively hot. This Pokémon's body temperature can rise to a maximum of 1,650 degrees F.

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It has a flame bag inside its body. After inhaling deeply, it blows out flames of nearly 3,100 degrees Fahrenheit.

When storing thermal energy in its body, its temperature can soar to over 1,600 degrees Fahrenheit.

It has a flame sac in its body. Its body temperature tops 1,650 degrees Fahrenheit before battle.

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Inhaled air is heated in the flame sac in its body to an intense fire over 3,000 degrees Fahrenheit.

It stores some of the air it inhales in its internal flame pouch, which heats it to over 3,000 degrees Fahrenheit.

It fluffs out its fur collar to cool down its body temperature, which can reach 1,650 degrees Fahrenheit.

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Inhaled air is carried to its flame sac, heated, and exhaled as fire that reaches over 3,000 degrees F.

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A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace.

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The only Pokémon people anticipate can fly into space. None has managed the feat yet, however.

It is a manmade Pokémon. Since it doesn't breathe, people are eager to try it in any environment.

A manmade Pokémon that came about as a result of research. It is programmed with only basic motions.

An artificial Pokémon created due to extensive research, it can perform only what is in its program.

Porygon is capable of reverting itself entirely back to program data and entering cyberspace. This Pokémon is copy-protected so it cannot be duplicated by copying.

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It is capable of reverting itself entirely back to program data in order to enter cyberspace. A Porygon is copy-protected so it cannot be duplicated.

Using the most advanced technologies, scientists finally succeeded in making the first artificial Pokémon.

A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace.

The world's first artificially created Pokémon. It can travel through electronic space.

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A man-made Pokémon created using advanced scientific means. It can move freely in cyberspace.

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Although long extinct, in rare cases, it can be genetically resurrected from fossils.

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An ancient Pokémon that was recovered from a fossil. It swims by cleverly twisting its 10 tentacles about.

Revived from an ancient fossil, this Pokémon uses air stored in its shell to sink and rise in water.

This Pokémon from ancient times is said to have navigated the sea by adeptly twisting its 10 tentacles.

In prehistoric times, it swam on the sea floor, eating plankton. Its fossils are sometimes found.

Omanyte is one of the ancient and long-since-extinct Pokémon that have been regenerated from fossils by people. If attacked by an enemy, it withdraws itself inside its hard shell.

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One of the ancient and long-since-extinct Pokémon that have been regenerated from fossils by humans. If attacked, it withdraws into its hard shell.

A prehistoric Pokémon that lived in the primordial sea, it swims by twisting its 10 tentacles about.

Although long extinct, in rare cases, it can be genetically resurrected from fossils.

A Pokémon that was resurrected from a fossil using modern science. It swam in ancient seas.

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A prehistoric Pokémon that died out when its heavy shell made it impossible to catch prey.

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Sharp beaks ring its mouth. Its shell was too big for it to move freely, so it became extinct.

Apparently, it cracked Shellder's shell with its sharp fangs and sucked out the insides.

Once wrapped around its prey, it never lets go. It eats the prey by tearing at it with sharp fangs.

Its heavy shell allowed it to reach only nearby food. This could be the reason it is extinct.

Omastar uses its tentacles to capture its prey. It is believed to have become extinct because its shell grew too large and heavy, causing its movements to become too slow and ponderous.

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An Omastar uses its tentacles to capture its prey. It is believed to have become extinct because its shell grew too large, making its movements slow and ponderous.

Its tentacles are highly developed as if they are hands and feet. As soon as it ensnares prey, it bites.

Despite having strong fangs and tentacles, it went extinct when its heavy shell made it unable to catch prey.

It is thought that this Pokémon became extinct because its spiral shell grew too large.

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A Pokémon that was resurrected from a fossil found in what was once the ocean floor eons ago.

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A Pokémon that was recovered from a fossil. It uses the eyes on its back while hiding on the sea floor.

On rare occasions, some have been found as fossils which they became while hiding on the ocean floor.

This Pokémon lived in ancient times. On rare occasions, it has been discovered as a living fossil.

Three hundred million years ago, it hid on the sea floor. It also has eyes on its back that glow.

Kabuto is a Pokémon that has been regenerated from a fossil. However, in extremely rare cases, living examples have been discovered. The Pokémon has not changed at all for 300 million years.

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This Pokémon was regenerated from the fossil of an ancient creature. It protects itself with a hard shell.

A Pokémon that was regenerated from a fossil found in what was once the ocean floor long ago.

It is thought to have inhabited beaches 300 million years ago. It is protected by a stiff shell.

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Its sleek shape is perfect for swimming. It slashes prey with its claws and drains the body fluids.

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A slim and fast swimmer. It slices its prey with its sharp sickles and drinks the body fluids.

In the water, it tucks in its limbs to become more compact, then it wiggles its shell to swim fast.

With sharp claws, this ferocious, ancient Pokémon rips apart prey and sucks their body fluids.

It was able to swim quickly through the water by compactly folding up its razor-sharp sickles.

Kabutops swam underwater to hunt for its prey in ancient times. The Pokémon was apparently evolving from being a water-dweller to living on land as evident from the beginnings of change in its gills and legs.

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Kabutops once swam underwater to hunt for prey. It was apparently evolving from being a water dweller to living on land as evident from changes in its gills and legs.

It swims freely through water. It catches prey with its scythe-like arms and drains the victim's fluids.

Its sleek shape is perfect for swimming. It slashes prey with its claws and drains their fluids.

It is thought that this Pokémon came onto land because its prey adapted to life on land.

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A ferocious, prehistoric Pokémon that goes for the enemy's throat with its serrated saw-like fangs.

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A savage Pokémon that died out in ancient times. It was resurrected using DNA taken from amber.

A vicious Pokémon from the distant past, it appears to have flown by spreading its wings and gliding.

This vicious Pokémon is said to have flown in ancient skies while shrieking high-pitched cries.

In prehistoric times, this Pokémon flew freely and fearlessly through the skies.

Aerodactyl is a Pokémon from the age of dinosaurs. It was regenerated from genetic material extracted from amber. It is imagined to have been the king of the skies in ancient times.

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It was regenerated from a dinosaur's genetic matter that was found in amber. It flies with high-pitched cries.

A ferocious, prehistoric Pokémon that goes for the enemy's throat with its serrated, sawlike fangs.

A Pokémon that roamed the skies in the dinosaur era. Its teeth are like saw blades.

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Very lazy. Just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful.

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Will eat anything, even if the food happens to be a little moldy. It never gets an upset stomach.

What sounds like its cry may actually be its snores or the rumblings of its hungry belly.

Its stomach's digestive juices can dissolve any kind of poison. It can even eat things off the ground.

This Pokémon's stomach is so strong, even eating moldy or rotten food will not affect it.

Snorlax's typical day consists of nothing more than eating and sleeping. It is such a docile Pokémon that there are children who use its expansive belly as a place to play.

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Snorlax's typical day consists of nothing more than eating and sleeping. It is such a docile Pokémon that there are children who use its big belly as a place to play.

It is not satisfied unless it eats over 880 pounds of food every day. When it is done eating, it goes promptly to sleep.

Very lazy. Just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful.

Its stomach can digest any kind of food, even if it happens to be moldy or rotten.

It stops eating only to sleep. It doesn't feel full unless it eats nearly 900 pounds a day.

When its belly is full, it becomes too lethargic to even lift a finger, so it is safe to bounce on its belly.

What sounds like its cry may actually be its snores or the rumblings of its hungry belly.

Its stomach's digestive juices can dissolve any kind of poison. It can even eat things off the ground.

When its belly is full, it becomes too lethargic to even lift a finger, so it is safe to bounce on its belly.

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A legendary bird Pokémon that is said to appear to doomed people who are lost in icy mountains.

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A legendary bird Pokémon. It freezes water that is contained in winter air and makes it snow.

The magnificent, seemingly translucent wings of this legendary bird Pokémon are said to be made of ice.

One of the legendary bird Pokémon, it chills moisture in the atmosphere to create snow while flying.

Legendary bird Pokémon. As it flies through the sky, it cools the air, causing snow to fall.

Articuno is a legendary bird Pokémon that can control ice. The flapping of its wings chills the air. As a result, it is said that when this Pokémon flies, snow will fall.

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One of the legendary bird Pokémon. With its long tail trailing behind, its flying form is magnificent.

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A legendary bird Pokémon. It can create blizzards by freezing moisture in the air.

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A legendary bird Pokémon that is said to appear from clouds while dropping enormous lightning bolts.

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This legendary bird Pokémon is said to appear when the sky turns dark and lightning showers down.

This legendary bird Pokémon causes savage thunderstorms by flapping its glittering wings.

This legendary bird Pokémon is said to appear only when a thundercloud parts into two halves.

Legendary bird Pokémon. They say lightning caused by the flapping of its wings causes summer storms.

Zapdos is a legendary bird Pokémon that has the ability to control electricity. It usually lives in thunderclouds. The Pokémon gains power if it is stricken by lightning bolts.

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One of the legendary bird Pokémon. While it is flying, it makes crackling and snapping sounds.

A legendary bird Pokémon that is said to appear from clouds while dropping enormous lightning bolts.

A legendary Pokémon that is said to live inside thunder clouds. It can freely control thunder.

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Known as the legendary bird of fire. Every flap of its wings creates a dazzling flash of flames.

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A legendary bird Pokémon. As it flaps its blazing wings, even the night sky will turn red.

This legendary Pokémon scatters embers with every flap of its wings. It is a thrilling sight to behold.

This legendary bird Pokémon is said to bring early spring to the wintry lands it visits.

Legendary bird Pokémon. It is said to migrate from the south along with the spring.

Moltres is a legendary bird Pokémon that has the ability to control fire. If this Pokémon is injured, it is said to dip its body in the molten magma of a volcano to burn and heal itself.

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Moltres is a legendary bird Pokémon that can control fire. If injured, it is said to dip its body in the molten magma of a volcano to burn and heal itself.

One of the legendary bird Pokémon. Those who see it are overwhelmed by its orange wings that seem to be on fire.

It is said to be the legendary bird Pokémon of fire. Every flap of its wings creates a dazzling flare of flames.

One of the legendary bird Pokémon. It is said that spring will soon arrive if Moltres shows itself.

One of the legendary bird Pokémon. It is said that spring will soon arrive if Moltres shows itself.

One of the legendary bird Pokémon. It is said that its appearance indicates the coming of spring.

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Long considered a mythical Pokémon until recently when a small colony was found living underwater.

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The existence of this mythical Pokémon was only recently confirmed by a fisherman who caught one.

It is born large to start with. It repeatedly sheds its skin as it steadily grows longer.

This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

It sheds many layers of skin as it grows larger. During this process, it is protected by a rapid waterfall.

Dratini continually molts and sloughs off its old skin. It does so because the life energy within its body steadily builds to reach uncontrollable levels.

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A Dratini continually molts and sloughs off its old skin. It does so because the life energy within its body steadily builds to reach uncontrollable levels.

Even the young can exceed 6.5 feet in length. It grows larger by repeatedly shedding skin.

Long considered a mythical Pokémon until recently, when a small colony was found living underwater.

It is called the "Mirage Pokémon" because so few have seen it. Its shed skin has been found.

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A mystical Pokémon that exudes a gentle aura. Has the ability to change climate conditions.

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According to a witness, its body was surrounded by a strange aura that gave it a mystical look.

They say that if it emits an aura from its whole body, the weather will begin to change instantly.

Its crystalline orbs appear to give this Pokémon the power to freely control the weather.

It is called the divine Pokémon. When its entire body brightens slightly, the weather changes.

Dragonair stores an enormous amount of energy inside its body. It is said to alter weather conditions in its vicinity by discharging energy from the crystals on its neck and tail.

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A Dragonair stores an enormous amount of energy inside its body. It is said to alter the weather around it by loosing energy from the crystals on its neck and tail.

It is said to live in seas and lakes. Even though it has no wings, it has been seen flying occasionally.

A mystical Pokémon that exudes a gentle aura. It is said to have the ability to change the weather.

If its body takes on an aura, the weather changes instantly. It is said to live in seas and lakes.

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A mystical Pokémon that exudes a gentle aura. It is said to have the ability to change the weather.

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An extremely rarely seen marine Pokémon. Its intelligence is said to match that of humans.

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It is said that this Pokémon lives somewhere in the sea and that it flies. However, it is only a rumor.

It is said that this Pokémon constantly flies over the immense seas and rescues drowning people.

This marine Pokémon has an impressive build that lets it freely fly over raging seas without trouble.

It is said that somewhere in the ocean lies an island where these gather. Only they live there.

Dragonite is capable of circling the globe in just sixteen hours. It is a kindhearted Pokémon that leads lost and foundering ships in a storm to the safety of land.

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It can circle the globe in just 16 hours. It is a kindhearted Pokémon that leads lost and foundering ships in a storm to the safety of land.

It can fly in spite of its big and bulky physique. It circles the globe in just 16 hours.

Very few people ever see this Pokémon. Its intelligence is said to match that of humans.

It is said to make its home somewhere in the sea. It guides crews of shipwrecks to shore.

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It was created by a scientist after years of horrific gene splicing and DNA engineering experiments.

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Its DNA is almost the same as Mew's. However, its size and disposition are vastly different.

Because its battle abilities were raised to the ultimate level, it thinks only of defeating its foes.

It usually remains motionless to conserve energy, so that it may unleash its full power in battle.

Said to rest quietly in an undiscovered cave, this Pokémon was created solely for battling.

Mewtwo is a Pokémon that was created by genetic manipulation. However, even though the scientific power of humans created this Pokémon's body, they failed to endow Mewtwo with a compassionate heart.

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A Pokémon that was created by genetic manipulation. However, even though the scientific power of humans made its body, they failed to give it a warm heart.

A Pokémon whose genetic code was repeatedly recombined for research. It turned vicious as a result.

It was created by a scientist after years of horrific gene-splicing and DNA-engineering experiments.

A Pokémon created by recombining Mew's genes. It's said to have the most savage heart among Pokémon.

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So rare that it is still said to be a mirage by many experts. Only a few people have seen it worldwide.

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When viewed through a microscope, this Pokémon's short, fine, delicate hair can be seen.

Apparently, it appears only to those people who are pure of heart and have a strong desire to see it.

Its DNA is said to contain the genetic codes of all Pokémon, so it can use all kinds of techniques.

Because it can learn any move, some people began research to see if it is the ancestor of all Pokémon.

Mew is said to possess the genetic composition of all Pokémon. It is capable of making itself invisible at will, so it entirely avoids notice even if it approaches people.

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A Pokémon of South America that was thought to have been extinct. It is very intelligent and learns any move.

So rare that it is still said to be a mirage by many experts. Only a few people have seen it worldwide.

Because it can use all kinds of moves, many scientists believe Mew to be the ancestor of Pokémon.

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A sweet aroma gently wafts from the leaf on its head. It is docile and loves to soak up the sun's rays.

Its pleasantly aromatic leaves have the ability to check the humidity and temperature.

It loves to bask in the sunlight. It uses the leaf on its head to seek out warm places.

In battle, Chikorita waves its leaf around to keep the foe at bay. However, a sweet fragrance also wafts from the leaf, becalming the battling Pokémon and creating a cozy, friendly atmosphere all around.

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It waves its leaf around to keep foes at bay. However, a sweet fragrance also wafts from the leaf, creating a friendly atmosphere that becalms the battlers.

Its pleasantly aromatic leaves have the ability to check the humidity and temperature.

A sweet aroma gently wafts from the leaf on its head. It is docile and loves to soak up the sun's rays.

It uses the leaf on its head to determine the temperature and humidity. It loves to sunbathe.

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The scent of spices comes from around its neck. Somehow, sniffing it makes you want to fight.

A spicy aroma emanates from around its neck. The aroma acts as a stimulant to restore health.

The scent that wafts from the leaves on its neck causes anyone who smells it to become energetic.

Bayleef's neck is ringed by curled-up leaves. Inside each tubular leaf is a small shoot of a tree. The fragrance of this shoot makes people peppy.

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The buds that ring its neck give off a spicy aroma that perks people up.

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The aroma that rises from its petals contains a substance that calms aggressive feelings.

Meganium's breath has the power to revive dead grass and plants. It can make them healthy again.

Anyone who stands beside it becomes refreshed, just as if they were relaxing in a sunny forest.

The fragrance of Meganium's flower soothes and calms emotions. In battle, this Pokémon gives off more of its becalming scent to blunt the foe's fighting spirit.

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It is timid, and always curls itself up in a ball. If attacked, it flares up its back for protection.

It usually stays hunched over. If it is angry or surprised, it shoots flames out of its back.

The fire that spouts from its back burns hottest when it is angry. The flaring flames intimidate foes.

Cyndaquil protects itself by flaring up the flames on its back. The flames are vigorous if the Pokémon is angry. However, if it is tired, the flames sputter fitfully with incomplete combustion.

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It flares flames from its back to protect itself. The fire burns vigorously if the Pokémon is angry. When it is tired, it sputters with incomplete combustion.

It usually stays hunched over. If it is angry or surprised, it shoots flames out of its back.

It is timid, and always curls itself up in a ball. If attacked, it flares up its back for protection.

It has a timid nature. If it is startled, the flames on its back burn more vigorously.

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Be careful if it turns its back during battle. It means that it will attack with the fire on its back.

This Pokémon is fully covered by nonflammable fur. It can withstand any kind of fire attack.

Before battle, it turns its back on its opponent to demonstrate how ferociously its fire blazes.

Quilava keeps its foes at bay with the intensity of its flames and gusts of superheated air. This Pokémon applies its outstanding nimbleness to dodge attacks even while scorching the foes with flames.

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It intimidates foes with intense gusts of flames and superheated air. Its quick nimbleness lets it dodge attacks even while scorching an enemy.

This Pokémon is fully covered by nonflammable fur. It can withstand any kind of fire attack.

Be careful if it turns its back during battle. It means that it will attack with the fire on its back.

It intimidates foes with the heat of its flames. The fire burns more strongly when it readies to fight.

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If its rage peaks, it becomes so hot that anything that touches it will instantly go up in flames.

It has a secret, devastating move. It rubs its blazing fur together to cause huge explosions.

When heat from its body causes the air around it to shimmer, this is a sign that it is ready to battle.

Typhlosion obscures itself behind a shimmering heat haze that it creates using its intensely hot flames. This Pokémon creates blazing explosive blasts that burn everything to cinders.

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It can hide behind a shimmering heat haze that it creates using its intense flames. Typhlosion create blazing explosive blasts that burn everything to cinders.

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If its rage peaks, it becomes so hot that anything that touches it will instantly go up in flames.

It attacks using blasts of fire. It creates heat shimmers with intense fire to hide itself.

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Its well-developed jaws are powerful and capable of crushing anything. Even its trainer must be careful.

It is small but rough and tough. It won't hesitate to take a bite out of anything that moves.

This rough critter chomps at any moving object it sees. Turning your back on it is not recommended.

Despite the smallness of its body, Totodile's jaws are very powerful. While the Pokémon may think it is just playfully nipping, its bite has enough power to cause serious injury.

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It is small but rough and tough. It won't hesitate to take a bite out of anything that moves.

Its well-developed jaws are powerful and capable of crushing anything. Even its Trainer must be careful.

It has the habit of biting anything with its developed jaws. Even its Trainer needs to be careful.

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If it loses a fang, a new one grows back in its place. There are always 48 fangs lining its mouth.

It opens its huge jaws wide when attacking. If it loses any fangs while biting, they grow back in.

The tips of its fangs are slanted backward. Once those fangs clamp down, the prey has no hope of escape.

Once Croconaw has clamped its jaws on its foe, it will absolutely not let go. Because the tips of its fangs are forked back like barbed fishhooks, they become impossible to remove when they have sunk in.

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It opens its huge jaws wide when attacking. If it loses any fangs while biting, they grow back in.

If it loses a fang, a new one grows back in its place. There are always 48 fangs lining its mouth.

Once it bites down, it won't let go until it loses its fangs. New fangs quickly grow into place.

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When it bites with its massive and powerful jaws, it shakes its head and savagely tears its victim up.

It is hard for it to support its own weight out of water, so it gets down on all fours. But it moves fast.

Although it has a massive body, its powerful hind legs enable it to move quickly, even on the ground.

Feraligatr intimidates its foes by opening its huge mouth. In battle, it will kick the ground hard with its thick and powerful hind legs to charge at the foe at an incredible speed.

Feraligatr intimidates its foes by opening its huge mouth. In battle, it will kick the ground hard with its thick and powerful hind legs to charge at the foe at an incredible speed.

It opens its huge mouth to intimidate enemies. In battle, it runs using its thick and powerful hind legs to charge the foe with incredible speed.

It is hard for it to support its own weight out of water, so it gets down on all fours. But it moves fast.

When it bites with its massive and powerful jaws, it shakes its head and savagely tears its victim up.

It usually moves slowly, but it goes at blinding speed when it attacks and bites prey.

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A very cautious Pokémon, it raises itself up using its tail to get a better view of its surroundings.

It stands on its tail so it can see a long way. If it spots an enemy, it cries loudly to warn its kind.

When acting as a lookout, it warns others of danger by screeching and hitting the ground with its tail.

When Sentret sleeps, it does so while another stands guard. The sentry wakes the others at the first sign of danger. When this Pokémon becomes separated from its pack, it becomes incapable of sleep due to fear.

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They take turns standing guard when it is time to sleep. The sentry awakens the others if it senses danger. If one becomes separated, it turns sleepless with fear.

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A very cautious Pokémon, it raises itself up using its tail to get a better view of its surroundings.

It has a very nervous nature. It stands up high on its tail so it can scan wide areas.

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It makes a nest to suit its long and skinny body. The nest is impossible for other Pokémon to enter.

There is no telling where the tail begins. Despite its short legs, it is quick at hunting Rattata.

It lives in narrow burrows that fit its slim body. The deeper the nests go, the more maze-like they become.

Furret has a very slim build. When under attack, it can slickly squirm through narrow spaces and get away. In spite of its short limbs, this Pokémon is very nimble and fleet.

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It makes a nest to suit its long and skinny body. The nest is impossible for other Pokémon to enter.

The mother puts its offspring to sleep by curling up around them. It corners foes with speed.

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There is no telling where the tail begins. Despite its short legs, it is quick and likes to chase Rattata.

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Furret has a very slim build. When under attack, it can slickly squirm through narrow spaces and get away. In spite of its short limbs, this Pokémon is very nimble and fleet.

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It always stands on one foot. It changes feet so fast, the movement can rarely be seen.

It has a perfect sense of time. Whatever happens, it keeps rhythm by precisely tilting its head in time.

It begins to hoot at the same time every day. Some trainers use them in place of clocks.

Hoothoot has an internal organ that senses and tracks the earth's rotation. Using this special organ, this Pokémon begins hooting at precisely the same time every day.

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It has a perfect sense of time. Whatever happens, it keeps rhythm by precisely tilting its head in time.

It always stands on one foot. It changes feet so fast, the movement can rarely be seen.

It always stands on one foot. Even when attacked, it does not brace itself using both feet.

It switches its standing foot so quickly, it can't be seen. It cries at the same time every day.

It marks time precisely. Some countries consider it to be a wise friend, versed in the world's ways.

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Its eyes are specially adapted. They concentrate even faint light and enable it to see in the dark.

When it needs to think, it rotates its head 180 degrees to sharpen its intellectual power.

Its extremely soft feathers make no sound in flight. It silently sneaks up on prey without being detected.

Noctowl never fails at catching prey in darkness. This Pokémon owes its success to its superior vision that allows it to see in minimal light, and to its soft, supple wings that make no sound in flight.

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It unfailingly catches prey in darkness. Noctowl owe their success to superior vision that allows them to see in minimal light, and to their supple and silent wings.

When it needs to think, it rotates its head 180 degrees to sharpen its intellectual power.

Its eyes are specially adapted. They concentrate even faint light and enable it to see in the dark.

Its eyes are special. They can pick out objects as long as there is the tiniest amount of light.

If it flips its head upside down, it's a sign that it is engaged in very complex thinking.

Its eyes are specially developed to enable it to see clearly even in murky darkness and minimal light.

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It is very timid. It will be afraid to move if it is alone. But it will be active if it is in a group.

When the weather turns cold, lots of Ledyba gather from everywhere to cluster and keep each other warm.

It is timid and clusters together with others. The fluid secreted by its feet indicates its location.

Ledyba secretes an aromatic fluid from where its legs join its body. This fluid is used for communicating with others. This Pokémon conveys its feelings to others by altering the fluid's scent.

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Ledyba communicate using a fluid that they secrete from where the legs join the body. They are said to convey feelings to others by altering the fluid's scent.

When the weather turns cold, lots of Ledyba gather from everywhere to cluster and keep each other warm.

It is very timid. It will be afraid to move if it is alone. But it will be active if it is in a group.

It is so timid, it can't move if it isn't with a swarm of others. It conveys its feelings with scent.

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When the stars flicker in the night sky, it flutters about, scattering a glowing powder.

The star patterns on its back grow larger or smaller depending on the number of stars in the night sky.

In the daytime when it gets warm, it curls up inside a big leaf and drifts off into a deep slumber.

It is said that in lands with clean air, where the stars fill the sky, there live Ledian in countless numbers. There is a good reason for this - the Pokémon uses the light of the stars as its energy.

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It is said that in lands with clean air, where the stars fill the sky, there live many Ledian. For good reason, they use the light of the stars as energy.

The star patterns on its back grow larger or smaller depending on the number of stars in the night sky.

When the stars flicker in the night sky, it flutters about, scattering a glowing powder.

It uses starlight as energy. When more stars appear at night, the patterns on its back grow larger.

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It lies still in the same pose for days in its web, waiting for its unsuspecting prey to wander close.

It spins a web using fine—but durable—thread. It then waits patiently for prey to be trapped.

If prey becomes ensnared in its nest of spun string, it waits motionlessly until it becomes dark.

The web spun by Spinarak can be considered its second nervous system. It is said that this Pokémon can determine what kind of prey is touching its web just by the tiny vibrations it feels through the web's strands.

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It spins a web using fine--but durable--thread. It then waits patiently for prey to be trapped.

It lies still in the same pose for days in its web, waiting for its unsuspecting prey to wander close.

It sets a trap by spinning a web with thin but strong silk. It waits motionlessly for prey to arrive.

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It spins string not only from its rear but also from its mouth. It is hard to tell which end is which.

A single strand of a special string is endlessly spun out of its rear. The string leads back to its nest.

Rather than making a nest in one specific spot, it wanders in search of food after darkness falls.

Ariados's feet are tipped with tiny hooked claws that enable it to scuttle on ceilings and vertical walls. This Pokémon constricts the foe with thin and strong silk webbing.

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It attaches silk to its prey and sets it free. Later, it tracks the silk to the prey and its friends.

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It flies so silently through the dark on its four wings that it may not be noticed even when nearby.

The development of wings on its legs enables it to fly fast but also makes it tough to stop and rest.

As a result of its pursuit of faster, yet more silent flight, a new set of wings grew on its hind legs.

If this Pokémon is flying by fluttering only a pair of wings on either the forelegs or hind legs, it's proof that Crobat has been flying a long distance. It switches the wings it uses if it is tired.

Crobat sneaks up on its intended prey using wings that barely make a sound. This Pokémon rests by hanging on a tree branch with its rear legs that serve as wings.

Over the course of evolution, its hind legs turned into wings. By alternately resting its front and rear wings, it can fly all day without having to stop.

The development of wings on its legs enables it to fly fast but also makes it tough to stop and rest.

It flies so silently through the dark on its four wings that it may not be noticed even when nearby.

Having four wings enables it to fly faster and more quietly. It turns active when the night comes.

A Pokémon that gained vastly enhanced flying performance by having its legs turn into wings.

The transformation of its legs into wings made it better at flying, but more clumsy at walking.

It flies so silently through the dark on its four wings that it may not be noticed even when nearby.

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It shoots positive and negative electricity between the tips of its two antennae and zaps its enemies.

On the dark ocean floor, its only means of communication is its constantly flashing lights.

Its antennae, which evolved from a fin, have both positive and negative charges flowing through them.

Chinchou lets loose positive and negative electrical charges from its two antennas to make its prey faint. This Pokémon flashes its electric lights to exchange signals with others.

Chinchou's two antennas are filled with cells that generate strong electricity. This Pokémon's cells create so much electrical power, it even makes itself tingle slightly.

When it senses danger, it discharges positive and negative electricity from its two antennae. It lives in depths beyond sunlight's reach.

On the dark ocean floor, its only means of communication is its constantly flashing lights.

It shoots positive and negative electricity between the tips of its two antennae and zaps its enemies.

It discharges positive and negative electricity from its antenna tips to shock its foes.

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The light it emits is so bright that it can illuminate the sea's surface from a depth of over three miles.

It blinds prey with an intense burst of light, then swallows the immobilized prey in a single gulp.

This Pokémon uses the bright part of its body, which changed from a dorsal fin, to lure prey.

Lanturn is nicknamed "the deep-sea star" for its illuminated antenna. This Pokémon produces light by causing a chemical reaction between bacteria and its bodily fluids inside the antenna.

Lanturn is known to emit light. If you peer down into the dark sea from a ship at night, you can sometimes see this Pokémon's light rising from the depths where it swims. It gives the sea an appearance of a starlit night.

The light-emitting orbs on its back are very bright. They are formed from a part of its dorsal fin. This Pokémon illuminates the inky darkness of deep seas.

It blinds prey with an intense burst of light, then swallows the immobilized prey in a single gulp.

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Lanturn's light can shine up from great depths. It is nicknamed "The Deep-Sea Star."

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It is not yet skilled at storing electricity. It may send out a jolt if amused or startled.

Despite its small size, it can zap even adult humans. However, if it does so, it also surprises itself.

It is unskilled at storing electric power. Any kind of shock causes it to discharge energy spontaneously.

Pichu charges itself with electricity more easily on days with thunderclouds or when the air is very dry. You can hear the crackling of static electricity coming off this Pokémon.

When Pichu plays with others, it may short out electricity with another Pichu, creating a shower of sparks. In that event, this Pokémon will begin crying, startled by the flash of sparks.

It is still inept at retaining electricity. When it is startled, it discharges power accidentally. It gets better at holding power as it grows older.

Despite its small size, it can zap even adult humans. However, if it does so, it also surprises itself.

It is not yet skilled at storing electricity. It may send out a jolt if amused or startled.

The electric pouches on its cheeks are still small. They cannot store much electricity yet.

It plays with others by touching tails and setting off sparks. This appears to be a test of courage.

The electric sacs in its cheeks are small. If even a little electricity leaks, it becomes shocked.

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Because of its unusual, star-like silhouette, people believe that it came here on a meteor.

When numerous meteors illuminate the night sky, sightings of Cleffa strangely increase.

If the impact site of a meteorite is found, this Pokémon is certain to be within the immediate area.

On nights with many shooting stars, Cleffa can be seen dancing in a ring. They dance through the night and stop only at the break of day, when these Pokémon quench their thirst with the morning dew.

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On nights with many shooting stars, Cleffa can be seen dancing in a ring. They dance until daybreak, when they quench their thirst with the morning dew.

When numerous meteors illuminate the night sky, sightings of Cleffa strangely increase.

Because of its unusual, star-like silhouette, people believe that it came here on a meteor.

Its silhouette is like a star. It is believed to arrive riding on shooting stars.

Many appear when the night skies are filled with shooting stars. They disappear with sunrise.

It is often seen when shooting stars fill the night skies. It's said to arrive riding on a shooting star.

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According to local rumors, Cleffa are often seen in places where shooting stars have fallen.

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It has a very soft body. If it starts to roll, it will bounce all over and be impossible to stop.

Its extremely flexible and elastic body makes it bounce continuously—anytime, anywhere.

Instead of walking with its short legs, it moves around by bouncing on its soft, tender body.

Igglybuff's vocal chords are not sufficiently developed. It would hurt its throat if it were to sing too much. This Pokémon gargles with freshwater from a clean stream.

Igglybuff has a soft and plushy body that feels very much like a marshmallow. From this body wafts a gently sweet fragrance that soothes and calms the emotions of its foes.

Its soft and pliable body is very bouncy. When it sings continuously with all its might, its body steadily turns a deepening pink color.

Its extremely flexible and elastic body makes it bounce continuously—anytime, anywhere.

It has a very soft body. If it starts to roll, it will bounce all over and be impossible to stop.

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Its body has a faintly sweet scent and is bouncy and soft. If it bounces even once, it cannot stop.

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The shell seems to be filled with joy. It is said that it will share good luck when treated kindly.

A proverb claims that happiness will come to anyone who can make a sleeping Togepi stand up.

It is considered to be a symbol of good luck. Its shell is said to be filled with happiness.

As its energy, Togepi uses the positive emotions of compassion and pleasure exuded by people and Pokémon. This Pokémon stores up feelings of happiness inside its shell, then shares them with others.

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The shell seems to be filled with joy. It is said that it will share good luck when treated kindly.

Its shell is said to be stuffed with happiness that it shares with kindhearted people.

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It transforms the kindness and joy of others into happiness, which it stores in its shell.

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They say that it will appear before kindhearted, caring people and shower them with happiness.

It grows dispirited if it is not with kind people. It can float in midair without moving its wings.

Although it does not flap its wings very much, it can stay up in the air as it tags along after its trainer.

Togetic is said to be a Pokémon that brings good fortune. When the Pokémon spots someone who is pure of heart, it is said to appear and share its happiness with that person.

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It grows dispirited if it is not with kind people. It can float in midair without moving its wings.

They say that it will appear before kindhearted, caring people and shower them with happiness.

It is said to appear in front of kindly people to scatter a glowing down called "joy dust."

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To share its happiness, it flies around the world seeking kind-hearted people.

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Because its wings aren't yet fully grown, it has to hop to get around. It is always staring at something.

It usually forages for food on the ground but may, on rare occasions, hop onto branches to peck at shoots.

It is extremely good at climbing tree trunks and likes to eat the new sprouts on the trees.

Natu cannot fly because its wings are not yet fully grown. If your eyes meet with this Pokémon's eyes, it will stare back intently at you. But if you move even slightly, it will hop away to safety.

Natu has a highly developed jumping ability. The Pokémon flaps and leaps onto tree branches that are taller than grown-up people to pick at the tree's new shoots.

It runs up short trees that grow on the savanna to peck at new shoots. A Natu's eyes look as if they are always observing something.

It usually forages for food on the ground but may, on rare occasions, hop onto branches to peck at shoots.

Because its wings aren't yet fully grown, it has to hop to get around. It is always staring at something.

It picks food from cactus plants, deftly avoiding buds and spines. It seems to skip about to move.

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Natu has a highly developed jumping ability. The Pokémon flaps and leaps onto tree branches that are taller than grown-up people to pick at the tree's new shoots.

They say that it stays still and quiet because it is seeing both the past and future at the same time.

In South America, it is said that its right eye sees the future and its left eye views the past.

Once it begins to meditate at sunrise, the entire day will pass before it will move again.

Xatu stands rooted and still in one spot all day long. People believe that this Pokémon does so out of fear of the terrible things it has foreseen in the future.

Xatu is known to stand motionless while staring at the sun all day long. Some people revere it as a mystical Pokémon out of their belief that Xatu is in possession of the power to see into the future.

It has the enigmatic power of foreseeing the future. Some people in different lands have long believed that Xatu are emissaries from another world.

In South America, it is said that its right eye sees the future and its left eye views the past.

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This odd Pokémon can see both the past and the future. It eyes the sun's movements all day.

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If static electricity builds in its body, its fleece doubles in volume. Touching it will shock you.

Its fleece grows continually. In the summer, the fleece is fully shed, but it grows back in a week.

It stores lots of air in its soft fur, allowing it to stay cool in summer and warm in winter.

Mareep's fluffy coat of wool rubs together and builds a static charge. The more static electricity is charged, the more brightly the lightbulb at the tip of its tail grows.

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Its fluffy wool rubs together and builds a static charge. The more energy is charged, the more brightly the lightbulb at the tip of its tail glows.

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Its fluffy coat swells to double when static electricity builds up. Touching it can be shocking.

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When cold weather increases static electricity, its wool doubles in size and the tip of its tail glows slightly.

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Its fluffy coat swells to double when static electricity builds up. Touching it can be shocking.

It stores lots of air in its soft fur, allowing it to stay cool in summer and warm in winter.

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Mareep's fluffy coat of wool rubs together and builds a static charge. The more static electricity is charged, the more brightly the lightbulb at the tip of its tail glows.

As a result of storing too much electricity, it developed patches where even downy wool won't grow.

Its fluffy fleece easily stores electricity. Its rubbery hide keeps it from being electrocuted.

Because of its rubbery, electricity-resistant skin, it can store lots of electricity in its fur.

Flaaffy's wool quality changes so that it can generate a high amount of static electricity with a small amount of wool. The bare and slick parts of its hide are shielded against electricity.

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Its fleece quality changes to generate strong static electricity with a small amount of wool. The bare, slick parts of its hide are shielded against electricity.

Its fluffy fleece easily stores electricity. Its rubbery hide keeps it from being electrocuted.

As a result of storing too much electricity, it developed patches where even downy wool won't grow.

If its coat becomes fully charged with electricity, its tail lights up. It fires hair that zaps on impact.

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Not even downy wool will grow on its rubbery, nonconductive patches of skin that prevent electrical shock.

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The tail's tip shines brightly and can be seen from far away. It acts as a beacon for lost people.

The bright light on its tail can be seen far away. It has been treasured since ancient times as a beacon.

When it gets dark, the light from its bright, shiny tail can be seen from far away on the ocean's surface.

Ampharos gives off so much light that it can be seen even from space. People in the old days used the light of this Pokémon to send signals back and forth with others far away.

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The tip of its tail shines so brightly it can be used to send sea-navigation beacons to distinct foreign shores.

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Bellossom gather at times and appear to dance. They say that the dance is a ritual to summon the sun.

Plentiful in the tropics. When it dances, its petals rub together and make a pleasant ringing sound.

When these dance together, their petals rub against each other, making pretty, relaxing sounds.

When Bellossom get exposed to plenty of sunlight, the leaves ringing its body begin to spin around. This Pokémon's dancing is renowned in southern lands.

A Bellossom grows flowers more beautifully if it evolves from a smelly Gloom - the stinkier the better. At night, this Pokémon closes its petals and goes to sleep.

Its flower petals deepen in color through exposure to sunlight. When cloudy weather persists, it does a dance that is thought to be a ritual for summoning the sun.

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When the heavy rainfall season ends, it is drawn out by warm sunlight to dance in the open.

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A Bellossom grows flowers more beautifully if it has evolved from a smelly Gloom—the more stinky the better. At night, this Pokémon closes its petals and goes to sleep.

The tip of its tail, which contains oil that is lighter than water, lets it swim without drowning.

The end of its tail serves as a buoy that keeps it from drowning, even in a vicious current.

The fur on its body naturally repels water. It can stay dry, even when it plays in the water.

Marill's oil-filled tail acts much like a life preserver. If you see just its tail bobbing on the water's surface, it's a sure indication that this Pokémon is diving beneath the water to feed on aquatic plants.

When fishing for food at the edge of a fast-running stream, Marill wraps its tail around the trunk of a tree. This Pokémon's tail is flexible and configured to stretch.

Its body is covered with water-repellent fur. Because of the fur, it can swim through water at high speed without being slowed by the water's resistance.

The end of its tail serves as a buoy that keeps it from drowning, even in a vicious current.

The tip of its tail, which contains oil that is lighter than water, lets it swim without drowning.

Using its tail as a float, it dives underwater. It likes eating plants that grow on river bottoms.

The tip of its tail is filled with oil that is lighter than water, so it acts as a float.

The oil-filled end of its tail floats on water. It keeps Marill from drowning even in a strong current.

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The oil-filled tail functions as a buoy, so it's fine even in rivers with strong currents.

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Marill's oil-filled tail acts much like a life preserver. If you see just its tail bobbing on the water's surface, it's a sure indication that this Pokémon is diving beneath the water to feed on aquatic plants.

When fishing for food at the edge of a fast-running stream, Marill wraps its tail around the trunk of a tree. This Pokémon's tail is flexible and configured to stretch.

By keeping still and listening intently, it can tell what is in even wild, fast-moving rivers.

When it plays in water, it rolls up its elongated ears to prevent their insides from getting wet.

The bubble-like pattern on its stomach helps it camouflage itself when it's in the water.

Azumarill's long ears are indispensable sensors. By focusing its hearing, this Pokémon can identify what kinds of prey are around, even in rough and fast-running rivers.

Azumarill can make balloons out of air. It makes these air balloons if it spots a drowning Pokémon. The air balloons enable the Pokémon in trouble to breathe.

It lives in water virtually all day long. Its body color and pattern act as camouflage that makes it tough for enemies to spot in water.

When it plays in water, it rolls up its elongated ears to prevent their insides from getting wet.

By keeping still and listening intently, it can even tell what is in wild, fast-moving rivers.

It lives in rivers and lakes. In water, its coloring and patterns trick the vision of foes.

Its long ears are superb sensors. It can distinguish the movements of living things on riverbeds.

It can spend all day in water, since it can inhale and store a large volume of air.

By keeping still and listening intently, it can tell what is in even wild, fast-moving rivers.

When it plays in water, it rolls up its elongated ears to prevent their insides from getting wet.

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Although it always pretends to be a tree, its composition appears to be closer to a rock than a plant.

It disguises itself as a tree to avoid attack. It hates water, so it will disappear if it starts raining.

If a tree branch shakes when there is no wind, it's a Sudowoodo, not a tree. It hides from the rain.

Sudowoodo camouflages itself as a tree to avoid being attacked by enemies. However, because the forelegs remain green throughout the year, the Pokémon is easily identified as a fake during the winter.

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It mimics a tree to avoid being attacked by enemies. But since its forelegs remain green throughout the year, it is easily identified as a fake in the winter.

It disguises itself as a tree to avoid attack. It hates water, so it will disappear if it starts raining.

Although it always pretends to be a tree, its composition appears to be closer to a rock than a plant.

Despite appearing to be a tree, its body is closer to rocks and stones. It is very weak to water.

It stands along paths pretending to be a tree. If it starts raining, it seems to disappear.

To avoid being attacked, it does nothing but mimic a tree. It hates water and flees from rain.

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Although it always pretends to be a tree, its composition appears more similar to rock than to vegetation.

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Sudowoodo camouflages itself as a tree to avoid being attacked by enemies. However, because its hands remain green throughout the year, the Pokémon is easily identified as a fake during the winter.

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If Poliwag and Poliwhirl hear its echoing cry, they respond by gathering from far and wide.

Whenever three or more of these get together, they sing in a loud voice that sounds like bellowing.

When it expands its throat to croak out a tune, nearby Poliwag and Poliwhirl gather immediately.

The curled hair on Politoed's head is proof of its status as a king. It is said that the longer and more curled the hair, the more respect this Pokémon earns from its peers.

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If Poliwag and Poliwhirl hear its echoing cry, they respond by gathering from far and wide.

It gathers groups of others as their leader. Its cries make Poliwag obey.

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To keep from being blown away by the wind, they gather in clusters. They do enjoy gentle breezes, though.

Its body is so light, it must grip the ground firmly with its feet to keep from being blown away.

It can be carried away on even the gentlest breeze. It may even float all the way to the next town.

This Pokémon drifts and floats with the wind. If it senses the approach of strong winds, Hoppip links its leaves with other Hoppip to prepare against being blown away.

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The bloom on top of its head opens and closes as the temperature fluctuates up and down.

It spreads its petals to absorb sunlight. It also floats in the air to get closer to the sun.

As soon as it rains, it closes its flower and hides in the shade of a tree to avoid getting wet.

Skiploom's flower blossoms when the temperature rises above 64 degrees F. How much the flower opens depends on the temperature. For that reason, this Pokémon is sometimes used as a thermometer.

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It blossoms when the temperature rises above 64 degrees F. Because its flower's blooming changes with the temperature, it is sometimes used as a thermometer.

It spreads its petals to absorb sunlight. It also floats in the air to get closer to the sun.

The bloom on top of its head open and closes as the temperature fluctuates up and down.

It blooms when the weather warms. It floats in the sky to soak up as much sunlight as possible.

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Once it catches the wind, it deftly controls its cotton-puff spores to float, even around the world.

Drifts on seasonal winds and spreads its cotton-like spores all over the world to make more offspring.

Even in the fiercest wind, it can control its fluff to make its way to any place in the world it wants.

Jumpluff rides warm southern winds to cross the sea and fly to foreign lands. The Pokémon descends to the ground when it encounters cold air while it is floating.

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Jumpluff ride warm southern winds to cross the sea and fly to foreign lands. This Pokémon lands when it encounters cold air while it is floating.

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Once it catches the wind, it deftly controls its cotton-puff spores to float, even around the world.

Blown by seasonal winds, it circles the globe, scattering cotton spores as it goes.

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Its tail is so powerful that it can use it to grab a tree branch and hold itself up in the air.

It lives atop tall trees. When leaping from branch to branch, it deftly uses its tail for balance.

It uses its tail to hang on to tree branches. It uses its momentum to swing from one branch to another.

Aipom's tail ends in a hand-like appendage that can be cleverly manipulated. However, because the Pokémon uses its tail so much, its real hands have become rather clumsy.

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Its tail ends with a dexterous, handlike appendage. However, because it uses the tail so much, Aipom's real hands have become rather clumsy.

It lives atop tall trees. When leaping from branch to branch, it deftly uses its tail for balance.

Its tail is so powerful that it can use it to grab a tree branch and hold itself up in the air.

It uses its tail to pluck fruits that are out of reach. Its tail is more adept than its real hands.

It lives atop giant trees. It wraps its tail around a branch so it won't fall off while asleep.

It lives high among the treetops. It can use its tail as freely and cleverly as its hands.

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It may drop out of the sky suddenly. If attacked by a Spearow, it will violently shake its leaves.

It lives by drinking only dewdrops from under the leaves of plants. It is said that it eats nothing else.

It is very weak. Its only means of defense is to shake its leaves desperately at its attacker.

Sunkern tries to move as little as it possibly can. It does so because it tries to conserve all the nutrients it has stored in its body for its evolution. It will not eat a thing, subsisting only on morning dew.

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Sunkern try to minimize movement to conserve the nutrients they have stored in their bodies for evolution. They will not eat, subsisting only on morning dew.

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It may drop out of the sky suddenly. If attacked by a Spearow, it will violently shake its leaves.

It suddenly falls out of the sky in the morning. A year after a cold summer, their population explodes.

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It converts sunlight into energy. In the darkness after sunset, it closes its petals and becomes still.

In the daytime, it rushes about in a hectic manner, but it comes to a complete stop when the sun sets.

As the hot season approaches, the petals on this Pokémon's face become more vivid and lively.

Sunflora converts solar energy into nutrition. It moves around actively in the daytime when it is warm. It stops moving as soon as the sun goes down for the night.

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Sunflora convert solar energy into nutrition. They are highly active in the warm daytime but suddenly stop moving as soon as the sun sets.

In the daytime, it rushes about in a hectic manner, but it comes to a complete stop when the sun sets.

It converts sunlight into energy. In the darkness after sunset, it closes its petals and becomes still.

It gets energy from warm sunlight and is known for its habit of moving in pursuit of it.

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Since it converts sunlight into energy, it is always looking in the direction of the sun.

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If it flaps its wings really fast, it can generate shock waves that will shatter windows in the area.

Its large eyes can scan 360 degrees. It looks in all directions to seek out insects as its prey.

It can see in all directions without moving its big eyes, helping it spot attackers and food right away.

Yanma is capable of seeing 360 degrees without having to move its eyes. It is a great flier that is adept at making sudden stops and turning midair. This Pokémon uses its flying ability to quickly chase down targeted prey.

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Its eyes can see 360 degrees without moving its head. It won't miss prey, even those behind it.

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This Pokémon lives in cold water. It will leave the water to search for food when it gets cold outside.

When it walks around on the ground, it coats its body with a slimy, poisonous film.

A mucous membrane covers its body. Touching it barehanded will cause a shooting pain.

Wooper usually live in water. However, it occasionally comes out onto land in search of food. On land, it coats its body with a gooey, toxic film.

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Wooper usually live in water but come out onto land seeking food occasionally. On land, they coat their bodies with a gooey, toxic film.

When it walks around on the ground, it coats its body with a slimy, poisonous film.

This Pokémon lives in cold water. It will leave the water to search for food when it gets cold outside.

It lives in cold water, half burying itself in mud at the bottom to sleep.

When the temperature cools in the evening, they emerge from water to seek food along the shore.

When walking on land, it covers its body with a poisonous film that keeps its skin from dehydrating.

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This carefree Pokémon has an easy-going nature. While swimming, it always bumps into boat hulls.

Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims.

Its body is always slimy. It often bangs its head on the river bottom as it swims but seems not to care.

Quagsire hunts for food by leaving its mouth wide open in water and waiting for its prey to blunder in unaware. Because the Pokémon does not move, it does not get very hungry.

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A Quagsire hunts by leaving its mouth wide open in water and waiting for its prey to blunder in. Because it doesn't move, it does not get very hungry.

Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims.

This carefree Pokémon has an easy-going nature. While swimming, it always bumps into boat hulls.

It has a sluggish nature. It lies at the river's bottom, waiting for prey to stray into its mouth.

A dim-witted Pokémon. It doesn't care if it bumps its head into boats or rocks while swimming.

It has an easygoing nature. It doesn't care if it bumps its head on boats and rocks while swimming.

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It uses the fine hair that covers its body to sense air currents and predict its enemy's actions.

By reading air currents, it can predict things such as the weather or its foe's next move.

The tip of its forked tail quivers when it is predicting its opponent's next move.

Espeon is extremely loyal to any trainer it considers to be worthy. It is said that this Pokémon developed its precognitive powers to protect its trainer from harm.

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Its fur has the look and feel of velvet. The orb on its forehead glows when it uses psycho-power.

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Its fur is so sensitive, it can feel minute shifts in the air and predict the weather... and its foes' thoughts.

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Espeon is extremely loyal to any Trainer it considers to be worthy. It is said that this Pokémon developed its precognitive powers to protect its Trainer from harm.

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When agitated, this Pokémon protects itself by spraying poisonous sweat from its pores.

When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby.

On the night of a full moon, or when it gets excited, the ring patterns on its body glow yellow.

Umbreon evolved as a result of exposure to the moon's waves. It hides silently in darkness and waits for its foes to make a move. The rings on its body glow when it leaps to attack.

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Umbreon evolved from exposure to the moon's energy pulses. It lurks in darkness and waits for its foes to move. The rings on its body glow when it leaps to attack.

When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby.

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The light of the moon changed Eevee's genetic structure. It lurks in darkness for prey.

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Feared and loathed by many, it is believed to bring misfortune to all those who see it at night.

It is said that when chased, it lures its attacker onto dark mountain trails where the foe will get lost.

It hides any shiny object it finds in a secret location. Murkrow and Meowth loot one another's stashes.

Murkrow was feared and loathed as the alleged bearer of ill fortune. This Pokémon shows strong interest in anything that sparkles or glitters. It will even try to steal rings from women.

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It is believed that seeing this Pokémon at night will bring about ominous occurrences.

It appears near travelers to lure them into deep forests. It is said to carry misfortune.

If spotted, it will lure an unwary person into chasing it, then lose the pursuer on mountain trails.

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It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

When its head was bitten, toxins entered Slowpoke's head and unlocked an extraordinary power.

Every time it yawns, Shellder injects more poison into it. The poison makes it more intelligent.

Slowking undertakes research every day in an effort to solve the mysteries of the world. However, this Pokémon apparently forgets everything it has learned if the Shellder on its head comes off.

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It likes playing mischievous tricks such as screaming and wailing to startle people at night.

It loves to bite and yank people's hair from behind without warning, just to see their shocked reactions.

It loves to watch people it's scared. It frightens them by screaming loudly or appearing suddenly.

Misdreavus frightens people with a creepy, sobbing cry. The Pokémon apparently uses its red spheres to absorb the fearful feelings of foes and turn them into nutrition.

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It loves to bite and yank people's hair from behind without warning, just to see their shocked reactions.

It likes playing mischievous tricks such as screaming and wailing to startle people at night.

It loves to sneak up on people late at night, then startle them with its shrieklike cry.

It gets nourishment from fear that it absorbs into its red orbs. In daytime, it sleeps in darkness.

A Pokémon that startles people in the middle of the night. It gathers fear as its energy.

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Their shapes look like hieroglyphs on ancient tablets. It is said that the two are somehow related.

Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

Because different types of Unown exist, it is said that they must have a variety of abilities.

This Pokémon is shaped like ancient writing. It is a mystery as to which came first, the ancient writings or the various Unown. Research into this topic is ongoing but nothing is known.

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This Pokémon is shaped like ancient text characters. Although research is ongoing, it is a mystery as to which came first, the ancient writings or the various Unown.

Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

Their shapes look like hieroglyphs on ancient tablets. It is said that the two are somehow related.

Shaped like ancient writing, it is a huge mystery whether language or Unown came first.

They seem to communicate among each other telepathically. They are always found stuck on walls.

When alone, nothing happens. However, if there are two or more, an odd power is said to emerge.

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It hates light and shock. If attacked, it inflates its body to pump up its counterstrike.

To keep its pitch-black tail hidden, it lives quietly in the darkness. It is never first to attack.

In order to conceal its black tail, it lives in a dark cave and only moves about at night.

If two or more Wobbuffet meet, they will turn competitive and try to outdo the other's endurance. However, they may try to see which one can endure the longest without food. Trainers need to beware of this habit.

Wobbuffet does nothing but endure attacks - it won't attack on its own. However, it won't endure an attack on its tail. When that happens, the Pokémon will try to take the foe with it using Destiny Bond.

Usually docile, a Wobbuffet strikes back ferociously if its black tail is attacked. It makes its lair in caves where it waits for nightfall.

To keep its pitch-black tail hidden, it lives quietly in the darkness. It is never first to attack.

It hates light and shock. If attacked, it inflates its body to pump up its counterstrike.

It desperately tries to keep its black tail hidden. It is said to be proof the tail hides a secret.

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Wobbuffet does nothing but endure attacks—it won't attack on its own. However, it won't endure an attack on its tail. When that happens, the Pokémon will try to take the foe with it using Destiny Bond.

Its tail has a small brain of its own. Beware! If you get close, it may react to your scent and bite.

Its tail, which also contains a small brain, may bite on its own if it notices an alluring smell.

When it is in danger, its tail uses some sort of mysterious powers to drive away the enemy.

Girafarig's rear head also has a brain, but it is small. The rear head attacks in response to smells and sounds. Approaching this Pokémon from behind can cause the rear head to suddenly lash out and bite.

Girafarig's rear head contains a tiny brain that is too small for thinking. However, the rear head doesn't need to sleep, so it can keep watch over its surroundings 24 hours a day.

A Girafarig is an herbivore—it eats grass and tree shoots. While it is eating, its tail makes chewing and swallowing motions as if it were also eating.

Its tail, which also contains a small brain, may bite on its own if it notices an alluring smell.

Its tail has a small brain of its own. Beware! If you get close, it may react to your scent and bite.

Its tail also has a small brain. It bites to repel any foe trying to sneak up on it from behind.

While it sleeps, the head on its tail keeps watch. The tail doesn't need to sleep.

The head on its tail contains a small brain. It can instinctively fight even while facing backward.

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While it sleeps, the head on its tail keeps watch. The tail doesn't need to sleep.

Its tail has a small brain of its own. Beware! If you get close, it may react to your scent by biting.

Girafarig's rear head also has a brain, but it is small. The rear head attacks in response to smells and sounds. Approaching this Pokémon from behind can cause the rear head to suddenly lash out and bite.

Girafarig's rear head contains a tiny brain that is too small for thinking. However, the rear head doesn't need to sleep, so it can keep watch over its surroundings 24 hours a day.

It likes to make its shell thicker by adding layers of tree bark. The additional weight doesn't bother it.

It hangs and waits for flying insect prey to come near. It does not move about much on its own.

It spits out a fluid that it uses to glue tree bark to its body. The fluid hardens when it touches air.

Pineco hangs from a tree branch and patiently waits for prey to come along. If the Pokémon is disturbed while eating by someone shaking its tree, it drops down to the ground and explodes with no warning.

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A Pineco hangs from a tree branch and waits for prey. While eating, if it is disturbed by someone shaking its tree, it falls on the ground and suddenly explodes.

It hangs and waits for flying insect prey to come near. It does not move about much on its own.

It likes to make its shell thicker by adding layers of tree bark. The additional weight doesn't bother it.

It looks just like a pinecone. Its shell protects it from bird Pokémon that peck it by mistake.

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Its entire body is shielded by a steel-hard shell. What lurks inside the armor is a total mystery.

It remains immovably rooted to its tree. It scatters pieces of its hard shell to drive its enemies away.

Usually found hanging on to a fat tree trunk. It shoots out bits of its shell when it sees action.

Forretress conceals itself inside its hardened steel shell. The shell is opened when the Pokémon is catching prey, but it does so at such a quick pace that the shell's inside cannot be seen.

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It keeps itself inside its steel shell. The shell is opened when it is catching prey, but it is so quick that the shell's inside cannot be seen.

It remains immovably rooted to its tree. It scatters pieces of its hard shell to drive its enemies away.

Its entire body is shielded by a steel-hard shell. What lurks inside the armor is a total mystery.

It is encased in a steel shell. Its peering eyes are all that can be seen of its mysterious innards.

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When spotted, this Pokémon escapes backward by furiously boring into the ground with its tail.

If spotted, it escapes by burrowing with its tail. It can float just slightly using its wings.

It hides deep inside caves where no light ever reaches it and remains virtually motionless there.

Dunsparce has a drill for its tail. It uses this tail to burrow into the ground backwards. This Pokémon is known to make its nest in complex shapes deep under the ground.

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If spotted, it escapes by burrowing with its tail. It can float just slightly using its wings.

When spotted, this Pokémon escapes backward by furiously boring into the ground with its tail.

It digs into the ground with its tail and makes a mazelike nest. It can fly just a little.

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It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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It flies straight at its target's face then clamps down on the startled victim to inject poison.

It usually clings to cliffs. When it spots its prey, it spreads its wings and glides down to attack.

It builds its nest on a steep cliff. When it is done gliding, it hops along the ground back to its nest.

Gligar glides through the air without a sound as if it were sliding. This Pokémon hangs on to the face of its foe using its clawed hind legs and the large pincers on its forelegs, then injects the prey with its poison barb.

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It glides without making a single sound. It grasps the face of its foe using its hind and large front claws, then stabs with its poison barb.

It usually clings to cliffs. When it spots its prey, it spreads its wings and glides down to attack.

It flies straight at its target's face then clamps down on the startled victim to inject poison.

It sails on the winds with its limbs extended to strike from the sky. It aims for the prey's face.

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It glides as if sliding. It startles foes by clamping on their faces, then jabs with its poison stinger.

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It clamps on to its chosen prey then jabs the stinger on its tail into the prey while it's stunned with surprise.

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Its body has been compressed deep under the ground. As a result, it is even harder than a diamond.

It is said that if an Onix lives for over 100 years, its composition changes to become diamond-like.

The many small metal particles that cover this Pokémon's body reflect bright light well.

Steelix lives even further underground than Onix. This Pokémon is known to dig towards the earth's core. There are records of this Pokémon reaching a depth of over six-tenths of a mile underground.

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It is said that if an Onix lives for over 100 years, its composition changes to become diamond-like.

Its body has been compressed deep under the ground. As a result, it is even harder than a diamond.

Tempered underground under high pressure and heat, its body is harder than any metal.

It chews its way through boulders with its sturdy jaws. Its eyes can see in the dark underground.

It is thought its body transformed as a result of iron accumulating internally from swallowing soil.

Its body has been compressed deep under the ground. As a result, it is even harder than a diamond.

It is said that if an Onix lives for 100 years, its composition becomes diamondlike as it evolves into a Steelix.

It is thought its body transformed as a result of iron accumulating internally from swallowing soil.

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Although it looks frightening, it is actually kind and affectionate. It is very popular among women.

It has an active, playful nature. Many women like to frolic with it because of its affectionate ways.

In truth, it is a cowardly Pokémon. It growls eagerly in order to hide its fear from its opponent.

By baring its fangs and making a scary face, Snubbull sends smaller Pokémon scurrying away in terror. However, this Pokémon seems a little sad at making its foes flee.

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It is actually timid and easily spooked. If attacked, it flails about to fend off its attacker.

Because its fangs are too heavy, it always keeps its head tilted down. However, its Bite is powerful.

It can make most any Pokémon run away simply by opening its mouth wide to reveal its big fangs.

Granbull has a particularly well- developed lower jaw. The enormous fangs are heavy, causing the Pokémon to tip its head back for balance. Unless it is startled, it will not try to bite indiscriminately.

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To fire its poison spikes, it must inflate its body by drinking over 2.6 gallons of water all at once.

The small spikes covering its body developed from scales. They inject a toxin that causes fainting.

When faced with a larger opponent, it swallows as much water as it can to match the opponent's size.

Qwilfish sucks in water, inflating itself. This Pokémon uses the pressure of the water it swallowed to shoot toxic quills all at once from all over its body. It finds swimming somewhat challenging.

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A Qwilfish uses the pressure of water it swallows to shoot toxic quills all at once from all over its body. It finds swimming to be somewhat challenging.

The small spikes covering its body developed from scales. They inject a toxin that causes fainting.

To fire its poison spikes, it must inflate its body by drinking over 2.6 gallons of water all at once.

It shoots the poison spines on its body in all directions. Its round form makes it a poor swimmer.

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It swings its eye-patterned pincers up to scare its foes. This makes it look like it has three heads.

Its wings are not used for flying. They are flapped at high speed to adjust its body temperature.

This Pokémon's pincers, which contain steel, can crush any hard object it gets a hold of into bits.

Scizor has a body with the hardness of steel. It is not easily fazed by ordinary sorts of attacks. This Pokémon flaps its wings to regulate its body temperature.

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It raises its pincers with eyelike markings for intimidation. It also swings them down dangerously.

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The Berries it stores in its vase-like shell decompose and become a gooey liquid.

It stores Berries inside its shell. To avoid attacks, it hides beneath rocks and remains completely still.

The fluid secreted by its toes carves holes in rocks for nesting and can be mixed with Berries to make a drink.

Shuckle quietly hides itself under rocks, keeping its body concealed inside its hard shell while eating berries it has stored away. The berries mix with its body fluids to become a juice.

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A Shuckle hides under rocks, keeping its body concealed inside its shell while eating stored berries. The berries mix with its body fluids to become a juice.

It stores Berries inside its shell. To avoid attacks, it hides beneath rocks and remains completely still.

The Berries it stores in its vase-like shell decompose and become a gooey liquid.

It stores berries in its shell. The berries eventually ferment to become delicious juices.

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The berries stored in its vaselike shell eventually become a thick, pulpy juice.

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This powerful Pokémon thrusts its prized horn under its enemies' bellies then lifts and throws them.

Usually docile, but if disturbed while sipping honey, it chases off the intruder with its horn.

With its Herculean powers, it can easily throw around an object that is 100 times its own weight.

Heracross charges in a straight line at its foe, slips beneath the foe's grasp, and then scoops up and hurls the opponent with its mighty horn. This Pokémon even has enough power to topple a massive tree.

Heracross has sharp claws on its feet. These are planted firmly into the ground or the bark of a tree, giving the Pokémon a secure and solid footing to forcefully fling away foes with its proud horn.

They gather in forests seeking the sweet sap of trees. It is completely clad in a steel-hard shell. It is proud of its horn, which it uses to fling foes.

Usually docile, but if disturbed while sipping honey, it chases off the intruder with its horn.

This powerful Pokémon thrusts its prized horn under its enemies' bellies, then lifts and throws them.

It gathers in forests to search for tree sap, its favorite food. It's strong enough to hurl foes.

With powerful legs and claws, it generates enough power to hurl foes over great distances.

It loves sweet honey. To keep all the honey to itself, it hurls rivals away with its prized horn.

This powerful Pokémon thrusts its prized horn under the enemies' bellies then lifts and throws them.

It is usually docile, but if it is disturbed while sipping honey, it chases off the intruder with its horn.

It loves sweet honey. To keep all the honey to itself, it hurls rivals away with its prized horn.

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No matter how heavy its opponents, it flings them far away with its prized horn.

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Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy.

Vicious in nature, it drives Pidgey from their nests and feasts on the eggs that are left behind.

This cunning Pokémon hides in the cover of darkness, waiting to attack its prey.

Sneasel scales trees by punching its hooked claws into bark. It seeks out unguarded nests and steals Eggs for food while its parents are away.

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Vicious in nature, it drives Pidgey from their nests and feasts on the Eggs that are left behind.

Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy.

It feeds on Eggs stolen from nests. Its sharply hooked claws rip vulnerable spots on prey.

It is extremely vicious and will not stop attacking until its foe is incapable of moving.

A smart and sneaky Pokémon. A pair may work together to steal Eggs by having one lure the parents away.

Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy.

Vicious in nature, it drives Pidgey from their nests and scavenges any leftovers it can find.

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If it finds honey, its crescent mark glows. It always licks its paws because they are soaked with honey.

Before food becomes scarce in wintertime, its habit is to hoard food in many hidden locations.

It always licks honey. Its palm tastes sweet because of all the honey it has absorbed.

This Pokémon likes to lick its palms that are sweetened by being soaked in honey. Teddiursa concocts its own honey by blending fruits and pollen collected by Beedrill.

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Before food becomes scarce in wintertime, its habit is to hoard food in many hidden locations.

If it finds honey, its crescent mark glows. It always licks its paws because they are soaked with honey.

It lets honey soak into its paws so it can lick them all the time. Every set of paws tastes unique.

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Although it is a good climber, it prefers to snap trees with its forelegs and eat fallen Berries.

With its ability to distinguish any aroma, it unfailingly finds all food buried deep underground.

Although it has a large body, it is quite skilled at climbing trees. It eats and sleeps in the treetops.

In the forests inhabited by Ursaring, it is said that there are many streams and towering trees where they gather food. This Pokémon walks through its forest gathering food every day.

In the forests inhabited by Ursaring, it is said that there are many streams and towering trees where they gather food. This Pokémon walks through its forest gathering food every day.

In forests, it is said that there are many streams and towering trees where an Ursaring gathers food. It walks through its forest collecting food every day.

With its ability to distinguish any smell, it unfailingly finds all food buried deep underground.

Although it is a good climber, it prefers to snap stout trees with its forelegs and eat fallen Berries.

In its territory, it leaves scratches on trees that bear delicious berries or fruits.

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Although it has a large body, it is quite skilled at climbing trees. It eats and sleeps in the treetops.

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In the forests inhabited by Ursaring, it is said that there are many streams and towering trees where they gather food. This Pokémon walks through its forest gathering food every day.

It never sleeps. It has to keep moving because if it stopped, its magma body would cool and harden.

A common sight in volcanic areas, it slowly slithers around in a constant search for warm places.

These group together in areas that are hotter than normal. If it cools off, its skin hardens.

Molten magma courses throughout Slugma's circulatory system. If this Pokémon is chilled, the magma cools and hardens. Its body turns brittle and chunks fall off, reducing its size.

Slugma does not have any blood in its body. Instead, intensely hot magma circulates throughout this Pokémon's body, carrying essential nutrients and oxygen to its organs.

It is a species of Pokémon that lives in volcanic areas. If its body cools, its skin hardens and immobilizes it. To avoid that, it sleeps near magma.

A common sight in volcanic areas, it slowly slithers around in a constant search for warm places.

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Its body is made of magma. If it doesn't keep moving, its body will cool and harden.

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Slugma does not have any blood in its body. Instead, intensely hot magma circulates throughout this Pokémon's body, carrying essential nutrients and oxygen to its organs.

The shell on its back is just skin that has cooled and hardened. It breaks easily with a slight touch.

Its brittle shell occasionally spouts intense flames that circulate throughout its body.

Its body is as hot as lava and is always billowing. Flames will occasionally burst from its shell.

Magcargo's shell is actually its skin that hardened as a result of cooling. Its shell is very brittle and fragile - just touching it causes it to crumble apart. This Pokémon returns to its original size by dipping itself in magma.

Magcargo's body temperature is approximately 18,000 degrees F. Water is vaporized on contact. If this Pokémon is caught in the rain, the raindrops instantly turn into steam, cloaking the area in a thick fog.

The shell on its back is made of hardened magma. Tens of thousands of years spent living in volcanic craters have turned Magcargo's bodies into magma.

Its brittle shell occasionally spouts intense flames that circulate throughout its body.

The shell on its back is just skin that has cooled and hardened. It breaks easily with a slight touch.

Its body temperature is roughly 18,000 degrees F. Flames spout from gaps in its hardened shell.

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Magcargo's body temperature is approximately 18,000 degrees Fahrenheit. Water is vaporized on contact. If this Pokémon is caught in the rain, the raindrops instantly turn into steam, cloaking the area in a thick fog.

It rubs its snout on the ground to find and dig up food. It sometimes discovers hot springs.

If it smells something enticing, it dashes headlong off to find the source of the aroma.

It uses the tip of its nose to dig for food. Its nose is so tough that even frozen ground poses no problem.

Swinub roots for food by rubbing its snout against the ground. Its favorite food is a mushroom that grows under the cover of dead grass. This Pokémon occasionally roots out hot springs.

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It roots for food by rubbing its snout against the ground. Its favorite food is a mushroom that grows under dried grass. It occasionally roots out hot springs.

If it smells something enticing, it dashes headlong off to find the source of the aroma.

It rubs its snout on the ground to find and dig up food. It sometimes discovers hot springs.

It loves eating mushrooms that grow under dead grass. It also finds hot springs while foraging.

It loves eating mushrooms that grow under dead grass. It also finds hot springs while foraging.

It has a very sensitive nose. It can locate mushrooms, berries, and even hot springs buried under ice.

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It has a very sensitive nose. It can locate mushrooms, berries, and even hot springs buried under ice.

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Rooting the tip of its snout into the ground, it searches for food. Sometimes it even digs up a hot spring.

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Because the long hair all over its body obscures its sight, it just keeps charging repeatedly.

If it charges at an enemy, the hairs on its back stand up straight. It is very sensitive to sound.

Although its legs are short, its rugged hooves prevent it from slipping, even on icy ground.

Piloswine is covered by a thick coat of long hair that enables it to endure the freezing cold. This Pokémon uses its tusks to dig up food that has been buried under ice.

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If it charges at an enemy, the hairs on its back stand up straight. It is very sensitive to sound.

Because the long hair all over its body obscures its sight, it just keeps charging repeatedly.

Its shaggy coat makes it unable to see. It checks surroundings with its sensitive nose instead.

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Covered by a shaggy coat, it is strong against the cold. Its tusks of ice thicken when it snows.

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Covered by a shaggy coat, it is strong against the cold. Its tusks of ice thicken when it snows.

With its excellent sense of smell, it's even able to find mushrooms that are buried under frozen ground.

With its excellent sense of smell, it's even able to find mushrooms that are buried under frozen ground.

Although its legs are short, its rugged hooves prevent it from slipping, even on icy ground.

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Piloswine is covered by a thick coat of long hair that enables it to endure the freezing cold. This Pokémon uses its tusks to dig up food that has been buried under ice.

It continuously sheds and grows. The tip of its head is prized as a treasure for its beauty.

In a south sea nation, the people live in communities that are built on groups of these Pokémon.

The points on its head absorb nutrients from clear water. They cannot survive in polluted water.

Corsola's branches glitter very beautifully in seven colors when they catch sunlight. If any branch breaks off, this Pokémon grows it back in just one night.

Clusters of Corsola congregate in warm seas where they serve as ideal hiding places for smaller Pokémon. When the water temperature falls, this Pokémon migrates to the southern seas.

Corsola live in warm southern seas. If the sea becomes polluted, the beautiful coral stalks become discolored and crumble away in tatters.

In a south sea nation, the people live in communities that are built on groups of these Pokémon.

It continuously sheds and grows. The tip of its head is prized as a treasure for its beauty.

Many live in the clean seas of the south. They apparently can't live in polluted waters.

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They prefer unpolluted southern seas. Their coral branches lose their color and deteriorate in dirty water.

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They prefer unpolluted southern seas. Their coral branches lose their color and deteriorate in dirty water.

Corsola's branches glitter very beautifully in seven colors when they catch sunlight. If any branch breaks off, this Pokémon grows it back in just one night.

Clusters of Corsola congregate in warm seas where they serve as ideal hiding places for smaller Pokémon. When the water temperature falls, this Pokémon migrates to the southern seas.

It has superb accuracy. The water it shoots out can strike even moving prey from more than 300 feet.

Using its dorsal fin as a suction pad, it clings to a Mantine's underside to scavenge for leftovers.

To escape from an attacker, it may shoot water out of its mouth, then use that force to swim backward.

Remoraid sucks in water, then expels it at high velocity using its abdominal muscles to shoot down flying prey. When evolution draws near, this Pokémon travels downstream from rivers.

Remoraid sucks in water, then expels it at high velocity using its abdominal muscles to shoot down flying prey. When evolution draws near, this Pokémon travels downstream from rivers.

A Remoraid uses its abdominal muscles to forcefully expel swallowed water, then shoot down flying prey. When evolution approaches, it travels down rivers.

Using its dorsal fin as a suction pad, it clings to a Mantine's underside to scavenge for leftovers.

It has superb accuracy. The water it shoots out can strike even moving prey from more than 300 feet.

It squirts water forcefully from its mouth to shoot down flying prey.

It clings to Mantine to feed on the big Pokémon's scraps. This is an adaptation to avoid foes.

It forcefully squirts water. The water jet never misses prey even if the Remoraid is deep in the sea.

It has superb accuracy. The water it shoots out can strike even moving prey from more than 300 feet.

Using its dorsal fin as a suction pad, it clings to a Mantine's underside to scavenge for leftovers.

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The water they shoot from their mouths can hit moving prey from more than 300 feet away.

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It traps enemies with its suction-cupped tentacles then smashes them with its rock-hard head.

It instinctively sneaks into rocky holes. If it gets sleepy, it steals the nest of a fellow Octillery.

Its instinct is to bury itself in holes. It often steals the nesting holes of others to sleep in them.

Octillery grabs onto its foe using its tentacles. This Pokémon tries to immobilize it before delivering the finishing blow. If the foe turns out to be too strong, Octillery spews ink to escape.

Octillery grabs onto its foe using its tentacles. This Pokémon tries to immobilize it before delivering the finishing blow. If the foe turns out to be too strong, Octillery spews ink to escape.

It ensnares its foe with its suction-cupped tentacles before delivering the finishing blow. If the foe turns out to be too strong, it spews ink to escape.

It instinctively sneaks into rocky holes. If it gets sleepy, it steals the nest of a fellow Octillery.

It traps enemies with its suction-cupped tentacles, then smashes them with its rock-hard head.

It lives in the gaps of boulders and in holes on the seafloor. Its suction cups grip prey tightly.

It obscures its foe's vision by spitting a cloud of murky ink. It makes its nest among boulders.

It loves to lurk inside holes in rocks. It sometimes sprays ink on prey by sticking out only its mouth.

It lives in the gaps of boulders and in holes on the seafloor. Its suction cups grip prey tightly.

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It has a tendency to want to be in holes. It prefers rock crags or pots and sprays ink from them before attacking.

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It traps foes with the suction cups on its tentacles, then smashes them with its rock-hard head.

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It carries food all day long. There are tales about lost people who were saved by the food it had.

It nests at the edge of sharp cliffs. It spends all day carrying food to its awaiting chicks.

It always carries its food with it, wherever it goes. If attacked, it throws its food at the opponent.

Delibird carries its food bundled up in its tail. There once was a famous explorer who managed to reach the peak of Mt. Everest thanks to one of these Pokémon sharing its food.

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It carries food bundled up in its tail. There was a famous explorer who managed to scale Mt. Everest thanks to a Delibird sharing its food.

It nests at the edge of sharp cliffs. It spends all day carrying food to its awaiting chicks.

It carries food all day long. There are tales about lost people who were saved by the food it had.

It carries food rolled up in its tail. It has the habit of sharing food with people lost in mountains.

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It carries food all day long. When someone is lost in the mountains, it shares that food.

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It carries food all day long. When someone is lost in the mountains, it shares that food.

Delibird carries its food bundled up in its tail. There once was a famous explorer who managed to reach the peak of the world's highest mountain, thanks to one of these Pokémon sharing its food.

Delibird carries its food bundled up in its tail. There once was a famous explorer who managed to reach the peak of the world's highest mountain, thanks to one of these Pokémon sharing its food.

As it majestically swims, it doesn't care if Remoraid attach to it for scavenging its leftovers.

Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed.

It swims along freely, eating things that swim into its mouth. Its whole body is very coarse.

On sunny days, schools of Mantine can be seen elegantly leaping over the sea's waves. This Pokémon is not bothered by the Remoraid that hitches rides.

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Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed.

As it majestically swims, it doesn't care if Remoraid attach to it for scavenging its leftovers.

When the waves are calm, one may encounter a swarm of Mantine swimming as if they are in flight.

It swims elegantly, mindless of Remoraid hitching on to its broad fins. It has a docile nature.

While elegantly swimming in the sea, it ignores Remoraid that cling to its fins seeking food scraps.

As it majestically swims, it doesn't care if Remoraid attach to it for scavenging its leftovers.

Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed.

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If it builds up enough speed swimming, it can fly over 300 feet out of the water from the surface of the ocean.

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Its sturdy wings look heavy, but they are actually hollow and light, allowing it to fly freely in the sky.

After nesting in bramble bushes, the wings of its chicks grow hard from scratches by thorns.

The feathers that it sheds are very sharp. It is said that people once used the feathers as swords.

Skarmory is entirely encased in hard, protective armor. This Pokémon flies at close to 190 mph. It slashes foes with its wings that possess swordlike cutting edges.

Skarmory's steel wings become tattered and bashed in from repeated battles. Once a year, the battered wings grow back completely, restoring the cutting edges to their pristine state.

A Pokémon that has a body and wings of steel. People in the past used feathers fallen from Skarmory to make swords and knives.

After nesting in bramble bushes, the wings of its chicks grow hard from scratches by thorns.

Its sturdy wings look heavy, but its bones are hollow and light, allowing it to fly freely in the sky.

Despite being clad entirely in iron-hard armor, it flies at speed of over 180 mph.

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Its heavy-looking iron body is actually thin and light, so it can fly at speeds over 180 mph.

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Skarmory's steel wings become tattered and bashed in from repeated battles. Once a year, the battered wings grow back completely, restoring the cutting edges to their pristine state.

It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

To corner prey, they check each other's location using barks that only they can understand.

Around dawn, its ominous howl echoes through the area to announce that this is its territory.

Houndour hunt as a coordinated pack. They communicate with each other using a variety of cries to corner their prey. This Pokémon's remarkable teamwork is unparalleled.

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To corner prey, they check each other's location using barks that only they can understand.

It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

It conveys its feelings using different cries. It works in a pack to cleverly take down prey.

It conveys its feelings using different cries. It works in a pack to cleverly take down prey.

It is smart enough to hunt in packs. It uses a variety of cries for communicating with others.

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If you are burned by the flames it shoots from its mouth, the pain will never go away.

Upon hearing its eerie howls, other Pokémon get the shivers and head straight back to their nests.

The pungent-smelling flame that shoots from its mouth results from toxins burning in its body.

In a Houndoom pack, the one with its horns raked sharply towards the back serves a leadership role. These Pokémon choose their leader by fighting amongst themselves.

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If you are burned by the flames it shoots from its mouth, the pain will never go away.

Long ago, people imagined its eerie howls to be the call of the grim reaper.

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The flames it breathes when angry contain toxins. If they cause a burn, it will hurt forever.

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It is said that it usually hides in underwater caves. It can create whirlpools by yawning.

It sleeps deep on the ocean floor to build its energy. It is said to cause tornadoes as it wakes.

It stores energy by sleeping at underwater depths at which no other life forms can survive.

Kingdra lives at extreme ocean depths that are otherwise uninhabited. It has long been believed that the yawning of this Pokémon creates spiraling ocean currents.

Kingdra sleeps on the seafloor where it is otherwise devoid of life. When a storm arrives, the Pokémon is said to awaken and wander about in search of prey.

It sleeps quietly, deep on the seafloor. When it comes up to the surface, it creates a huge whirlpool that can swallow even ships.

It sleeps deep on the ocean floor to build its energy. It is said to cause tornadoes as it wakes.

It is said that it usually hides in underwater caves. It can create whirlpools by yawning.

It lives in caves on the seafloor and creates giant whirlpools every time it moves.

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It swings its long snout around playfully, but because it is so strong, that can be dangerous.

As a sign of affection, it bumps with its snout. However, it is so strong, it may send you flying.

During the deserted morning hours, it comes ashore where it deftly uses its trunk to take a shower.

For its nest, Phanpy digs a vertical pit in the ground at the edge of a river. It marks the area around its nest with its trunk to let the others know that the area has been claimed.

Phanpy uses its long nose to shower itself. When others gather around, they thoroughly douse each other with water. These Pokémon can be seen drying their soaking-wet bodies at the edge of water.

Phanpy's big ears serve as broad fans. When it becomes hot, it flaps the ears busily to cool down. Even the young are very strong.

As a sign of affection, it bumps with its snout. However, it is so strong, it may send you flying.

It swings its long snout around playfully, but because it is so strong, this can be dangerous.

It is strong despite its compact size. It can easily pick up and carry an adult human on its back.

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As a sign of affection, it bumps with its snout. However, it is so strong, it may send you flying.

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For its nest, Phanpy digs a vertical pit in the ground at the edge of a river. It marks the area around its nest with its trunk to let the others know that the area has been claimed.

Phanpy uses its long nose to shower itself. When others gather around, they thoroughly douse each other with water. These Pokémon can be seen drying their soaking-wet bodies at the edge of water.

It has sharp, hard tusks and a rugged hide. Its Tackle is strong enough to knock down a house.

The longer and bigger its tusks, the higher its rank in its herd. The tusks take long to grow.

Because this Pokémon's skin is so tough, a normal attack won't even leave a scratch on it.

Donphan's favorite attack is curling its body into a ball, then charging at its foe while rolling at high speed. Once it starts rolling, this Pokémon can't stop very easily.

If Donphan were to tackle with its hard body, even a house could be destroyed. Using its massive strength, the Pokémon helps clear rock and mud slides that block mountain trails.

A Donphan is so strong it can easily haul a dump truck. Its hide has toughened to a rock-hard state. An ordinary sort of attack won't even leave a scratch.

The longer and bigger its tusks, the higher its rank in its herd. The tusks take long to grow.

It has sharp, hard tusks and a rugged hide. Its Tackle is strong enough to knock down a house.

It attacks by curling up, then rolling into its foe. It can blow apart a house in one hit.

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This upgraded version of Porygon is designed for space exploration. It can't fly, though.

Further research enhanced its abilities. Sometimes, it may exhibit motions that were not programmed.

This manmade Pokémon evolved from the latest technology. It may have unprogrammed reactions.

Porygon2 was created by humans using the power of science. The man-made Pokémon has been endowed with artificial intelligence that enables it to learn new gestures and emotions on its own.

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This upgraded version of Porygon is designed for space exploration. However, it can't even fly.

With planetary development software installed, it became capable of working in space.

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The curved antlers subtly change the flow of air to create a strange space where reality is distorted.

Those who stare at its antlers will gradually lose control of their senses and be unable to stand.

The round balls found on the fallen antlers can be ground into a powder that aids in sleeping.

Stantler's magnificent antlers were traded at high prices as works of art. As a result, this Pokémon was hunted close to extinction by those who were after the priceless antlers.

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The curved antlers subtly change the flow of air to create a strange space where reality is distorted.

Staring at its antlers creates an odd sensation as if one were being drawn into their centers.

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A special fluid oozes from the tip of its tail. It paints the fluid everywhere to mark its territory.

Once it becomes an adult, it has a tendency to let its comrades plant footprints on its back.

The color of the mysterious fluid secreted from its tail is predetermined for each Smeargle.

Smeargle marks the boundaries of its territory using a body fluid that leaks out from the tip of its tail. Over 5,000 different marks left by this Pokémon have been found.

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Once it becomes an adult, it has a tendency to let its comrades plant footprints on its back.

A special fluid oozes from the tip of its tail. It paints the fluid everywhere to mark its territory.

It marks its territory by using its tail like a paintbrush. There are more than 5,000 different marks.

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It is always bursting with energy. To make itself stronger, it keeps on fighting even if it loses.

Even though it is small, it can't be ignored because it will slug any handy target without warning.

To brush up on its fighting skills, it will challenge anyone. It has a very strong competitive spirit.

Tyrogue becomes stressed out if it does not get to train every day. When raising this Pokémon, the Trainer must establish and uphold various training methods.

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Even though it is small, it can't be ignored because it will slug any handy target without warning.

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It is famous for its eagerness to fight and always nurses injuries from challenging larger foes.

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If you become enchanted by its smooth, elegant, dance-like kicks, you may get drilled hard.

It launches kicks while spinning. If it spins at high speed, it may bore its way into the ground.

After doing a handstand to throw off the opponent's timing, it presents its fancy kick moves.

Hitmontop spins on its head at high speeds, all the while delivering kicks. This technique is a remarkable mix of both offense and defense at the same time. The Pokémon travels faster spinning than it does walking.

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Its technique of kicking while spinning is a remarkable mix of both offense and defense. Hitmontop travel faster spinning than they do walking.

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It fights while spinning like a top. The centrifugal force boosts its destructive power by ten.

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If you are enchanted by its smooth, dance-like kicks, you may get a closer experience with one than you'd like.

Hitmontop spins on its head at high speed, all the while delivering kicks. This technique is a remarkable mix of both offense and defense at the same time. The Pokémon travels faster spinning than it does walking.

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Its lips are the most sensitive parts on its body. It always uses its lips first to examine things.

It always rocks its head slowly backwards and forwards as if it is trying to kiss someone.

The sensitivity of its lips develops most quickly. It uses them to try to identify unknown objects.

Smoochum actively runs about, but also falls quite often. Whenever the chance arrives, it will look for its reflection to make sure its face hasn't become dirty.

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It actively runs about, but also falls often. Whenever it falls, it will check its reflection on a lake's surface to make sure its face hasn't become dirty.

It always rocks its head slowly backwards and forwards as if it is trying to kiss someone.

Its lips are the most sensitive parts on its body. It always uses its lips first to examine things.

It tests everything by touching with its lips, which remember what it likes and dislikes.

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It rotates its arms to generate electricity, but it tires easily, so it charges up only a little bit.

Even in the most vicious storm, this Pokémon plays happily if thunder rumbles in the sky.

It loves violent thunder. The space between its horns flickers bluish-white when it is charging energy.

Elekid stores electricity in its body. If it touches metal and accidentally discharges all its built-up electricity, this Pokémon begins swinging its arms in circles to recharge itself.

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If it touches metal and discharges the electricity it has stored in its body, an Elekid begins swinging its arms in circles to recharge itself.

Even in the most vicious storm, this Pokémon plays happily if thunder rumbles in the sky.

It rotates its arms to generate electricity, but it tires easily, so it charges up only a little bit.

It generates electricity by whirling its arms. However, it can't store the energy it makes.

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A weak electric current flows between its horns. Sticking a hand there shocks the unwary.

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Spinning its arms around to generate electricity makes the area between its horns shine light blue.

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Each and every time it inhales and exhales, hot embers dribble out of its mouth and nostrils.

It is found in volcanic craters. Its body temp. is over 1100 degrees, so don't under-estimate it.

It naturally spits an 1100-degree flame. It is said when many appear, it heralds a volcanic eruption.

Magby's state of health is determined by observing the fire it breathes. If the Pokémon is spouting yellow flames from its mouth, it is in good health. When it is fatigued, black smoke will be mixed in with the flames.

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If a Magby is spouting yellow flames from its mouth, it is in good health. When it is fatigued, black smoke will be mixed in with the flames.

It is found in volcanic craters. Its body heat exceeds 1,100 degrees F, so don't underestimate it.

Each and every time it inhales and exhales, hot embers dribble out of its mouth and nostrils.

Its body temperature is around 1,100 degrees F. It is healthy if it is breathing yellow flames.

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Its magma-like blood circulates throughout its body. Its body's heat can top 1,100 degrees F.

Each and every time it inhales and exhales, hot embers dribble out of its mouth and nostrils.

It is found in volcanic craters. Its body temperature is over 1,100 degrees Fahrenheit, so don't underestimate it.

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It's small, but its body temperature is over 1,100 degrees F. Embers escape its mouth and nose when it breathes.

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Its milk is packed with nutrition, making it the ultimate beverage for the sick or weary.

If it has just had a baby, the milk it produces contains much more nutrition than usual.

In order to milk a Miltank, one must have a knack for rhythmically pulling up and down on its udders.

Miltank gives over five gallons of milk on a daily basis. Its sweet milk is enjoyed by children and grown-ups alike. People who can't drink milk turn it into yogurt and eat it instead.

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It is said that kids who drink Miltank's milk grow up to become hearty, healthy adults.

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Anyone who takes even one bite of Blissey's egg becomes unfailingly caring and pleasant to everyone.

It has a very compassionate nature. If it sees a sick Pokémon, it will nurse the sufferer back to health.

Biting into one of the delicious eggs that Blissey provides will make everyone around smile with joy.

Blissey senses sadness with its fluffy coat of fur. If it does so, this Pokémon will rush over to the sad person, however far they may be, to share an egg of happiness that brings a smile to any face.

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If it senses sadness with its fluffy fur, a Blissey will rush over to the sad person, however far away, to share an egg of happiness that brings a smile to any face.

It has a very compassionate nature. If it sees a sick Pokémon, it will nurse the sufferer back to health.

Anyone who takes even one bite of Blissey's egg becomes unfailingly caring and pleasant to everyone.

This kindhearted Pokémon nurses sick Pokémon back to health. It senses feelings of sadness.

It is a Pokémon that delivers happiness. Eating its egg is said to make one kind to everyone.

The eggs it lays are filled with happiness. Eating even one bite will bring a smile to anyone.

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This kindhearted Pokémon nurses sick Pokémon back to health. It senses feelings of sadness.

Blissey senses sadness with its fluffy coat of fur. If it does so, this Pokémon will rush over to a sad person, no matter how far away, to share a Lucky Egg that brings a smile to any face.

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The rain clouds it carries let it fire thunderbolts at will. They say that it descended with lightning.

A Pokémon that races across the land while barking a cry that sounds like crashing thunder.

This rough Pokémon stores energy in its body, then sweeps across the land, shooting off electricity.

Raikou embodies the speed of lightning. The roars of this Pokémon send shock waves shuddering through the air and shake the ground as if lightning bolts had come crashing down.

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This Pokémon races across the land while barking a cry that sounds like crashing thunder.

The rain clouds it carries let it fire thunderbolts at will. They say that it descended with lightning.

It is said to have fallen with lightning. It can fire thunderbolts from the rain clouds on its back.

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Volcanoes erupt when it barks. Unable to restrain its extreme power, it races headlong around the land.

A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

This brawny Pokémon courses around the earth, spouting flames hotter than a volcano's magma.

Entei embodies the passion of magma. This Pokémon is thought to have been born in the eruption of a volcano. It sends up massive bursts of fire that utterly consume all that they touch.

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Entei embodies the passion of magma. It is thought to have been born in the eruption of a volcano. It blasts fire that consumes all that it touches.

A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

Volcanoes erupt when it barks. Unable to restrain its extreme power, it races headlong around the land.

It is said that when it roars, a volcano erupts somewhere around the globe.

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Volcanoes erupt when it barks. Unable to contain its sheer power, it races headlong around the land.

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Said to be the reincarnation of north winds, it can instantly purify filthy, murky water.

This Pokémon races across the land. It is said that north winds will somehow blow whenever it appears.

This divine Pokémon blows around the world, always in search of a pure reservoir.

Suicune embodies the compassion of a pure spring of water. It runs across the land with gracefulness. This Pokémon has the power to purify dirty water.

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Suicune embodies the compassion of a pure spring of water. It runs across the land with gliding elegance. It has the power to purify dirty water.

This Pokémon races across the land. It is said that north winds will somehow blow whenever it appears.

Said to be the reincarnation of north winds, it can instantly purify filthy, murky water.

It travels across the world to purify polluted water. It moves together with the north wind.

It travels around the world to purify fouled water. It dashes away with the north wind.

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It travels across the world to purify polluted water. It moves together with the north wind.

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It races around the world to purify fouled water. It dashes away with the north wind.

It races around the world to purify fouled water. It dashes away with the north wind.

It races around the world to purify fouled water. It dashes away with the north wind.

Said to be the embodiment of north winds, it can instantly purify filthy, murky water.

Suicune embodies the compassion of a pure spring of water. It runs across the land with gracefulness. This Pokémon has the power to purify dirty water.

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It feeds on soil. After it has eaten a large mountain, it will fall asleep so it can grow.

It is born deep underground. It can't emerge until it has entirely consumed the soil around it.

Born deep underground, this Pokémon becomes a pupa after eating enough dirt to make a mountain.

Larvitar is born deep under the ground. To come up to the surface, this Pokémon must eat its way through the soil above. Until it does so, Larvitar cannot see its parent's face.

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A Larvitar is born deep under the ground. It must eat its way through the soil above and reach the surface for it to see its parents' faces.

It is born deep underground. It can't emerge until it has entirely consumed the soil around it.

It feeds on soil. After it has eaten a large mountain, it will fall asleep so it can grow.

A Pokémon that eats soil. Once it has eaten a large mountain, it goes to sleep so it can grow.

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Born deep underground, it comes aboveground and becomes a pupa once it has finished eating the surrounding soil.

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Its shell is as hard as sheet rock, and it is also very strong. Its Thrashing can topple a mountain.

Even sealed in its shell, it can move freely. Hard and fast, it has outstanding destructive power.

It will not stay still, even while it's a pupa. It already has arms and legs under its solid shell.

Pupitar creates a gas inside its body that it compresses and forcefully ejects to propel itself like a jet. The body is very durable - it avoids damage even if it hits solid steel.

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A Pupitar creates a gas inside its body that it ejects under compression to propel itself like a jet. Its body can withstand a collision with solid steel.

Even sealed in its shell, it can move freely. Hard and fast, it has outstanding destructive power.

Its shell is as hard as sheet rock, and it is also very strong. Its thrashing can topple a mountain.

Its body is as hard as bedrock. By venting pressurized gas, it can launch itself like a rocket.

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This pupa flies around wildly by venting with great force the gas pressurized inside its body.

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Pupitar creates a gas inside its body that it compresses and forcefully ejects to propel itself like a jet. The body is very durable--it avoids damage even if it hits solid steel.

Its body can't be harmed by any sort of attack, so it is very eager to make challenges against enemies.

Extremely strong, it can change the landscape. It has an insolent nature that makes it not care about others.

In just one of its mighty hands, it has the power to make the ground shake and mountains crumble.

Tyranitar is so overwhelmingly powerful, it can bring down a whole mountain to make its nest. This Pokémon wanders about in mountains seeking new opponents to fight.

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A Tyranitar is so overwhelmingly powerful, it can bring down a whole mountain to make its nest. It roams in mountains seeking new opponents to fight.

It has an impudent nature. Having great strength, it can even change surrounding landforms.

Its body can't be harmed by any sort of attack, so it is very eager to make challenges against enemies.

If it rampages, it knocks down mountains and buries rivers. Maps must be redrawn afterward.

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The quakes caused when it walks make even great mountains crumble and change the surrounding terrain.

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It is said that it quietly spends its time deep at the bottom of the sea because its powers are too strong.

It is said to be the guardian of the seas. It is rumored to have been seen on the night of a storm.

It has an incredible ability to calm raging storms. It is said that Lugia appears when storms start.

Lugia's wings pack devastating power - a light fluttering of its wings can blow apart regular houses. As a result, this Pokémon chooses to live out of sight deep under the sea.

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It is said to be the guardian of the seas. It is rumored to have been seen on the night of a storm.

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Legends claim this Pokémon flies the world's skies continuously on its magnificent seven-colored wings.

A legend says that its body glows in seven colors. A rainbow is said to form behind it when it flies.

It will reveal itself before a pure-hearted trainer by shining its bright rainbow-colored wings.

Ho-Oh's feathers glow in seven colors depending on the angle at which they are struck by light. These feathers are said to bring happiness to the bearers. This Pokémon is said to live at the foot of a rainbow.

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Its feathers—which glow in seven colors depending on the angle at which they are struck by light—are thought to bring joy. It is said to live at the foot of a rainbow.

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It possesses seven-colored wings. It is said that those who see Ho-Oh are promised an eternal happiness.

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Its feathers are in seven colors. It is said that anyone seeing it is promised eternal happiness.

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This Pokémon wanders across time. Grass and trees flourish in the forests in which it has appeared.

When Celebi disappears deep in a forest, it is said to leave behind an egg it brought from the future.

Revered as a guardian of the forest, Celebi appears wherever beautiful forests exist.

This Pokémon came from the future by crossing over time. It is thought that so long as Celebi appears, a bright and shining future awaits us.

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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.

Treecko is cool, calm, and collected - it never panics under any situation. If a bigger foe were to glare at this Pokémon, it would glare right back without conceding an inch of ground.

It makes its nest in a giant tree in the forest. It ferociously guards against anything nearing its territory. It is said to be the protector of the forest's trees.

It quickly scales even vertical walls. It senses humidity with its tail to predict the next day's weather.

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The soles of its feet are covered by countless tiny spikes, enabling it to walk on walls and ceilings.

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Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

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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.

This Pokémon adeptly flies from branch to branch in trees. In a forest, no Pokémon can ever hope to catch a fleeing Grovyle however fast they may be.

Leaves grow out of this Pokémon's body. They help obscure a Grovyle from the eyes of its enemies while it is in a thickly overgrown forest.

Its strongly developed thigh muscles give it astounding agility and jumping performance.

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It lives in dense jungles. While closing in on its prey, it leaps from branch to branch.

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It lives in dense jungles. While closing in on its prey, it leaps from branch to branch.

It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

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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.

Sceptile has seeds growing on its back. They are said to be bursting with nutrients that revitalize trees. This Pokémon raises the trees in a forest with loving care.

In the jungle, its power is without equal. This Pokémon carefully grows trees and plants. It regulates its body temperature by basking in sunlight.

The leaves on its forelegs are as sharp as swords. It agilely leaps about the branches of trees to strike.

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The leaves that grow on its arms can slice down thick trees. It is without peer in jungle combat.

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It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

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Torchic sticks with its Trainer, following behind with unsteady steps. This Pokémon breathes fire of over 1,800 degrees F, including fireballs that leave the foe scorched black.

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.

If attacked, it strikes back by spitting balls of fire it forms in its stomach. A Torchic dislikes darkness because it can't see its surroundings.

It has a flame sac inside its belly that perpetually burns. It feels warm if it is hugged.

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A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,800 degrees F.

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A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,800 degrees F.

Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

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It has a flame sac inside its belly that perpetually burns. It feels warm if it is hugged.

A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,800 degrees Fahrenheit.

Torchic sticks with its Trainer, following behind with unsteady steps. This Pokémon breathes fire of over 1,800 degrees Fahrenheit, including fireballs that leave the foe scorched black.

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.

Combusken toughens up its legs and thighs by running through fields and mountains. This Pokémon's legs possess both speed and power, enabling it to dole out ten kicks in one second.

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.

It lashes out with 10 kicks per second. Its strong fighting instinct compels it to keep up its offensive until the opponent gives up.

It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

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Its kicking mastery lets it loose 10 kicks per second. It emits sharp cries to intimidate foes.

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During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.

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

Blaziken has incredibly strong legs - it can easily clear a 30-story building in one leap. This Pokémon's blazing punches leave its foes scorched and blackened.

It learns martial arts that use punches and kicks. Every several years, its old feathers burn off, and new, supple feathers grow back in their place.

When facing a tough foe, it looses flames from its wrists. Its powerful legs let it jump clear over buildings.

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Flames spout from its wrists, enveloping its knuckles. Its punches scorch its foes.

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Blaziken has incredibly strong legs—it can easily clear a 30-story building in one leap. This Pokémon’s blazing punches leave its foes scorched and blackened.

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.

In water, Mudkip breathes using the gills on its cheeks. If it is faced with a tight situation in battle, this Pokémon will unleash its amazing power - it can crush rocks bigger than itself.

On land, it can powerfully lift large boulders by planting its four feet and heaving. It sleeps by burying itself in soil at the water's edge.

Its large tail fin propels it through water with powerful acceleration. It is strong in spite of its size.

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To alert it, the fin on its head senses the flow of water. It has the strength to lift boulders.

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Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

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Its large tail fin propels it through water with powerful acceleration. It is strong in spite of its size.

To alert it, the fin on its head senses the flow of water. It has the strength to heft boulders.

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.

In water, Mudkip breathes using the gills on its cheeks. If it is faced with a tight situation in battle, this Pokémon will unleash its amazing power—it can crush rocks bigger than itself.

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

Marshtomp is much faster at traveling through mud than it is at swimming. This Pokémon's hindquarters exhibit obvious development, giving it the ability to walk on just its hind legs.

Its toughened hind legs enable it to stand upright. Because it weakens if its skin dries out, it replenishes fluids by playing in mud.

It is at its best when on muddy ground with poor footing. It quickly overwhelms foes struggling in mud.

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Its sturdy legs give it sure footing, even in mud. It burrows into dirt to sleep.

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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.

Swampert predicts storms by sensing subtle differences in the sounds of waves and tidal winds with its fins. If a storm is approaching, it piles up boulders to protect itself.

If it senses the approach of a storm and a tidal wave, it protects its seaside nest by piling up boulders. It swims as fast as a jet ski.

Its arms are rock-hard. With one swing, they can batter down its foe. It makes its nests at beautiful beaches.

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It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.

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It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.

Its arms are hard as rock. With one swing, it can break a boulder into pieces.

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It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.

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Its arms are hard as rock. With one swing, it can break a boulder into pieces.

It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.

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.

Swampert predicts storms by sensing subtle differences in the sounds of waves and tidal winds with its fins. If a storm is approaching, it piles up boulders to protect itself.

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.

Poochyena is an omnivore - it will eat anything. A distinguishing feature is how large its fangs are compared to its body. This Pokémon tries to intimidate its foes by making the hair on its tail bristle out.

It savagely threatens foes with bared fangs. It chases after fleeing targets tenaciously. It turns tail and runs, however, if the foe strikes back.

It has a very tenacious nature. Its acute sense of smell lets it chase a chosen prey without ever losing track.

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A Pokémon with a persistent nature, it chases its chosen prey until the prey becomes exhausted.

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Poochyena is an omnivore—it will eat anything. A distinguishing feature is how large its fangs are compared to its body. This Pokémon tries to intimidate its foes by making the hair on its tail bristle out.

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.

Mightyena travel and act as a pack in the wild. The memory of its life in the wild compels the Pokémon to obey only those trainers that it recognizes to possess superior skill.

In the wild, Mightyena live in a pack. They never defy their leader's orders. They defeat foes with perfectly coordinated teamwork.

It will always obey the commands of a skilled trainer. Its behavior arises from its living in packs in ancient times.

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It chases down prey in a pack. It will never disobey the commands of a skilled Trainer.

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It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

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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.

The hair on Zigzagoon's back is bristly. It rubs the hard back hair against trees to leave its territorial markings. This Pokémon may play dead to fool foes in battle.

Rubbing its nose against the ground, it always wanders about back and forth in search of something. It is distinguished by the zigzag footprints it leaves.

A Pokémon with abundant curiosity. It shows an interest in everything, so it always zigs and zags.

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It walks in zigzag fashion. It is good at finding items in the grass and even in the ground.

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The hair on Zigzagoon's back is bristly. It rubs the hard back hair against trees to leave its territorial markings. This Pokémon may play dead to fool foes in battle.

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.

When hunting, Linoone will make a beeline straight for the prey at a full run. While this Pokémon is capable of topping 60 mph, it has to come to a screeching halt before it can turn.

It is exceedingly fast if it only has to run in a straight line. When it spots pond-dwelling prey underwater, it quickly leaps in and catches it with its sharp claws.

When running in a straight line, it can top 60 miles per hour. However, it has a tough time with curved roads.

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It charges prey at speeds over 60 mph. However, because it can only run straight, it often fails.

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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.

Wurmple is targeted by Swellow as prey. This Pokémon will try to resist by pointing the spikes on its rear at the attacking predator. It will weaken the foe by leaking poison from the spikes.

It sticks to tree branches and eats leaves. The thread it spits from its mouth, which becomes gooey when it touches air, slows the movement of its foes.

It lives amidst tall grass and in forests. When attacked, it resists by pointing its venomous spikes at the foe.

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It loves to eat leaves. If it is attacked by a Starly, it will defend itself with its spiked rear.

It spits a white silk that turns sticky when it contacts air. It is used to immobilize foes.

Often targeted by bird Pokémon, it desperately resists by releasing poison from its tail spikes.

It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

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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.

Silcoon was thought to endure hunger and not consume anything before its evolution. However, it is now thought that this Pokémon slakes its thirst by drinking rainwater that collects on its silk.

It prepares for evolution using the energy it stored while it was a Wurmple. It keeps watch over the surroundings with its two eyes.

It conserves its energy by moving as little as possible. It awaits evolution while drinking only a little rainwater.

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It anchors itself by wrapping twigs with the silk from its body. It motionlessly awaits evolution.

It drinks dew that collects on its silk and waits for evolution. Its hard cocoon repels attacks.

It wraps silk around the branches of a tree. It drinks rainwater on its silk while awaiting evolution.

Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

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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.

Beautifly has a long mouth like a coiled needle, which is very convenient for collecting pollen from flowers. This Pokémon rides the spring winds as it flits around gathering pollen.

Its colorfully patterned wings are its most prominent feature. It flies through flower-covered fields collecting pollen. It attacks ferociously when angered.

Despite its appearance, it has an aggressive nature. It attacks by jabbing with its long, thin mouth.

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It has an aggressive nature. It stabs prey with its long, narrow mouth to drain the prey's fluids.

When flower fields bloom, it flits around, collecting pollen. Despite its appearance, it is savage.

Despite its looks, it is aggressive. It jabs with its long, thin mouth if disturbed while collecting pollen.

Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

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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.

If it is attacked, Cascoon remains motionless however badly it may be hurt. It does so because if it were to move, its body would be weak upon evolution. This Pokémon will also not forget the pain it endured.

To avoid detection by its enemies, it hides motionlessly beneath large leaves and in the gaps of branches. It also attaches dead leaves to its body for camouflage.

Its body, which is made of soft silk, hardens over time. When cracks appear, evolution is near.

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It is hot inside its cocoon. All the cells in its body create the energy for it to evolve.

Encased within its tough cocoon, it endures attacks. It never forgets the appearance of its foes.

It never forgets any attack it endured while in the cocoon. After evolution, it seeks payback.

It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

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

When Dustox flaps its wings, a fine dust is scattered all over. This dust is actually a powerful poison that will even make a pro wrestler sick. This Pokémon searches for food using its antennae like radar.

It is a nocturnal Pokémon that flies from fields and mountains to the attraction of streetlights at night. It looses highly toxic powder from its wings.

It scatters horribly toxic dust when it senses danger. They tend to gather in the glow of streetlamps at night.

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A nocturnal Pokémon. Drawn by streetlights, they messily eat the leaves of trees lining boulevards.

It violently flutters its wings to scatter toxic dust when attacked. It becomes active after sunset.

Toxic powder is scattered with each flap. At night, it is known to strip leaves off trees lining boulevards.

It scatters its fine dust all over when it is attacked. It is a nocturnal Pokémon.

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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.

Lotad is said to have dwelled on land before. However, this Pokémon is thought to have returned to water because the leaf on its head grew large and heavy. It now lives by floating atop the water.

This Pokémon lives in ponds with clean water. It is known to ferry small Pokémon across ponds by carrying them on the broad leaf on its head.

It searches about for clean water. If it does not drink water for too long, the leaf on its head wilts.

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It looks like an aquatic plant and serves as a ferry to Pokémon that can't swim.

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Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

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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.

Lombre's entire body is covered by a slippery, slimy film. It feels horribly unpleasant to be touched by this Pokémon's hands. Lombre is often mistaken for a human child.

In the evening, it takes great delight in popping out of rivers and startling people. It feeds on aquatic moss that grows on rocks in the riverbed.

It lives at the water's edge where it is sunny. It sleeps on a bed of water grass by day and becomes active at night.

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It has a mischievous spirit. If it spots an angler, it will tug on the fishing line to interfere.

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It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

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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.

Lombre’s entire body is covered by a slippery, slimy film. It feels horribly unpleasant to be touched by this Pokémon’s hands. Lombre is often mistaken for a human child.

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.

Upon hearing an upbeat and cheerful rhythm, the cells in Ludicolo's body become very energetic and active. Even in battle, this Pokémon will exhibit an amazing amount of power.

When it hears festive music, all the cells in its body become stimulated, and it begins moving in rhythm. It does not quail even when it faces a tough opponent.

The rhythm of bright, festive music activates Ludicolo's cells, making it more powerful.

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If it hears festive music, all its muscles fill with energy. It can't help breaking out into a dance.

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If it hears festive music, it begins moving in rhythm in order to amplify its power.

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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.

Seedot looks exactly like an acorn when it is dangling from a tree branch. It startles other Pokémon by suddenly moving. This Pokémon polishes its body once a day using leaves.

It hangs off branches and absorbs nutrients. When it finishes eating, its body becomes so heavy that it drops to the ground with a thump.

If it remains still, it becomes impossible to distinguish from real nuts. It delights in surprising foraging Pidgey.

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When it dangles from a tree branch, it looks just like an acorn. It enjoys scaring other Pokémon.

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It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

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Seedot looks exactly like an acorn when it is dangling from a tree branch. It startles other Pokémon by suddenly moving. This Pokémon polishes its body once a day using leaves.

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

This Pokémon pulls out the leaf on its head and makes a flute with it. The sound of Nuzleaf's flute strikes fear and uncertainty in the hearts of people lost in a forest.

A forest-dwelling Pokémon that is skilled at climbing trees. Its long and pointed nose is its weak point. It loses power if the nose is gripped.

They live in holes bored in large trees. The sound of Nuzleaf's grass flute fills listeners with dread.

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The sound of its grass flute makes its listeners uneasy. It lives deep in forests.

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It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

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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.

Shiftry's large fans generate awesome gusts of wind at a speed close to 100 feet per second. The whipped-up wind blows anything away. This Pokémon chooses to live quietly deep in forests.

It is said to arrive on chilly, wintry winds. Feared from long ago as the guardian of forests, this Pokémon lives in a deep forest where people do not venture.

A Pokémon that was feared as a forest guardian. It can read the foe's mind and take preemptive action.

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By flapping its leafy fan, it can whip up gusts of 100 ft/second that can level houses.

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It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

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Shiftry’s large fans generate awesome gusts of wind at a speed close to 100 feet per second. The whipped-up wind blows anything away. This Pokémon chooses to live quietly deep in forests.

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

Taillow is young - it has only just left its nest. As a result, it sometimes becomes lonesome and cries at night. This Pokémon feeds on Wurmple that live in forests.

Although it is small, it is very courageous. It will take on a larger Skarmory on an equal footing. However, its will weakens if it becomes hungry.

It dislikes cold seasons. They migrate to other lands in search of warmth, flying over 180 miles a day.

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It has a gutsy spirit that makes it bravely take on tough foes. It flies in search of warm climates.

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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.

Swellow is very conscientious about the upkeep of its glossy wings. Once two Swellow are gathered, they diligently take care of cleaning each other's wings.

A Swellow dives upon prey from far above. It never misses its targets. It takes to the skies in search of lands with a warm climate.

If its two tail feathers are standing at attention, it is proof of good health. It soars elegantly in the sky.

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It circles the sky in search of prey. When it spots one, it dives steeply to catch the prey.

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It dives at a steep angle as soon as it spots its prey. It catches its prey with sharp claws.

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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.

Wingull rides updrafts rising from the sea by extending its long and narrow wings to glide. This Pokémon's long beak is useful for catching prey.

It makes its nest on a sheer cliff at the edge of the sea. It has trouble keeping its wings flapping in flight. Instead, it soars on updrafts.

It rides upon ocean winds as if it were a glider. In the winter, it hides food around its nest.

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It makes its nest on steep sea cliffs. Riding updrafts, it soars to great heights.

Catching sea winds with its long wings, it soars as if it were a glider. It folds its wings to rest.

It soars high in the sky, riding on updrafts like a glider. It carries food tucked in its bill.

It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea’s edge.

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It makes its nest on sheer cliffs. Riding the sea breeze, it glides up into the expensive skies.

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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.

Pelipper searches for food while in flight by skimming the wave tops. This Pokémon dips its large bill in the sea to scoop up food, then swallows everything in one big gulp.

It skims the tops of waves as it flies. When it spots prey, it uses its large beak to scoop up the victim with water. It protects its eggs in its beak.

It is a flying transporter that carries small Pokémon in its beak. It bobs on the waves to rest its wings.

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It dips its large bill in the sea, then scoops up numerous prey along with water.

It acts as a delivery service by carrying small Pokémon in its bill. It bobs on the waves to rest.

It is a messenger of the skies, carrying small Pokémon and eggs to safety in its bill.

It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

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It is a messenger of the skies, carrying small Pokémon and eggs to safety in its bill.

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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.

Ralts has the ability to sense the emotions of people. If its trainer is in a cheerful mood, this Pokémon grows cheerful and joyous in the same way.

A Ralts has the power to sense the emotions of people and Pokémon with the horns on its head. It takes cover if it senses any hostility.

It is highly attuned to the emotions of people and Pokémon. It hides if it senses hostility.

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It uses the horns on its head to sense human emotions. It is said to appear in front of cheerful people.

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If its horns capture the warm feelings of people or Pokémon, its body warms up slightly.

The horns on its head provide a strong power that enables it to sense people’s emotions.

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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.

Ralts has the ability to sense the emotions of people. If its Trainer is in a cheerful mood, this Pokémon grows cheerful and joyous in the same way.

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.

Kirlia uses the horns on its head to amplify its psychokinetic power. When the Pokémon uses its power, the air around it becomes distorted, creating mirages of nonexistent scenery.

A Kirlia has the psychic power to create a rip in the dimensions and see into the future. It is said to dance with pleasure on sunny mornings.

The cheerful spirit of its Trainer gives it energy for its psychokinetic power. It spins and dances when happy.

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It is highly perceptive of its Trainer's feelings. It dances when it is feeling happy.

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If its Trainer becomes happy, it overflows with energy, dancing joyously while spinning about.

It has a psychic power that enables it to distort the space around it and see into the future.

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If its Trainer becomes happy, it overflows with energy, dancing joyously while spinning about.

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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.

Gardevoir has the psychokinetic power to distort the dimensions and create a small black hole. This Pokémon will try to protect its Trainer even at the risk of its own life.

It apparently does not feel the pull of gravity because it supports itself with psychic power. It will give its life to protect its Trainer.

It has the power to predict the future. Its power peaks when it is protecting its Trainer.

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It will try to guard its trusted Trainer with its life. It has the ability to see the future.

It will try to guard its trusted Trainer with its life. It has the ability to see the future.

To protect its Trainer, it will expend all its psychic power to create a small black hole.

It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

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From the tips of its feet, Surskit secretes an oil that enables it to walk on water as if it were skating. This Pokémon feeds on microscopic organisms in ponds and lakes.

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.

They gather on puddles after evening downpours, gliding across the surface of water as if sliding. It secretes honey with a sweet aroma from its head.

They usually live on ponds, but after an evening shower, they may appear on puddles in towns.

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It appears as if it is skating on water. It draws prey with a sweet scent from the tip of its head.

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

Masquerain's antennas have eyelike patterns that usually give it an angry look. If the "eyes" are droopy and appear sad, it is said to be a sign that a heavy rainfall is on its way.

It intimidates foes with the large eyelike patterns on its antennae. Because it can't fly if its wings get wet, it shelters itself from rain under large trees and eaves.

The antennae have distinctive patterns that look like eyes. When it rains, they grow heavy, making flight impossible.

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Its antennae have eye patterns on them. Its four wings enable it to hover and fly in any direction.

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

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Shroomish live in damp soil in the dark depths of forests. They are often found keeping still under fallen leaves. This Pokémon feeds on compost that is made up of fallen, rotted leaves.

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.

It loves to eat damp, composted soil in forests. If you enter a forest after a long rain, you can see many Shroomish feasting on composted soil.

It prefers damp places. By day it remains still in the forest shade. It releases toxic powder from its head.

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It spouts poison spores from the top of its head. These spores cause pain all over if inhaled.

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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.

The seeds ringing Breloom's tail are made of hardened toxic spores. It is horrible to eat the seeds. Just taking a bite of this Pokémon's seed will cause your stomach to rumble.

It scatters spores from holes in the cap on its head. It loves warm and humid climates. It feeds on trees and plants in fields and forests.

The seeds on its tail are made of toxic spores. It knocks out foes with quick, virtually invisible punches.

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Its short arms stretch when it throws punches. Its technique is equal to that of pro boxers.

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It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

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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.

The seeds ringing Breloom’s tail are made of hardened toxic spores. It is horrible to eat the seeds. Just taking a bite of this Pokémon’s seed will cause your stomach to rumble.

Slakoth lolls around for over twenty hours every day. Because it moves so little, it does not need much food. This Pokémon's sole daily meal consists of just three leaves.

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.

It sleeps virtually all day and night long. It doesn't change its nest its entire life, but it sometimes travels great distances by swimming in rivers.

It sleeps for 20 hours every day. Making drowsy those that see it is one of its abilities.

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It spends nearly all its time in a day sprawled out. Just seeing it makes one drowsy.

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The way Slakoth lolls around makes anyone who watches it feel like doing the same.

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If it eats just three leaves in a day, it is satisfied. Other than that, it sleeps for 20 hours a day.

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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.

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.

Vigoroth is simply incapable of remaining still. Even when it tries to sleep, the blood in its veins grows agitated, compelling this Pokémon to run wild throughout the jungle before it can settle down.

It can't keep still because its blood boils with energy. It runs through the fields and mountains all day to calm itself. If it doesn't, it can't sleep at night.

It is always hungry because it won't stop rampaging. Even while it is eating, it can't keep still.

It is always hungry because it won't stop rampaging. Even while it is eating, it can't keep still.

Its heart beats at a tenfold tempo, so it cannot sit still even for a moment.

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Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

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Its heart beats at a tenfold tempo, so it cannot sit still even for a moment.

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Its heartbeat is fast and its blood is so agitated that it can't sit still for one second.

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Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

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Vigoroth is simply incapable of remaining still. Even when it tries to sleep, the blood in its veins grows agitated, compelling this Pokémon to run wild throughout the jungle before it can settle down.

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.

Wherever Slaking lives, rings of over a yard in diameter appear in grassy fields. They are made by the Pokémon as it eats all the grass within reach while lying prone on the ground.

Hordes of Slaking gather around trees when fruits come into season. They wait around patiently for ripened fruits to fall out of the trees.

It is the world's most slothful Pokémon. However, it can exert horrifying power by releasing pent-up energy all at once.

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The world's laziest Pokémon. When it is lounging, it is actually saving energy for striking back.

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The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

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This Pokémon lives lying on its side. It only rolls over and moves when there is no more grass to eat.

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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.

Nincada lives underground. It uses its sharp claws to carve the roots of trees and absorb moisture and nutrients. This Pokémon can't withstand bright sunlight so avoids it.

It makes its nest at the roots of a mighty tree. Using its whiskerlike antennae, it probes its surroundings in the pitch-black darkness of soil.

Because it lived almost entirely underground, it is nearly blind. It uses its antennae instead.

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It grows underground, sensing its surroundings using antennae instead of its virtually blind eyes.

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It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

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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.

If Ninjask is not trained properly, it will refuse to obey the Trainer and cry loudly continuously. Because of this quality, this Pokémon is said to be one that puts the Trainer's abilities to the test.

Because it darts about vigorously at high speed, it is very difficult to see. Hearing its distinctive cries for too long induces a headache.

This Pokémon is so quick, it is said to be able to avoid any attack. It loves to feed on tree sap.

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Because it moves so quickly, it sometimes becomes unseeable. It congregates around tree sap.

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Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

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Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

Because it moves so quickly, it sometimes becomes unseeable. It congregates around tree sap.

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.

If Ninjask is not trained properly, it will refuse to obey the Trainer and cry loudly continuously. Because of this quality, this Pokémon is said to be one that puts the Trainer’s abilities to the test.

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.

Shedinja is a peculiar Pokémon. It seems to appear unsought in a Poké Ball after a Nincada evolves. This bizarre Pokémon is entirely immobile - it doesn't even breathe.

A peculiar Pokémon that floats in air even though its wings remain completely still. The inside of its body is hollow and utterly dark.

A most peculiar Pokémon that somehow appears in a Poké Ball when a Nincada evolves.

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A discarded bug shell that came to life. Peering into the crack on its back is said to steal one's spirit.

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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.

Whismur is very timid. If it starts to cry loudly, it becomes startled by its own crying and cries even harder. When it finally stops crying, the Pokémon goes to sleep, all tired out.

Its cries equal a jet plane in volume. It inhales through its ear canals. Because of this system, it can cry continually without having to catch its breath.

It usually murmurs, but starts crying loudly if it senses danger. It stops when its ear covers are shut.

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Usually, its cries are like quiet murmurs. If frightened, it shrieks at the same volume as a jet plane.

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If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

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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.

Loudred shouts while stamping its feet. After it finishes shouting, this Pokémon becomes incapable of hearing anything for a while. This is considered to be a weak point.

It positions the round speakers on its head to assail foes with ultrasonic waves at massive volume. It builds power by stomping the ground.

When it stomps its feet and bellows, it generates ultrasonic waves that can blow apart a house.

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The shock waves from its cries can tip over trucks. It stamps its feet to power up.

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It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

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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.

Exploud communicates its feelings to others by emitting whistle-like sounds from the tubes of its body. This Pokémon only raises its voice when it is in battle.

It has sound-generating organs all over its body. It communicates with others by adjusting the tone and volume of the cries it emits.

It emits a variety of sounds from the holes all over its body. Its loud cries can be heard from over six miles away.

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Its howls can be heard over six miles away. It emits all sorts of noises from the ports on its body.

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Its roar in battle shakes the ground like a tremor--or like an earthquake has struck.

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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.

Makuhita has a tireless spirit - it will never give up hope. It eats a lot of food, gets plenty of sleep, and it trains very rigorously. By living that way, this Pokémon packs its body with energy.

It loves to toughen up its body above all else. If you hear quaking rumbles in a cave, it is the sound of Makuhita undertaking strenuous training.

It grows stronger by enduring harsh training. It is a gutsy Pokémon that can withstand any attack.

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It toughens its body by slamming into thick trees. Many snapped trees can be found near its nest.

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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.

Hariyama's thick body may appear fat, but it is actually a hunk of solid muscle. If this Pokémon bears down and tightens all its muscles, its body becomes as hard as a rock.

It has the habit of challenging others without hesitation to tests of strength. It's been known to stand on train tracks and stop trains using forearm thrusts.

It stomps on the ground to build power. It can send a 10-ton truck flying with a straight-arm punch.

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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.

Azurill's tail is large and bouncy. It is packed full of the nutrients this Pokémon needs to grow. Azurill can be seen bouncing and playing on its big, rubbery tail.

Its tail, which is packed with nutrition, is very bouncy like a rubber ball. On sunny days they gather at the edge of water and splash about for fun.

It battles by flinging around its tail, which is bigger than its body. The tail is a floatation device in water.

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A Pokémon that lives by water. It moves quickly on land by bouncing on its big tail.

Its tail is filled with nutrients necessary for growth. It plays by bouncing on its tail.

Its tail bounces like a rubber ball. It flings that tail around to fight opponents bigger than itself.

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Its tail bounces like a rubber ball. It flings that tail around to fight opponents bigger than itself.

Its tail bounces like a rubber ball. It flings that tail around to fight opponents bigger than itself.

It swings its large, nutrient-filled tail around to fight opponents bigger than itself.

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A Pokémon that lives by water. It moves quickly on land by bouncing on its big tail.

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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.

Nosepass had been said to be completely unmoving, with its magnetic nose pointed due north. However, close observation has revealed that the Pokémon actually moves by a little over 3/8 of an inch every year.

Its body emits a powerful magnetism. It feeds on prey that is pulled in by the force. Its magnetism is stronger in cold seasons.

Its magnetic nose consistently faces north. Travelers check Nosepass to get their bearings.

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Its nose is a magnet. As a result, this Pokémon always keeps its face pointing north.

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When endangered, it may protect itself by raising its magnetism and drawing iron objects to its body.

If two of these meet, they cannot get too close because their noses repel each other.

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When endangered, it may protect itself by raising its magnetism and drawing iron objects to its body.

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Its magnetic nose always faces north and draws iron objects to its body to protect itself better.

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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.

Skitty is known to chase around playfully after its own tail. In the wild, this Pokémon lives in holes in the trees of forests. It is very popular as a pet because of its adorable looks.

A Skitty's adorably cute behavior makes it highly popular. In battle, it makes its tail puff out. It threatens foes with a sharp growl.

It is said to be difficult to earn its trust. However, it is extremely popular for its cute looks and behavior.

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It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

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It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

It's adorable when it chases its own tail. It's difficult to earn its trust.

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It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

It shows its cute side by chasing its own tail until it gets dizzy.

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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.

Delcatty sleeps anywhere it wants without keeping a permanent nest. If other Pokémon approach it as it sleeps, this Pokémon will never fight - it will just move away somewhere else.

Rather than keeping a permanent lair, it habitually seeks comfortable spots and sleeps there. It is nocturnal and becomes active at dusk.

The favorite of trend-conscious female Trainers, they are used in competition for their style and fur.

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It is highly popular among female Trainers for its sublime fur. It does not keep a nest.

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Sableye lead quiet lives deep inside caverns. They are feared, however, because these Pokémon are thought to steal the spirits of people when their eyes burn with a sinister glow in the darkness.

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.

It digs branching holes in caves using its sharp claws in search of food—raw gems. A Sableye lurks in darkness and is seen only rarely.

It feeds on gemstone crystals. In darkness, its eyes sparkle with the glitter of jewels.

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It hides in the darkness of caves. Its diet of gems has transformed its eyes into gemstones.

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It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

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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's chomps it with its gaping jaws.

Don't be taken by this Pokémon's cute face - it's very dangerous. Mawile fools the foe into letting down its guard then chomps down with its massive jaws. The steel jaws are really horns that have been transformed.

Its giant jaws are actually steel horns that transformed. It fools foes into complacency with its adorable gestures, then chomps them with its huge jaws.

It uses its docile-looking face to lull foes into complacency, then bites with its huge, relentless jaws.

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Attached to its head is a huge set of jaws formed by horns. It can chew through iron beams.

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Don’t be taken in by this Pokémon’s cute face—it’s very dangerous. Mawile fools the foe into letting down its guard, then chomps down with its massive jaws. The steel jaws are really horns that have been transformed.

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.

Aron has a body of steel. With one all-out charge, this Pokémon can demolish even a heavy dump truck. The destroyed dump truck then becomes a handy meal for the Pokémon.

A Pokémon that is clad in steel armor. A new suit of armor is made when it evolves. The old, discarded armor is salvaged as metal for making iron products.

It eats iron to build its steel body. It is a pest that descends from mountains to eat bridges and train tracks.

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It usually lives deep in mountains. However, hunger may drive it to eat railroad tracks and cars.

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When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

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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.

Aron has a body of steel. With one all-out charge, this Pokémon can demolish even a heavy dump truck. The destroyed dump truck then becomes a handy meal for the 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.

Lairon feeds on iron contained in rocks and water. It makes its nest on mountains where iron ore is buried. As a result, the Pokémon often clashes with humans mining the iron ore.

When two Lairon meet in the wild, they fight for territory by bashing into each other with their steel bodies. The sound of their collision carries for miles.

It habitually shows off its strength with the size of sparks it creates by ramming its steel body into boulders.

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For food, it digs up iron ore. It smashes its steely body against others to fight over territory.

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It loves iron ore. Groups of them fight for territory by bashing one another with their steel bodies.

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Lairon fight over territory, and when their steel bodies collide, sparks fly.

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It loves iron ore. Groups of them fight for territory by bashing one another with their steel bodies.

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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.

Aggron is surprisingly protective of its environment. If its mountain is ravaged by a landslide or a fire, this Pokémon will haul topsoil to the area, plant trees, and beautifully restore its own territory.

Its iron horns grow longer a little at a time. They are used to determine the Aggron's age. The gouges in its armor are worn with pride as mementos from battles.

It claims a large mountain as its sole territory. It mercilessly thrashes those that violate its space.

It claims a large mountain as its sole territory. It mercilessly thrashes those that violate its space.

While seeking iron for food, it digs tunnels by breaking through bedrock with its steel horns.

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You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

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While seeking iron for food, it digs tunnels by breaking through bedrock with its steel horns.

While seeking iron for food, it digs tunnels by breaking through bedrock with its steel horns.

It claims an entire mountain as its own. The more wounds it has, the more it has battled, so don't take it lightly.

It claims an entire mountain as its own. The more wounds it has, the more it has battled, so don't take it lightly.

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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.

Aggron is protective of its environment. If its mountain is ravaged by a landslide or a fire, this Pokémon will haul topsoil to the area, plant trees, and beautifully restore its own territory.

Meditite undertakes rigorous mental training deep in the mountains. However, whenever it meditates, this Pokémon always loses its concentration and focus. As a result, its training never ends.

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.

It continually meditates for hours every day. As a result of rigorous and dedicated yoga training, it has tempered its spiritual power so much it can fly.

It never skips its daily yoga training. It heightens its inner strength through meditation.

It never skips its daily yoga training. It heightens its inner strength through meditation.

It eats just one berry a day. By enduring hunger, its spirit is tempered and made sharper.

It never misses its daily yoga workouts, and it heightens its spiritual power through meditation.

It always trains deep in mountains. It levitates when it heightens its spiritual power through meditation.

It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

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It eats just one berry a day. By enduring hunger, its spirit is tempered and made sharper.

Meditite undertakes rigorous mental training deep in the mountains. However, whenever it meditates, this Pokémon always loses its concentration and focus. As a result, its training never ends.

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.

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.

Through the power of meditation, Medicham developed a sixth sense. It gained the ability to use psychokinetic powers. This Pokémon is known to meditate for a whole month without eating.

Through crushingly harsh yoga training, it gained the power to foretell its foe's actions. It battles with elegant, dance-like movement.

It elegantly avoids attacks with dance-like steps, then launches a devastating blow in the same motion.

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Through yoga training, it has honed its sixth sense. Its movements are elegant.

Through daily meditation, it hones its spiritual power. It can sense what others are thinking.

It gains the ability to see the aura of its opponents by honing its mind through starvation.

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Electrike stores electricity in its long body hair. This Pokémon stimulates its leg muscles with electric charges. These jolts of power give its legs explosive acceleration performance.

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.

It generates electricity using friction from the atmosphere. In seasons with especially arid air, its entire body blazes with violent showers of sparks.

It stores static electricity in its fur for discharging. It gives off sparks if a storm approaches.

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Using electricity stored in its fur, it stimulates its muscles to heighten its reaction speed.

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It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

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

Manectric discharges strong electricity from its mane. The mane is used for collecting electricity in the atmosphere. This Pokémon creates thunderclouds above its head.

Because lightning falls in their vicinities, Manectric were thought to have been born from lightning. In battle, they create thunderclouds.

It rarely appears before people. It is said to nest where lightning has fallen.

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It discharges electricity from its mane. It creates a thundercloud overhead to drop lightning bolts.

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Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

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Plusle always acts as a cheerleader for its partners. Whenever a teammate puts out a good effort in battle, this Pokémon shorts out its body to create the crackling noises of sparks to show its joy.

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.

It has the trait of cheering on its fellow Pokémon. By shorting out the electricity it releases from its paws, it creates pom-poms for cheering.

It cheers on partners while scattering sparks from its body. It climbs telephone poles to absorb electricity.

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It cheers on friends with pom-poms made of sparks. It drains power from telephone poles.

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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.

Minun loves to cheer on its partner in battle. It gives off sparks from its body while it is doing so. If its partner is in trouble, this Pokémon gives off increasing amounts of sparks.

At a meeting of Pokémon academics, it was announced that simultaneous exposure to electricity from a Plusle and Minun will promote circulation and boost vitality.

Its dislike of water makes it take shelter under the eaves of houses in rain. It uses pom-poms made of sparks for cheering.

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It cheers on its friends. If its friends are losing, its body lets off more and more sparks.

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Exposure to electricity from Minun and Plusle promotes blood circulation and relaxes muscles.

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With the arrival of night, Volbeat emits light from its tail. It communicates with others by adjusting the intensity and flashing of its light. This Pokémon is attracted by the sweet aroma of Illumise.

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.

With their taillights lit, Volbeat fly in a swarm, drawing geometric designs in the night sky. They move their nests if their pond water becomes dirty.

It lives around clean ponds. At night, its rear lights up. It converses with others by flashing its light.

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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.

Illumise attracts a swarm of Volbeat using a sweet fragrance. Once the Volbeat have gathered, this Pokémon leads the lit-up swarm in drawing geometric designs on the canvas of the night sky.

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.

A nocturnal Pokémon that becomes active upon nightfall. It leads a Volbeat swarm to draw patterns in the night sky. Over 200 different patterns have been confirmed.

It guides Volbeat to draw signs in night skies. There are scientists that study the patterns it creates.

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With its sweet aroma, it guides Volbeat to draw signs with light in the night sky.

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Its fragrance attracts a swarm of Volbeat, so they draw over 200 patterns in the night sky.

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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.

On extremely rare occasions, a Roselia is said to appear with its flowers in unusual colors. The thorns on this Pokémon's head contain a vicious poison.

A Roselia that drinks nutritionally rich springwater blooms with lovely flowers. The fragrance of its flowers has the effect of making its foes careless.

Its flowers give off a relaxing fragrance. The stronger its aroma, the healthier the Roselia is.

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Roselia raised on clean drinking water are known to grow vividly colored flowers.

The beautiful flowers on its arms have toxic thorns. Don't even think about picking those flowers.

The more healthy the Roselia, the more pleasant its flowers' aroma. Its scent deeply relaxes people.

Roselia that drink nutritionally rich springwater are said to reveal rare coloration when they bloom.

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The more healthy the Roselia, the more pleasant its flowers' aroma. Its scent deeply relaxes people.

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It uses the different poisons in each hand separately when it attacks. The stronger its aroma, the healthier it is.

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Virtually all of Gulpin's body is its stomach. As a result, it can swallow something its own size. This Pokémon's stomach contains a special fluid that digests anything.

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.

This Pokémon's stomach fluid can even digest scrap iron. In one gulp, it can swallow something that is as large as itself.

There is nothing its stomach can't digest. While it is digesting, vile, overpowering gases are expelled.

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Almost all of its body is its stomach. Its harsh digestive juices quickly dissolve anything it swallows.

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When Swalot spots prey, it spurts out a hideously toxic fluid from its pores and sprays the target. Once the prey has weakened, this Pokémon gulps it down whole with its cavernous mouth.

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.

Its powerful stomach acid is capable of digesting almost anything. The one thing in the whole world a Swalot can't digest is its own stomach.

It can swallow a tire whole in one gulp. It secretes a horribly toxic fluid from the pores on its body.

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It swallows anything whole. It sweats toxic fluids from its follicles to douse foes.

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Carvanha's strongly developed jaws and its sharply pointed fangs pack the destructive power to rip out boat hulls. Many boats have been attacked and sunk by this 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.

Carvanha attack ships in swarms, making them sink. Although it is said to be a very vicious Pokémon, it timidly flees as soon as it finds itself alone.

It lives in massive rivers that course through jungles. It swarms prey that enter its territory.

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They swarm any foe that invades their territory. Their sharp fangs can tear out boat hulls.

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Nicknamed "the bully of the sea," Sharpedo is widely feared. Its cruel fangs grow back immediately if they snap off. Just one of these Pokémon can thoroughly tear apart a supertanker.

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.

The vicious and sly gangster of the sea. Its skin is specially textured to minimize drag in water. Its speed tops out at over 75 mph per hour.

The ruffian of the seas, it has fangs that crunch through iron. It swims by jetting water from its rear.

The ruffian of the seas, it has fangs that crunch through iron. It swims by jetting water from its rear.

Its fangs rip through sheet iron. It swims at 75 mph and is known as "The Bully of the Sea."

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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.

Wailmer can store water inside its body to transform itself into a ball for bouncing on the ground. By filling itself up with more water, this Pokémon can elevate the height of its bounces.

While this Pokémon usually lives in the sea, it can survive on land, although not too long. It loses vitality if its body becomes dried out.

When it sucks in a large volume of seawater, it becomes like a big, bouncy ball. It eats a ton of food daily.

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On sunny days, it lands on beaches to bounce like a ball and play. It spouts water from its nose.

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On sunny days, it lands on beaches to bounce like a ball and play. It spouts water from its nose.

It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

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It eats one ton of food every day. It plays by shooting stored seawater out its blowholes with great force.

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Wailmer can store water inside its body to transform itself into a ball for bouncing around on the ground. By filling itself up with more water, this Pokémon can elevate the height of its bounces.

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.

When chasing prey, Wailord herds them by leaping out of the water and making a humongous splash. It is breathtaking to see this Pokémon leaping out of the sea with others in its pod.

It breathes through nostrils that it raises above the sea. By inhaling to its maximum capacity, a Wailord can dive close to 10,000 feet beneath the waves.

It is among the largest of all Pokémon. It herds prey in a pack then swallows the massed prey in one gulp.

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The biggest of all Pokémon. It can dive to a depth of almost 10,000 feet on only one breath.

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It can sometimes knock out opponents with the shock created by breaching and crashing its big body onto the water.

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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.

Numel stores magma of almost 2,200 degrees F within its body. If it gets wet, the magma cools and hardens. In that event, the Pokémon's body grows heavy and its movements become sluggish.

A Numel stores boiling magma in the hump on its back. It is a hardy Pokémon that can transport a 220-pound load. It has served humans at work since long ago.

Magma of almost 2,200 degrees Fahrenheit courses through its body. When it grows cold, the magma hardens and slows it.

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Its humped back stores intensely hot magma. In rain, the magma cools, slowing its movement.

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The flaming magma it stores in the hump on its back is the source of its tremendous power.

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

The humps on Camerupt's back are formed by a transformation of its bones. They sometimes blast out molten magma. This Pokémon apparently erupts often when it is enraged.

A Pokémon that lives in the crater of a volcano. Every 10 years, the volcanoes on its back erupt violently. Research is under way on the cause of eruption.

If angered, the humps on its back erupt in a shower of molten lava. It lives in the craters of volcanoes.

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It has volcanoes on its back. If magma builds up in its body, it shudders, then erupts violently.

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It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

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The volcanoes on its back have a major eruption every 10 years -- or whenever it becomes really angry.

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If angered, the humps on its back erupt in a shower of molten lava. It lives in the craters of volcanoes.

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.

The humps on Camerupt’s back are formed by a transformation of its bones. They sometimes blast out molten magma. This Pokémon apparently erupts often when it is enraged.

Torkoal digs through mountains in search of coal. If it finds some, it fills hollow spaces on its shell with the coal and burns it. If it is attacked, this Pokémon spouts thick black smoke to beat a retreat.

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.

It battles using energy it gets from burning coal. When loosing smoke from its nostrils, it lets off a sound that is similar to a locomotive's horn.

It burns coal inside its shell. If it is attacked, it belches thick, black smoke and flees.

It burns coal inside its shell. If it is attacked, it belches thick, black smoke and flees.

It burns coal inside its shell for energy. It blows out black soot if it is endangered.

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You find abandoned coal mines full of them. They dig tirelessly in search of coal.

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Spoink bounces around on its tail. The shock of its bouncing makes its heart pump. As a result, this Pokémon cannot afford to stop bouncing - if it stops, its heart will stop.

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.

A Pokémon that manipulates psychic power at will. It doesn't stop bouncing even when it is asleep. It loves eating mushrooms that grow underground.

It apparently dies if it stops bouncing about. It carries a pearl from Clamperl on its head.

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It bounces constantly, using its tail as a spring. The shock of bouncing keeps its heart beating.

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It bounces constantly, using its tail as a spring. The shock of bouncing keeps its heart beating.

It bounces around on its tail to keep its heart pumping. It carries a pearl from Clamperl on its head.

It bounces around on its tail to keep its heart pumping. It carries a pearl from Clamperl on its head.

It bounces constantly, using its tail like a spring. The shock of bouncing keeps its heart beating.

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Using its tail like a spring, it keeps its heart beating by bouncing constantly. If it stops, it dies.

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It bounces constantly, using its tail like a spring. The shock of bouncing keeps its heart beating.

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Grumpig uses the black pearls on its body to amplify its psychic power waves for gaining total control over its foe. When this Pokémon uses its special power, its snorting breath grows labored.

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.

It stores power in the black pearls on its forehead. When it uses psychic power, it performs an odd dance step. Its style of dancing became hugely popular overseas.

It can gain control over foes by doing odd dance steps. The black pearls on its forehead are precious gems.

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It uses black pearls to amplify its psycho-power. It does an odd dance to gain control over foes.

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It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

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It uses black pearls to amplify its psychic power. It does an odd dance to gain control over foes.

It uses black pearls to amplify its psychic power. It does an odd dance to gain control over foes.

It uses black pearls to amplify its psychic power. It does a strange dance to control foes' minds.

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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.

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.

No two Spinda are said to have identical spot patterns on their hides. This Pokémon moves in a curious manner as if it is stumbling in dizziness. Its lurching movements can cause the opponent to become confused.

It is distinguished by a pattern of spots that is always different. Its unsteady, tottering walk has the effect of fouling its foe's aim.

No two Spinda are said to have identical patterns. It confuses foes with its stumbling motions.

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No two Spinda have the same pattern of spots. Its tottering step fouls the aim of foes.

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Trapinch's nest is a sloped, bowl-like pit dug in sand. This Pokémon patiently waits for prey to tumble down the pit. Its giant jaws have enough strength to crush even boulders.

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.

Its big jaws crunch through boulders. Because its head is so big, it has a hard time getting back upright if it tips over onto its back.

It lives in arid deserts. It makes a sloping pit trap in sand where it patiently awaits prey.

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It makes a conical pit in desert sand and lies in wait at the bottom for prey to come tumbling down.

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Its nest is a sloped, bowl-like pit in the desert. Once something has fallen in, there is no escape.

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Trapinch’s nest is a sloped, bowl-like pit dug in sand. This Pokémon patiently waits for prey to tumble down the pit. Its giant jaws have enough strength to crush even boulders.

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.

To make prey faint, Vibrava generates ultrasonic waves by vigorously making its two wings vibrate. This Pokémon's ultrasonic waves are so powerful, they can bring on headaches in people.

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.

It looses ultrasonic waves by rubbing its wings together. Since a Vibrava's wings are still in the process of growing, it can only fly short distances.

It generates ultrasonic waves by violently flapping its wings. After making its prey faint, it melts the prey with acid.

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It violently shudders its wings, generating ultrasonic waves to induce headaches in people.

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It violently shudders its wings, generating ultrasonic waves to induce headaches in people.

It vibrates its wings vigorously, creating ultrasonic waves that cause serious headaches.

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It violently shudders its wings, generating ultrasonic waves to induce headaches in people.

It violently shudders its wings, generating ultrasonic waves to induce headaches in people.

The ultrasonic waves it generates by rubbing its two wings together cause severe headaches.

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It generates ultrasonic waves by violently flapping its wings. After making its prey faint, it melts the prey with acid.

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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.

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.

Flygon whips up a sandstorm by flapping its wings. The wings create a series of notes that sound like singing. Because the "singing" is the only thing that can be heard in a sandstorm, this Pokémon is said to be the desert spirit.

The flapping of its wings sounds like singing. To prevent detection by enemies, it hides itself by flapping up a cloud of desert sand.

It hides itself by kicking up desert sand with its wings. Red covers shield its eyes from sand.

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It whips up sandstorms with powerful flaps of its wings. It is known as "The Desert Spirit."

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It is nicknamed "The Desert Spirit" because the flapping of its wings sounds like a woman singing.

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It whips up sandstorms with powerful flaps of its wings. It is known as "The Desert Spirit."

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Known as "The Desert Spirit," this Pokémon hides in the sandstorms it causes by beating its wings.

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Cacnea lives in arid locations such as deserts. It releases a strong aroma from its flower to attract prey. When prey comes near, this Pokémon shoots sharp thorns from its body to bring the victim down.

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.

Cacnea live in deserts with virtually no rainfall. It battles by swinging its thick, spiked arms. Once a year, a yellow flower blooms.

It prefers harsh environments such as deserts. It can survive for 30 days on water stored in its body.

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By storing water in its body, this desert dweller can survive for 30 days without water.

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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.

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.

If a traveler is going through a desert in the thick of night, Cacturne will follow in a ragtag group. The Pokémon are biding their time, waiting for the traveler to tire and become incapable of moving.

After spending thousands of years in harsh deserts, its blood transformed into the same substances as sand. It is nocturnal, so it hunts at night.

It lives in deserts. It becomes active at night when it hunts for prey exhausted from the desert's heat.

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It becomes active at night, seeking prey that is exhausted from the day's desert heat.

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Packs of them follow travelers through the desert until the travelers can no longer move.

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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.

Swablu loves to make things clean. If it spots something dirty, it will wipe and polish it with its cottony wings. If its wings become dirty, this Pokémon finds a stream and showers itself.

A Pokémon that has wings like cottony clouds. After enduring winter, in which little food is available, Swablu flocks move closer to towns in the spring.

It constantly grooms its cotton-like wings. It takes a shower to clean itself if it becomes dirty.

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Its wings are like cotton tufts. If it perches on someone's head, it looks like a cotton hat.

Its wings are like cotton tufts. If it perches on someone's head, it looks like a cotton hat.

It can't relax if it or its surroundings are not clean. It wipes off dirt with its wings.

Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

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It can't relax if it or its surroundings are not clean. It wipes off dirt with its wings.

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For some reason, it likes to land on people's heads softly and act like it's a hat.

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It constantly grooms its cotton-like wings. It takes a shower to clean itself if it becomes dirty.

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.

Swablu loves to make things clean. If it spots something dirty, it will wipe and polish it with its cottony wings. If its wings become dirty, this Pokémon finds a stream and showers itself.

Altaria dances and wheels through the sky among billowing, cotton-like clouds. By singing melodies in its crystal-clear voice, this Pokémon makes its listeners experience dreamy wonderment.

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.

It hums in a beautiful soprano voice. It flies among white clouds in the blue sky. It launches intensely hot fireballs from its mouth.

If you hear a beautiful melody trilling deep among mountains far from people, it is Altaria's humming.

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It looks like a fluffy cloud when it is in flight. It hums with its soprano voice.

It looks like a fluffy cloud when it is in flight. It hums with its soprano voice.

If it bonds with a person, it will gently envelop the friend with its soft wings, then hum.

It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

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If it bonds with a person, it will gently envelop the friend with its soft wings, then hum.

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On sunny days, it flies freely through the sky and blends into the clouds. It sings in a beautiful soprano.

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Memories of battling its arch-rival Seviper are etched into every cell of Zangoose's body. This Pokémon adroitly dodges attacks with incredible agility.

Zangoose usually stays on all fours, but when angered, it gets up on its hind legs and extends its claws. This Pokémon shares a bitter rivalry with Seviper that dates back over generations.

When it battles, it stands on its hind legs and attacks with its sharply clawed forelegs. Its fur bristles if it encounters any Seviper.

If it comes across a Seviper, its fur bristles and it assumes its battle pose. Its sharp claws are its best weapon.

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It has feuded with Seviper for many generations. Its sharp claws are its biggest weapons.

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It has feuded with Seviper for many generations. Its sharp claws are its biggest weapons.

Its fur would all stand on end if it smelled a Seviper nearby. Its sharp claws tear up its foes.

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It's Seviper's archrival. To threaten those it encounters, it fans out the claws on its front paws.

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It has feuded with Seviper for many generations. Its sharp claws are its biggest weapons.

Its fur would all stand on end if it smelled a Seviper nearby. Its sharp claws tear up its foes.

Memories of battling its archrival Seviper are etched into every cell of Zangoose’s body. This Pokémon adroitly dodges attacks with incredible agility.

Zangoose usually stays on all fours, but when angered, it gets up on its hind legs and extends its claws. This Pokémon shares a bitter rivalry with Seviper that dates back over generations.

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.

Seviper's swordlike tail serves two purposes - it slashes foes and douses them with secreted poison. This Pokémon will not give up its long-running blood feud with Zangoose.

Seviper and Zangoose are eternal rivals. It counters a Zangoose's dazzling agility with its swordlike tail, which also oozes a horrible poison.

It sharpens its swordlike tail on hard rocks. It hides in tall grass and strikes unwary prey with venomous fangs.

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For many generations, it has feuded with Zangoose. It whets its bladed tail on rocks for battle.

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In battle, it uses its bladed tail to counter any Zangoose. It secretes a deadly venom in its tail.

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Constant polishing makes the edge of the blade on its tail extremely sharp. It's Zangoose's archrival.

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Lunatone was discovered at a location where a meteorite 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.

Lunatone becomes active around the time of the full moon. Instead of walking, it moves by floating in midair using telekinesis. The Pokémon's intimidating red eyes cause all those who see it to become transfixed with fear.

It becomes very active on the night of a full moon. This Pokémon was first discovered 40 years ago at the site of a meteor strike.

Its health ebbs and flows with the lunar cycle. It brims with power when exposed to the light of the full moon.

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Because it turns active on nights of the full moon, it is said to have some link to the lunar phases.

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It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

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The phase of the moon apparently has some effect on its power. It's active on the night of a full moon.

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Lunatone becomes active around the time of the full moon. Instead of walking, it moves by floating in midair. The Pokémon’s intimidating red eyes cause all those who see it to become transfixed with fear.

Solrock is a new species of Pokémon that is said to have fallen from space. It floats in the air and moves silently. In battle, this Pokémon releases intensely bright light.

Sunlight is the source of Solrock's power. It is said to possess the ability to read the emotions of others. This Pokémon gives off intense heat while rotating its body.

Solar energy is the source of this Pokémon's power. On sunny days, groups of Solrock line up facing the sun and absorb its light.

It absorbs solar energy during the day. Always expressionless, it can sense what its foe is thinking.

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A new Pokémon species, rumored to be from the sun. It gives off light while spinning.

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When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

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A new Pokémon species, rumored to be from the sun. It gives off light while spinning.

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Solar energy is the source of its power, so it is strong during the daytime. When it spins, its body shines.

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Sunlight is the source of Solrock’s power. It is said to possess the ability to read the emotions of others. This Pokémon gives off intense heat while rotating its body.

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.

Barboach's body is covered with a slimy film. If a foe grabs it, this Pokémon just slips out of the enemy's grip. This Pokémon grows weak if the slimy coating dries up.

Its body is covered with a slimy film. The film acts as a barrier to prevent germs in muddy water from entering the Barboach's body.

It probes muddy riverbeds with its two long whiskers. A slimy film protects its body.

It probes muddy riverbeds with its two long whiskers. A slimy film protects its body.

It coats its entire body with a slimy fluid so it can squirm and slip away if grabbed.

Its whiskers make a superb radar. They are used to locate prey, even in the murkiest of water.

Its slimy body is hard to grasp. In one region, it is said to have been born from hardened mud.

Barboach uses its whiskers to taste things just as a person uses his or her tongue to taste things.

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Whiscash is extremely territorial. Just one of these Pokémon will claim a large pond as its exclusive territory. If a foe approaches it, it thrashes about and triggers a massive earthquake.

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.

Mysteriously, it can foretell earthquakes. In the daytime, it sleeps in mud at the bottom of a pond. When it awakens, it continually feeds throughout the night.

It makes its nest at the bottom of swamps. It will eat anything - if it is alive, Whiscash will eat it.

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It is very territorial. It repels foes by setting off tremors that extend over a three-mile radius.

As a result of causing tremors by thrashing about, it developed the ability to foretell real earthquakes.

It is extremely protective of its territory. If any foe approaches, it attacks using vicious tremors.

It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

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Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild. This Pokémon is very hardy and has greatly increased its population.

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.

Once it grips prey with its large pincers, it will never let go, no matter what. It is a hardy Pokémon that can thrive in any environment.

It came from overseas. It is a very hardy creature that will quickly proliferate, even in polluted streams.

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Its hardy vitality enables it to adapt to any environment. Its pincers will never release prey.

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It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

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Its hardy vitality enables it to adapt to any environment. Its pincers will never release prey.

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No matter how dirty the water in the river, it will adapt and thrive. It has a strong will to survive.

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Crawdaunt has an extremely violent nature that compels it to challenge other living things to battle. Other life-forms refuse to live in ponds inhabited by this Pokémon, making them desolate places.

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.

A brutish Pokémon that loves to battle. A veteran Crawdaunt that has prevailed in hundreds of battles has giant pincers marked with countless scars.

A rough customer that wildly flails its giant claws. It is said to be extremely hard to raise.

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It is a ruffian that uses its pincers to pick up and toss out other Pokémon from its pond.

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A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

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Loving to battle, this Pokémon pinches all Pokémon that enter its territory with its pincers and throws them out.

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Baltoy moves while spinning around on its one foot. Primitive wall paintings depicting this Pokémon living among people were discovered in some ancient ruins.

As soon as it spots others of its kind, Baltoy congregates with them and then begins crying noisily in unison. This Pokémon sleeps while cleverly balancing itself on its one foot.

A Baltoy moves by spinning on its single foot. It has been depicted in murals adorning the walls of a once-bustling city in an ancient age.

It was discovered in ancient ruins. While moving, it constantly spins. It stands on one foot even when asleep.

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It moves while spinning around on its single foot. Some Baltoy have been seen spinning on their heads.

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Discovered in ancient ruins, it moves by spinning around and forms a group when it finds others.

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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.

Claydol is an enigma that appeared from a clay statue made by an ancient civilization dating back 20,000 years. This Pokémon shoots beams from both its hands.

A Claydol sleeps while hovering in midair. Its arms are separate from its body. They are kept floating by the Pokémon's manipulation of psychic power.

It appears to have been born from clay dolls made by ancient people. It uses telekinesis to float and move.

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An ancient clay figurine that came to life as a Pokémon from exposure to a mysterious ray of light.

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This mysterious Pokémon started life as an ancient clay figurine made over 20,000 years ago.

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Lileep became extinct approximately a hundred million years ago. This ancient Pokémon attaches itself to a rock on the seafloor and catches approaching prey using tentacles shaped like flower petals.

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.

It disguises itself as seaweed by making its tentacles sway. Unsuspecting prey that come too close are swallowed whole. It became extinct 100 million years ago.

It became extinct roughly 100 million years ago. It was regenerated from a fossil using advanced techniques.

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It lived on the seafloor 100 million years ago and was reanimated scientifically.

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Cradily roams around the ocean floor in search of food. This Pokémon freely extends its tree trunk-like neck and captures unwary prey using its eight tentacles.

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.

It drags its heavy body along the seafloor. It makes its nest in the shallows of warm seas. Cradily can be seen on beaches when the tide goes out.

It ensnares prey with its eight tentacles. It then melts the prey with a strong acid before feeding.

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It lives in the shallows of warm seas. When the tide goes out, it digs up its prey from the beaches.

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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.

Anorith is said to be a type of Pokémon predecessor, with eight wings at the sides of its body. This Pokémon swam in the primordial sea by undulating these eight wings.

It was resurrected from a fossil using the power of science. It swims by undulating the eight wings at its sides. They were feet that adapted to life in the sea.

It is a kind of Pokémon progenitor. It uses its extending claws to catch prey hiding among rocks on the seafloor.

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A Pokémon ancestor that was reanimated from a fossil. It lived in the sea and hunted with claws.

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Armaldo's tough armor makes all attacks bounce off. This Pokémon's two enormous claws can be freely extended or contracted. They have the power to punch right through a steel slab.

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.

Armaldo usually lives on land. However, when it hunts for prey, it dives beneath the ocean. It swims around using its two large wings.

Protected by a hard shell, its body is very sturdy. It skewers prey with its claws to feed.

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It went ashore after evolving. Its entire body is clad in a sturdy armor.

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Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

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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.

While Feebas's body is in tatters, it has a hardy and tenacious life force that enables it to live anywhere. However, this Pokémon is also slow and dimwitted, making it an easy catch.

Feebas live in ponds that are heavily infested with weeds. Because of its hopelessly shabby appearance, it seems as if few Trainers raise it.

Ridiculed for its shabby appearance, it is ignored by researchers. It lives in ponds choked with weeds.

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It is famous for its shabby appearance. While populous, they tend to cluster in set locations.

It eats anything, so it can even live in polluted streams and lakes. No one pays any attention to it.

It is a shabby and ugly Pokémon. However, it is very hardy and can survive on little water.

It is the shabbiest Pokémon of all. It forms in schools and live at the bottom of rivers.

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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.

Milotic live at the bottom of large lakes. When this Pokémon's body glows a vivid pink, it releases a pulsing wave of energy that brings soothing calm to restless spirits.

It is said to live at the bottom of large lakes. Considered to be the most beautiful of all Pokémon, it has been depicted in paintings and statues.

Milotic is breathtakingly beautiful. Those that see it are said to forget their combative spirits.

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When people bicker, it is said to arise from the depths of lakes to becalm violent hearts.

It is the world's most beautiful Pokémon. There are many works of art featuring Milotic.

Its lovely scales are described as rainbow colored. They change color depending on the viewing angle.

It's said that a glimpse of a Milotic and its beauty will calm any hostile emotions you're feeling.

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Milotic live at the bottom of large lakes. When this Pokémon’s body glows a vivid pink, it releases a pulsing wave of energy that brings soothing calm to troubled hearts.

Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.

Castform borrows the power of nature to transform itself into guises of the sun, rain clouds, and snow clouds. This Pokémon's feelings change with the weather.

It alters its form depending on the weather. Changes in the climate such as the temperature and humidity appear to affect its cellular structure.

It has the ability to change its form into the sun, the rain, or a snow cloud, depending on the weather.

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Its appearance changes with the weather. Recently, its molecules were found to be just like water.

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This Pokémon can change its cells, taking different forms based on the temperature and humidity.

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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.

Kecleon alters its body coloration to blend in with its surroundings, allowing it to sneak up on its prey unnoticed. Then it lashes out with its long, stretchy tongue to instantly ensnare the unsuspecting target.

A Pokémon that has the ability to alter its body colors to match its surroundings. A Kecleon reverts to its original colors if it is startled.

It changes body color to blend in with its surroundings. It also changes color if it is happy or sad.

It changes body color to blend in with its surroundings. It also changes color if it is happy or sad.

It can freely change its body's color. The zigzag pattern on its belly doesn't change, however.

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It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

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Shuppet is attracted by feelings of jealousy and vindictiveness. If someone develops strong feelings of vengeance, this Pokémon will appear in a swarm and line up beneath the eaves of that person's home.

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.

This Pokémon roams about deep in the night seeking such negative emotions as grudges and envy. It retreats to its nest when the sun begins to rise.

It loves to feed on feelings like envy and malice. Its upright horn catches the emotions of people.

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It loves vengeful emotions and hangs in rows under the eaves of houses where vengeful people live.

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It uses its horn to feed on envy and malice, or so it's said. It's very active at night.

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It loves vengeful emotions and hangs in rows under the eaves of houses where vengeful people live.

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It feeds on the dark emotions of sadness and hatred, which make it grow steadily stronger.

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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.

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.

A cursed energy permeated the stuffing of a discarded and forgotten plush doll, giving it new life as Banette. The Pokémon's energy would escape if it were to ever open its mouth.

An abandoned plush doll became this Pokémon. They are said to live in garbage dumps and wander about in search of the children that threw them away.

Strong feelings of hatred turned a puppet into a Pokémon. If it opens its mouth, its cursed energy escapes.

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A doll that became a Pokémon over its grudge from being junked. It seeks the child that disowned it.

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This Pokémon developed from an abandoned doll that amassed a grudge. It is seen in dark alleys.

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A cursed energy permeated the stuffing of a discarded and forgotten plush doll, giving it new life as Banette. The Pokémon’s energy would escape if it were to ever open its mouth.

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.

Duskull wanders lost among the deep darkness of midnight. There is an oft-told admonishment given to misbehaving children that this Pokémon will spirit away bad children who earn scoldings from their mothers.

A glare from its single scarlet eye makes even burly grown-ups freeze in utter fear. It is a nocturnal Pokémon that roams about under the cloak of darkness.

Making itself invisible, it silently sneaks up to prey. It has the ability to slip through thick walls.

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It doggedly pursues its prey wherever it goes. However, the chase is abandoned at sunrise.

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It loves the crying of children. It startles bad kids by passing through walls and making them cry.

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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.

Dusclops absorbs anything, however large the object may be. This Pokémon hypnotizes its foe by waving its hands in a macabre manner and by bringing its single eye to bear. The hypnotized foe is made to do Dusclops's bidding.

It is thought that its body is hollow with only a spectral ball of fire burning inside. However, no one has been able to confirm this theory as fact.

Its body is entirely hollow. When it opens its mouth, it sucks everything in as if it were a black hole.

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Its body is hollow. It is said that those who look into its body are sucked into the void.

Its body is hollow. It is said that those who look into its body are sucked into the void.

It seeks drifting will-o'-the-wisps and sucks them into its empty body. What happens inside is a mystery.

Anyone who dares peer into its body to see its spectral ball of fire will have their spirit stolen away.

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The bunches of fruit around Tropius's neck are very popular with children. This Pokémon loves fruit, and eats it continuously. Apparently, its love for fruit resulted in its own outgrowth of fruit.

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.

It flies by flapping its broad leaves. The bunch of fruit that grows around its neck is deliciously sweet. In the spring, it scatters pollen from its neck.

It lives in tropical jungles. The bunch of fruit around its neck is delicious. The fruit grows twice a year.

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Because it continually ate only its favorite fruit, the fruit started growing around its neck.

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Delicious fruits grew out from around its neck because it always ate the same kind of fruit.

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It flies by flapping its broad leaves and gives the sweet, delicious fruit around its neck to children.

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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.

In high winds, Chimecho cries as it hangs from a tree branch or the eaves of a building using a suction cup on its head. This Pokémon plucks berries with its long tail and eats them.

They fly about very actively when the hot season arrives. They communicate among themselves using seven different and distinguishing cries.

It travels by riding on winds. It cleverly uses its long tail to pluck nuts and berries, which it loves to eat.

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To knock foes flying, it makes the air shudder with its cries. It converses using seven cries.

Emitting ultrasonic cries, it floats on winds to travel great distances.

Its cries echo inside its hollow body to emerge as beautiful notes for startling and repelling foes.

It uses the sucker on its head to hang from a tree or from eaves. It can produce seven different tones.

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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.

Absol has the ability to foretell the coming of natural disasters. It lives in a harsh, rugged mountain environment. This Pokémon very rarely ventures down from the mountains.

It sharply senses even subtle changes in the sky and the land to predict natural disasters. It is a long-lived Pokémon that has a life-span of 100 years.

It appears when it senses an impending natural disaster. As a result, it was mistaken as a doom-bringer.

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It senses coming disasters and appears before people only to warn them of impending danger.

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Rumored to sense danger with its horn, it became a target. It fled deep into the mountains.

It has the ability to foretell natural disasters. Its life span is over a hundred years.

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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.

Wynaut gather on moonlit nights to play by squeezing up against each other. By being squeezed, this Pokémon gains endurance and is trained to dole out powerful counterattacks.

A Wynaut loves to eat sweet fruits. It cleverly picks fruits using its earlike arms. They gather in fruit gardens, drawn by the fragrance.

It tends to move in a pack with others. They cluster in a tight group to sleep in a cave.

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It grows stronger by pushing up against others en masse. It loves eating sweet fruit.

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Snorunt live in regions with heavy snowfall. In seasons without snow, such as spring and summer, this Pokémon steals away to live quietly among stalactites and stalagmites deep in caverns.

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.

They tend to move about in groups of around five Snorunt. In snowy regions, it is said that when they are seen late at night, snowfall will arrive by morning.

It is said that a home visited by a Snorunt will prosper. It can withstand cold of minus 150 degrees Fahrenheit..

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In the snow country, certain folklore says a house will prosper if a Snorunt lives there.

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It is said that several Snorunt gather under giant leaves and live together in harmony.

It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

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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.

Glalie has the ability to freely control ice. For example, it can instantly freeze its foe solid. After immobilizing its foe in ice, this Pokémon enjoys eating it in leisurely fashion.

A Glalie has the power to instantaneously freeze moisture in the atmosphere. A dazzling cloud of diamondlike ice crystals forms around its body.

It has a body of ice that won't melt, even with fire. It can instantly freeze moisture in the atmosphere.

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To protect itself, it clads its body in an armor of ice, made by freezing moisture in the air.

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It prevents prey from escaping by instantaneously freezing moisture in the air.

It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

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Spheal is much faster rolling than walking to get around. When groups of this Pokémon eat, they all clap at once to show their pleasure. Because of this, their mealtimes are noisy.

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.

It is completely covered with plushy fur. As a result, it never feels the cold even when it is rolling about on ice floes or diving in the sea.

Its body is covered in fluffy fur. The fur keeps it from feeling cold while it is rolling on ice.

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It rolls across ice floes to reach shore because its body is poorly shaped for swimming.

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It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

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They can't swim well yet, and they move much faster by rolling. When they're happy, they clap fins.

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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.

Sealeo often balances and rolls things on the tip of its nose. While the Pokémon is rolling something, it checks the object's aroma and texture to determine whether it likes the object or not.

Sealeo live in herds on ice floes. Using its powerful flippers, it shatters ice. It dives into the sea to hunt prey five times a day.

It touches new things with its nose to test for smell and feel. It plays by spinning Spheal on its nose.

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It habitually spins things on its nose. By doing so, it learns textures and odors.

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Walrein's two massively developed tusks can totally shatter blocks of ice weighing ten tons with one blow. This Pokémon's thick coat of blubber insulates it from subzero temperatures.

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.

To protect its herd, the leader battles anything that invades its territory, even at the cost of its life. Its tusks may snap off in battle.

It swims through icy seas while shattering ice floes with its large tusks. It is protected by its thick blubber.

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It shatters ice with its big tusks. Its thick blubber repels not only the cold, but also enemy attacks.

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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.

Clamperl grows while being protected by its rock-hard shell. When its body becomes too large to fit inside the shell, it is sure evidence that this Pokémon is getting close to evolution.

A Clamperl slams its shell closed on prey to prevent escape. The pearl it creates upon evolution is said to be infused with a mysterious energy.

It is protected by a sturdy shell. Once in a lifetime, it makes a magnificent pearl.

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It makes a single pearl during its lifetime. The pearl is said to amplify psychic power.

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When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

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Huntail's presence went unnoticed by people for a long time because it lives at extreme depths in the sea. This Pokémon's eyes can see clearly even in the murky dark depths of the ocean.

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.

To withstand the crushing pressure of water deep under the sea, its spine is very thick and sturdy. Its tail, which is shaped like a small fish, has eyes that light up.

It lives deep in the sea where no light ever filters down. It lights up its small fish-like tail to attract prey.

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It lives deep in the sea. With a tail shaped like a small fish, it attracts unsuspecting prey.

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It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

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Gorebyss lives in the southern seas at extreme depths. Its body is built to withstand the enormous pressure of water at incredible depths. Because of this, this Pokémon's body is unharmed by ordinary attacks.

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.

A Gorebyss siphons the body fluids of prey through its thin, tubular mouth. Its light pink body color turns vivid when it finishes feeding.

Its swimming form is exquisitely elegant. With its thin mouth, it feeds on seaweed that grows between rocks.

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It lives at the bottom of the sea. In the springtime, its pink body turns more vivid for some reason.

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Its pink body becomes more vivid with the rise of water temperatures in the springtime.

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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.

Relicanth is a rare species that was discovered in deep-sea explorations. This Pokémon's body withstands the enormous water pressure of the ocean depths. Its body is covered in tough scales that are like craggy rocks.

A Pokémon that was once believed to have been extinct. The species has not changed its form for 100 million years. It walks on the seafloor using its pectoral fins.

It has remained unchanged for 100 million years. It was discovered during a deep-sea exploration.

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A rare Pokémon discovered during a deep-sea exploration. It has not changed in over 100 million years.

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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.

Luvdisc's heart-shaped body is a symbol of love and romance. It is said that any couple meeting this Pokémon is promised a loving relationship that never ends.

Luvdisc make the branches of Corsola their nests. There is a custom from long ago of giving a Luvdisc as a gift to express one's feelings of love.

During the spawning season, countless Luvdisc congregate at coral reefs, turning the waters pink.

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It lives in warm seas. It is said that a couple finding this Pokémon will be blessed with eternal love.

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Its heart-shaped body makes it popular. In some places, you would give a Luvdisc to someone you love.

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During the spawning season, countless Luvdisc congregate at coral reefs, turning the waters pink.

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.

Luvdisc’s heart-shaped body is a symbol of love and romance. It is said that any couple meeting this Pokémon is promised a loving relationship that never ends.

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.

Bagon harbors a never-ending dream of one day soaring high among the clouds. As if trying to dispel its frustration over its inability to fly, this Pokémon slams its hard head against huge rocks and shatters them into pebbles.

Although it is small, this Pokémon is very powerful because its body is a bundle of muscles. It launches head-butts with its ironlike skull.

Its steel-hard head can shatter boulders. It longingly hopes for wings to grow so it can fly.

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Dreaming of one day flying, it practices by leaping off cliffs every day.

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Its well-developed neck muscles and ironlike head can smash boulders into pieces.

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Inside Shelgon's armor-like shell, cells are in the midst of transformation to create an entirely new body. This Pokémon's shell is extremely heavy, making its movements sluggish.

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.

It hardly eats while it awaits evolution. It becomes hardier by enduring hunger. Its shell peels off the instant it begins to evolve.

Its armored body makes all attacks bounce off. The armor is too tough, however, making it heavy and somewhat sluggish.

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Within its rugged shell, its cells have begun changing. The shell peels off the instant it evolves.

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It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

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Salamence came about as a result of a strong, long-held dream of growing wings. It is said that this powerful desire triggered a sudden mutation in this Pokémon's cells, causing it to sprout its magnificent wings.

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.

After many long years, its cellular structure underwent a sudden mutation to grow wings. When angered, it loses all thought and rampages out of control.

It becomes uncontrollable if enraged. It destroys everything with shredding claws and fire.

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As a result of its long-held dream of flying, its cellular structure changed, and wings grew out.

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It's uncontrollable if enraged. It flies around spouting flames and scorching fields and mountains.

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Instead of blood, a powerful magnetic force courses throughout Beldum's body. This Pokémon communicates with others by sending controlled pulses of magnetism.

Beldum keeps itself floating by generating a magnetic force that repels earth's natural magnetism. When it sleeps, this Pokémon anchors itself to a cliff using the hooks on its rear.

When Beldum gather in a swarm, they move in perfect unison as if they were but one Pokémon. They communicate with each other using brain waves.

It uses magnetic waves to converse with its kind. All the cells in its body are magnetic.

It uses magnetic waves to converse with its kind. All the cells in its body are magnetic.

It converses with others by using magnetic pulses. In a swarm, they move in perfect unison.

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The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

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Its cells are all magnetic, and it communicates with others by using magnetic pulses.

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When two Beldum fuse together, Metang is formed. The brains of the Beldum are joined by a magnetic nervous system. By linking its brains magnetically, this Pokémon generates strong psychokinetic power.

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.

The claws tipping its arms pack the destructive power to tear through thick iron sheets as if they were silk. It flies at over 60 miles per hour.

It floats midair using magnetism. Its body is so tough, even a crash with a jet plane won't leave a scratch.

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It is formed by two Beldum joining together. Its steel body won't be scratched if it collides with a jet.

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When two Beldum fuse together, a magnetic nervous system places their brains in union.

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It is formed by two Beldum joining together. Its two brains are linked, amplifying its psychic power.

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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.

Metagross is the result of two Metang achieving fusion. When hunting, this Pokémon pins the prey to the ground under its massive body. It then eats the helpless victim using the large mouth on its stomach.

Metagross has four brains that are joined by a complex neural network. As a result of integration, this Pokémon is smarter than a supercomputer.

It is formed by two Metang fusing. Its four brains are said to be superior to a supercomputer.

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Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

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It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

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Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

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With four linked brains, it's more intelligent than a supercomputer, and it uses calculations to analyze foes.

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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.

Regirock's body is composed entirely of rocks. Recently, a study made the startling discovery that the rocks were all unearthed from different locations.

A Pokémon that is made entirely of rocks and boulders. If parts of its body chip off in battle, Regirock repairs itself by adding new rocks.

It is entirely composed of rocks with no sign of a brain or heart. It is a mystery even to modern scientists.

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Its entire body is made of rock. If any part chips off in battle, it attaches rocks to repair itself.

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The same rocks that form its body have been found in ground layers around the world.

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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 minus 328 degrees F.

Regice cloaks itself with frigid air of negative 328 degrees F. Things will freeze solid just by going near this Pokémon. Its icy body is so cold, it will not melt even if it is immersed in magma.

Its entire body is made of Antarctic ice. After extensive studies, researchers believe the ice was formed during an ice age.

Research revealed that its body is made of the same kind of ice that is found at the South Pole.

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Its body is made of ice from the ice age. It controls frigid air of -328 degrees Fahrenheit.

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Regice cloaks itself with frigid air of -328 degrees Fahrenheit. Things will freeze solid just by going near this Pokémon. Its icy body is so cold, it will not melt even if it is immersed in magma.

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.

Registeel was imprisoned by people in ancient times. The metal composing its body is thought to be a curious substance that is not of this earth.

Its body is harder than any other kind of metal. The body metal is composed of a mysterious substance. Not only is it hard, it shrinks and stretches flexibly.

It is sturdier than any kind of metal. It hardened due to pressure underground over tens of thousands of years.

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Tempered by pressure underground over tens of thousands of years, its body cannot be scratched.

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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.

Latias is highly intelligent and capable of understanding human speech. It is covered with a glass-like down. The Pokémon enfolds its body with its down and refracts light to alter its appearance.

They make a small herd of only several members. They rarely make contact with people or other Pokémon. They disappear if they sense enemies.

It can telepathically communicate with people. It changes its appearance using its down that refracts light.

It can telepathically communicate with people. It changes its appearance using its down that refracts light.

Its body is covered in a down that can refract light in such a way that it becomes invisible.

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It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

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Latias is highly intelligent and capable of understanding human speech. It is covered with a glass-like down. The Pokémon enfolds its body with its down and refracts light to alter its appearance.

Latios has the ability to make its foe see an image of what it has seen or imagines in its head. This Pokémon is intelligent and understands human speech.

Latios will only open its heart to a Trainer with a compassionate spirit. This Pokémon can fly faster than a jet plane by folding its forelegs to minimize air resistance.

Even in hiding, it can detect the locations of others and sense their emotions since it has telepathy. Its intelligence allows it to understand human languages.

It has a docile temperament and dislikes fighting. Tucking in its forelegs, it can fly faster than a jet plane.

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A highly intelligent Pokémon. By folding back its wings in flight, it can overtake jet planes.

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Kyogre has the power to create massive rain clouds that cover the entire sky and bring about torrential downpours. This Pokémon saved people who were suffering from droughts.

Kyogre is named in mythology as the Pokémon that expanded the sea by covering the land with torrential rains and towering tidal waves. It took to sleep after a cataclysmic battle with Groudon.

Kyogre has appeared in mythology as the creator of the sea. After long years of feuding with Groudon, it took to sleep at the bottom of the sea.

This Pokémon is said to have expanded the sea by bringing heavy rains. It has the power to control water.

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It is said to have widened the seas by causing downpours. It had been asleep in a marine trench.

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A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with Groudon.

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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.

Kyogre is said to be the personification of the sea itself. Legends tell of its many clashes against Groudon, as each sought to gain the power of nature.

Groudon has long been described in mythology as the Pokémon that raised lands and expanded continents. This Pokémon took to sleep after a cataclysmic battle with Kyogre.

Groudon has the power to scatter rain clouds and make water evaporate with light and heat. It came as a savior to people who had been suffering from terrible floods.

Groudon has appeared in mythology as the creator of the land. It sleeps in magma underground and is said to make volcanoes erupt on awakening.

This legendary Pokémon is said to represent the land. It went to sleep after dueling Kyogre.

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It had been asleep in underground magma ever since it fiercely fought Kyogre long ago.

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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.

Through Primal Reversion and with nature’s full power, it will take back its true form. It can cause magma to erupt and expand the landmass of the world.

Rayquaza lived for hundreds of millions of years in the earth's ozone layer, never descending to the ground. This Pokémon appears to feed on water and particles in the atmosphere.

Rayquaza is said to have lived for hundreds of millions of years in the earth's ozone layer, above the clouds. Its existence had been completely unknown because it lived so high in the sky.

A Pokémon that flies endlessly in the ozone layer. It is said it would descend to the ground if Kyogre and Groudon were to fight.

It has lived for hundreds of millions of years in the ozone layer. Its flying form looks like a meteor.

It has lived for hundreds of millions of years in the ozone layer. Its flying form looks like a meteor.

It cannot be seen from ground level since it lives far up above the clouds in the ozone layer.

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It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

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It lives in the ozone layer far above the clouds and cannot be seen from the ground.

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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.

It flies forever through the ozone layer, consuming meteoroids for sustenance. The many meteoroids in its body provide the energy it needs to Mega Evolve.

A legend states that Jirachi will make true any wish that is written on the notes attached to head when it awakens. If this Pokémon senses danger, it will fight without awakening.

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.

Jirachi is said to make wishes come true. While it sleeps, a tough crystalline shell envelops the body to protect it from enemies.

It is said to make any wish come true. It is only awake for only seven days out of a thousand years.

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It is said to have the ability to grant any wish for just one week every thousand years.

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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.

Deoxys emerged from a virus that came from space. It is highly intelligent and wields psychokinetic powers. This Pokémon shoots lasers from the crystalline organ on its chest.

A Pokémon that mutated from an extraterrestrial virus exposed to a laser beam. Its body is configured for superior agility and speed.

This Deoxys has transformed into its aggressive guise. It can fool enemies by altering its appearance.

When it changes form, an aurora appears. It absorbs attacks by altering its cellular structure.

An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

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Deoxys emerged from a virus that came from space. It is highly intelligent and wields psychokinetic powers. This Pokémon shoots lasers from the crystalline organ on its chest.

Made from soil, the shell on its back hardens when it drinks water. It lives along lakes.

It undertakes photosynthesis with its body, making oxygen. The leaf on its head wilts if it is thirsty.

The shell on its back is made of soil. On a very healthy Turtwig, the shell should feel moist.

Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

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It lives along water in forests. In the daytime, it leaves the forest to sunbathe its treed shell.

The shell is hardened soil. Some Pokémon come to peck the berries growing on the trees on its back.

It knows where pure water wells up. It carries fellow Pokémon there on its back.

A Grotle that lives in the forest is said to have its own secret springwater.

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Small Pokémon occasionally gather on its unmoving back to begin building their nests.

Groups of this Pokémon migrating in search of water have been mistaken for "moving forests."

Some Pokémon are born on a Torterra's back and spend their entire life there.

Ancient people imagined that beneath the ground, a gigantic Torterra dwelled.

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It agilely scales sheer cliffs to live atop craggy mountains. Its fire is put out when it sleeps.

Its fiery rear end is fueled by gas made in its belly. Even rain can't extinguish the fire.

It is very agile. Before going to sleep, it extinguishes the flame on its tail to prevent fires.

The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

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To intimidate attackers, it stretches the fire on its tail to make itself appear bigger.

It uses ceilings and walls to launch aerial attacks. Its fiery tail is but one weapon.

It skillfully controls the intensity of the fire on its tail to keep its foes at an ideal distance.

A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

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It uses a special kind of martial arts involving all its limbs. Its fire never goes out.

Its crown of fire is indicative of its fiery nature. It is beaten by none in terms of quickness.

It uses unique fighting moves with fire on its hands and feet. It will take on any opponent.

It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

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Because it is very proud, it hates accepting food from people. Its thick down guards it from cold.

It lives along shores in northern countries. A skilled swimmer, it dives for over 10 minutes to hunt.

A poor walker, it often falls down. However, its strong pride makes it puff up its chest without a care.

It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

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It lives alone, away from others. Apparently, every one of them believes it is the most important.

Its wings deliver wicked blows that snap even the thickest of trees. It searches for prey in icy seas.

Because every Prinplup considers itself to be the most important, they can never form a group.

It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

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The three horns that extend from its beak attest to its power. The leader has the biggest horns.

It swims as fast as a jet boat. The edges of its wings are sharp and can slice apart drifting ice.

If anyone were to hurt its pride, it would slash them with wings that can cleave through an ice floe.

It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

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They flock in great numbers. Though small, they flap their wings with great power.

Usually with a large flock, it is barely noticeable when alone. Its cries are very strident.

Because they are weak individually, they form groups. However, they bicker if the group grows too big.

They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

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They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

It flies around forests and fields in search of bug Pokémon. It stays within a huge flock.

It lives in forests and fields. Squabbles over territory occur when flocks collide.

Recognizing their own weakness, they always live in a group. When alone, a Staravia cries noisily.

They maintain huge flocks, although fierce scuffles break out between various flocks.

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Recognizing their own weakness, they always live in a group. When alone, a Staravia cries noisily.

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It lives in forests and fields. Squabbles over territory occur when flocks collide.

It has a savage nature. It will courageously challenge foes that are much larger.

The muscles in its wings and legs are strong. It can easily fly while gripping a small Pokémon.

It never stops attacking even if it is injured. It fusses over the shape of its comb.

When Staravia evolve into Staraptor, they leave the flock to live alone. They have sturdy wings.

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It never stops attacking even if it is injured. It fusses over the shape of its comb.

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With nerves of steel, nothing can perturb it. It is more agile and active than it appears.

It constantly gnaws on logs and rocks to whittle down its front teeth. It nests alongside water.

A comparison revealed that Bidoof's front teeth grow at the same rate as Rattata's.

It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

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It makes its nest by damming streams with bark and mud. It is known as an industrious worker.

While its movements out of water are sluggish, it can swim as fast as any Feebas.

A river dammed by Bibarel will never overflow its banks, which is appreciated by people nearby.

It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

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It shakes its head back to front, causing its antennae to hit each other and sound like a xylophone.

It chats with others using the sounds of its colliding antennae. These sounds are fall hallmarks.

Its legs are short. Whenever it stumbles, its stiff antennae clack with a xylophone-like sound.

When its antennae hit each other, it sounds like the music of a xylophone.

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It crosses its knifelike arms in front of its chest when it cries. It can compose melodies ad lib.

It signals its emotions with its melodies. Scientists are studying these melodic patterns.

There is a village that hosts a contest based on the amazingly variable cries of this Pokémon.

By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

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All of its fur dazzles if danger is sensed. It flees while the foe is momentarily blinded.

Its forelegs have a muscle-based system of generating electricity. Its body shines if endangered.

The extension and contraction of its muscles generates electricity. It glows when in trouble.

The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

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Its claws loose electricity with enough amperage to cause fainting. They live in small groups.

It rests its forelegs on others to communicate with rhythmic electric pulses from its claws.

Strong electricity courses through the tips of its sharp claws. A light scratch causes fainting in foes.

By gathering their tails together, they collectively generate powerful electricity from their claws.

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It has eyes which can see through anything. It spots and captures prey hiding behind objects.

When its eyes gleam gold, it can spot hiding prey--even those taking shelter behind a wall.

It can see clearly through walls to track down its prey and seek its lost young.

Luxray's ability to see through objects comes in handy when it's scouting for danger.

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Over the winter, it closes its bud and endures the cold. In spring, the bud opens and releases pollen.

It lives alongside clear ponds. It scatters pollen that induces harsh sneezing and runny noses.

Sensitive to changing temperature, the bud is said to bloom when it feels the sun's warm touch.

When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

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Sensitive to changing temperature, the bud is said to bloom when it feels the sun's warm touch.

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Sensitive to changing temperatures, the bud blooms when it's warm, releasing toxic pollen.

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When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

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When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

Over the winter, it closes its bud and endures the cold. In spring, the bud opens and releases pollen.

It attracts prey with a sweet aroma, then downs it with thorny whips hidden in its arms.

With the movements of a dancer, it strikes with whips that are densely lined with poison thorns.

Each of its hands contains different toxins, but both hands can jab with near-fatal power.

Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma..

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Each of its hands contains different toxins, but both hands can jab with near-fatal power.

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Luring prey with a sweet scent, it uses poison whips on its arms to poison, bind, and finish off the prey.

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It lived in jungles around 100 million years ago. Its skull is as hard as iron.

It was resurrected from an iron ball-like fossil. It downs prey with its headbutts.

A lifelong jungle dweller from 100 million years ago, it would snap obstructing trees with headbutts.

Cranidos toughen up their already rock-hard heads by headbutting one another.

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A lifelong jungle dweller from 100 million years ago, it would snap obstructing trees with headbutts.

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A lifelong jungle dweller from 100 million years ago, it would snap obstructing trees with headbutts.

Its powerful headbutt has enough power to shatter even the most durable things upon impact.

Its skull is as hard as iron. It is a brute that tears down jungle trees while catching prey.

If two were to smash their heads together, their foot-thick skulls would keep them from fainting.

Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

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Its skull is as hard as iron. It is a brute that tears down jungle trees while catching prey.

A Pokémon that lived in jungles around 100 million years ago. Its facial hide is extremely hard.

It habitually polishes its face by rubbing it against tree trunks. It is weak to attacks from behind.

It is outstandingly armored. As a result, it can eat grass and berries without having to fight.

It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

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Any frontal attack is repulsed. It is a docile Pokémon that feeds on grass and berries..

When attacked, they form a wall with their shield like faces to protect their young.

When they lined up side by side, no foe could break through. They shielded their young in that way.

When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

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To shelter itself from cold, wintry winds, it covers itself with a cloak made of twigs and leaves.

If its cloak is broken in battle, it quickly remakes the cloak with materials nearby.

Even if it is born where there are no cocooning materials, it somehow always ends up with a cloak.

It covers itself with a cloak to shelter from the cold. When it's hot, its cloak is thinner.

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When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

Its appearance changes depending on where it evolved. The materials on hand become a part of its body.

When evolving, its body takes in surrounding materials. As a result, there are many body variations.

It is said that a Wormadam that evolves on a cold day will have a thicker cloak.

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When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

It loves the honey of flowers and steals honey collected by Combee.

It does not keep a nest. It flies over fields and mountains in constant search of floral honey.

While it loves floral honey, it won't gather any itself. Instead, it plots to steal some from Combee.

It flutters around at night and steals honey from the Combee hive.

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A Pokémon formed by three others. It busily carries sweet floral honey to Vespiquen.

It collects and delivers honey to its colony. At night, they cluster to form a beehive and sleep.

The trio is together from birth. It constantly gathers honey from flowers to please Vespiquen.

At night, Combee sleep in a group of about a thousand, packed closely together in a lump.

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The trio is together from birth. It constantly gathers honey from flowers to please Vespiquen.

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This Pokémon is a set of three. When they sleep, they gather up and form a giant hive of 100 Combee.

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Its abdomen is a honeycomb for grubs. It raises its grubs on honey collected by Combee.

When endangered, grubs from its six-cell honeycomb strike back. There is only one in a colony.

It releases various pheromones to make the grubs in its body do its bidding while fighting foes.

It raises grubs in the holes in its body. It secretes pheromones to control Combee.

It raises grubs in the holes in its body. It secretes pheromones to control Combee.

It releases various pheromones to make the grubs in its body do its bidding while fighting foes.

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It houses its colony in cells in its body and releases various pheromones to make those grubs do its bidding.

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It makes fur balls that crackle with static electricity. It stores them with berries in tree holes.

It makes electricity with pouches in its cheeks and shoots charges from its tail. It lives atop trees.

A pair may be seen rubbing their cheek pouches together in an effort to share stored electricity.

It's one of the kinds of Pokémon with electric cheek pouches. It shoots charges from its tail.

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A pair may be seen rubbing their cheek pouches together in an effort to share stored electricity.

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It has a flotation sac that is like an inflatable collar. It floats on water with its head out.

It swims by rotating its two tails like a screw. When it dives, its flotation sac collapses.

It spins its two tails like a screw to propel itself through water. The tails also slice clinging seaweed.

It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

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It spins its two tails like a screw to propel itself through water. The tails also slice clinging seaweed.

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It inflates the flotation sac around its neck and pokes its head out of the water to see what is going on.

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It swims by rotating its two tails like a screw. When it dives, its flotation sac collapses.

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It swims by rotating its two tails like a screw. When it dives, its flotation sac collapses.

It inflates the flotation sac around its neck and pokes its head out of the water to see what is going on.

It floats using its well-developed flotation sac. It assists in the rescues of drowning people.

Its flotation sac developed as a result of pursuing aquatic prey. It can double as a rubber raft.

It is a common sight around fishing ports. It is known to rescue people and carry off prey.

With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

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The small ball holds the nutrients needed for evolution. Apparently, it is very sweet and tasty.

Sunlight colors it red. When the small ball is drained of nutrients, it shrivels to herald evolution.

The small ball is not only full of nutrients, it is also tasty. Starly try to peck it off.

It evolves by sucking the energy out of the small ball where it had been storing nutrients.

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It blooms during times of strong sunlight. It tries to make up for everything it endured as a bud.

It is docile as a bud, but turns cheerful when it blooms. It folds back into a bud if sunlight wanes.

If it senses strong sunlight, it opens its folded petals to absorb the sun's rays with its whole body.

During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

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Its color and shapes differ from region to region. In the Sinnoh region, two types are confirmed.

It lives along bodies of water. Its body shape has changed to suit its habitat.

Beware of pushing strongly on its squishy body, as it makes a mysterious purple fluid ooze out.

Its shape and coloration vary, depending on its habitat.

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Its shape and coloration vary, depending on its habitat.

It has a pliable body without any bones. If any part of its body is torn off, it grows right back.

It apparently had a huge shell for protection in ancient times. It lives in shallow tidal pools.

Long ago, its entire back was shielded with a sturdy shell. There are traces of it left in its cells.

When its natural enemy attacks, it oozes purple fluid and escapes.

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To eat, it deftly shucks nuts with its two tails. It rarely uses its arms now.

They work in large colonies and make rings by linking their tails, apparently in friendship.

Split into two, the tails are so adept at handling and doing things, Ambipom rarely uses its hands.

They live on large trees. They are said to communicate by connecting their tails to those of others.

It is very difficult to dodge the consecutive strikes of its two tails.

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A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

It tugs on the hands of children to steal them away. However, it gets pulled around instead.

Because of the way it floats aimlessly, an old folktale calls it a "Signpost for Wandering Spirits."

It is whispered that any child who mistakes Drifloon for a balloon and holds on to it could wind up missing.

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These Pokémon are called the "Signpost for Wandering Spirits." Children holding them sometimes vanish.

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It's drowzy in daytime, but flies off in the evening in big groups. No one knows where they go.

It carries people and Pokémon when it flies. But since it only drifts, it can end up anywhere.

At dusk, swarms of them are carried aloft on winds. When noticed, they suddenly vanish.

It can generate and release gas within its body. That's how it can control the altitude of its drift.

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At dusk, swarms of them are carried aloft on winds. When noticed, they suddenly vanish.

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They carry people and Pokémon, but the wind can catch them, so there can't be a fixed destination.

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It slams foes by sharply uncoiling its rolled ears. It stings enough to make a grown-up cry in pain.

When it senses danger, it perks up its ears. On cold nights, it sleeps with its head tucked into its fur.

Its ears are always rolled up. They can be forcefully extended to shatter even a large boulder.

You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

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By extending its rolled-up ears and striking the ground, it can bound so high it surprises itself.

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An extremely cautious Pokémon. It cloaks its body with its fluffy ear fur when it senses danger.

It is very conscious of its looks and never fails to groom its ears. It runs with sprightly jumps.

The ears appear to be delicate. If they are touched roughly, it kicks with its graceful legs.

It sheds its fur twice a year. Its winter fur is soft and fluffy.

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Extremely cautious, it quickly bounds off when it senses danger.

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Its cries sound like incantations. Those hearing it are tormented by headaches and hallucinations.

It chants incantations. While they usually torment targets, some chants bring happiness.

Its cry sounds like incantation. It is said that the cry may rarely be imbued with happiness-giving power.

Its cries sound like incantations to torment the foe. It appears where you least expect it.

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Becoming active at night, it is known to swarm with numerous Murkrow in tow.

It makes its Murkrow cronies bring it food. It idles its time away, grooming itself in its nest.

If one utters a deep cry, many Murkrow gather quickly. For this, it is called "Summoner of Night."

It is merciless by nature. It is said that it never forgives the mistakes of its Murkrow followers.

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It claws if displeased and purrs when affectionate. Its fickleness is very popular among some.

With its sharp glare, it puts foes in a mild hypnotic state. It is a very fickle Pokémon.

It hides its spiteful tendency of hooking its claws into the nose of its Trainer if it isn't fed.

When it's happy, Glameow demonstrates beautiful movements of its tail, like a dancing ribbon.

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It is a brazen brute that barges its way into another Pokémon's nest and claims it as its own.

To make itself appear intimidatingly beefy, it tightly cinches its waist with its twin tails.

It binds its body with its tails to make itself look bigger. If it locks eyes, it will glare ceaselessly.

It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

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It binds its body with its tails to make itself look bigger. If it locks eyes, it will glare ceaselessly.

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It emits cries by agitating an orb at the back of its throat. It moves with flouncing hops.

Each time it hops, it makes a ringing sound. It deafens foes by emitting high-frequency cries.

There is an orb inside its mouth. When it hops, the orb bounces all over and makes a ringing sound.

It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

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It protects itself by spraying a noxious fluid from its rear. The stench lingers for 24 hours.

It sprays a nose-curling, stinky fluid from its rear to repel attackers.

It sprays a foul fluid from its rear. Its stench spreads over a mile radius, driving Pokémon away.

The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

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It sprays a vile-smelling fluid from the tip of its tail to attack. Its range is over 160 feet.

It sprays a stinky fluid from its tail. The fluid smells worse the longer it is allowed to fester.

It attacks by spraying a horribly smelly fluid from the tip of its tail. Attacks from above confound it.

It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

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Implements shaped like it were discovered in ancient tombs. It is unknown if they are related.

X-ray photos were taken to check its body structure. Nothing appeared, however.

There are researchers who believe this Pokémon reflected like a mirror in the distant past.

Ancient people believed that the pattern on Bronzor's back contained a mysterious power.

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They are found in ancient tombs. The patterns on their backs are said to be imbued with mysterious power.

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One caused a news sensation when it was dug up at a construction site after a 2000-year sleep.

It can summon rain clouds. People long ago revered it as the bringer of plentiful harvests.

It brought rains by opening portals to another world. It was revered as a bringer of plentiful harvests.

Ancient people believed that petitioning Bronzong for rain was the way to make crops grow.

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In ages past, this Pokémon was revered as a bringer of rain. It was found buried in the ground.

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It looks as if it is always crying. It is actually adjusting its body's fluid levels by eliminating excess.

It prefers arid environments. It leaks water from its eyes to adjust its body's fluid levels.

It prefers an arid atmosphere. It leaks water that looks like tears when adjusting its moisture level.

In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

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It prefers an arid atmosphere. It leaks water that looks like tears when adjusting its moisture level.

It habitually mimics foes. Once mimicked, the foe cannot take its eyes off this Pokémon.

It likes places where people gather. It mimics foes to confuse them, then makes its getaway.

It mimics the expressions and motions of those it sees to understand the feelings of others.

In an attempt to confuse its enemy, it mimics the enemy’s movements. Then it wastes no time in making itself scarce!

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It loves round white things. It carries an egg-shaped rock in imitation of Chansey.

It carries a round, egg-shaped rock in its belly pouch and gives the rock to its friends.

It likes to carry around a small rock. It may wander around others' feet and cause them to stumble.

It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

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It can learn and speak human words. If they gather, they all learn the same saying.

It keeps rhythm by flicking its tail feathers like a metronome. It imitates human speech.

Its tongue is just like a human's. As a result, it can cleverly mimic human speech.

It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

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A Pokémon that was formed by 108 spirits. It is bound to a fissure in an Odd Keystone.

It was bound to a fissure in an Odd Keystone as punishment for misdeeds 500 years ago.

Its constant mischief and misdeeds resulted in it being bound to an Odd Keystone by a mysterious spell.

It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

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It nests in small, horizontal holes in cave walls. It pounces to catch prey that stray too close.

It once lived in the tropics. To avoid the cold, it lives in caves warmed by geothermal heat.

It attacks using its huge mouth. While its attacks are powerful, it hurts itself out of clumsiness, too.

It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

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It attacks using its huge mouth. While its attacks are powerful, it hurts itself out of clumsiness, too.

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There is a long-held belief that medicine made from its scales will heal even incurable illnesses.

It habitually digs up and hoards gems in its nest. Its loot is constantly targeted by thieves.

It loves sparkly things. It seeks treasures in caves and hoards the loot into its nest.

As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

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When it folds up its body and extends its wings, it looks like a jet plane. It flies at sonic speed.

It flies at speeds equal to a jet fighter plane. It never allows its prey to escape.

It is said that when one runs at high speed, its wings create blades of wind that can fell nearby trees.

Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

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It wolfs down its weight in food once a day, swallowing food whole with almost no chewing.

It hides food under its long body hair. However, it forgets it has hidden the food.

In its desperation to gulp down food, it forgets about the food it has hidden under its fur.

It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

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The aura that emanates from its body intensifies to alert others if it is afraid or sad.

Its body is little yet powerful. It can crest three mountains and cross two canyons in one night.

It has the peculiar power of being able to see emotions such as joy and rage in the form of waves.

They communicate with one another using their auras. They are able to run all through the night.

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It uses the shapes of auras, which change according to emotion, to communicate with others.

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It has the ability to sense the Auras of all things. It understands human speech.

By catching the Aura emanating from others, it can read their thoughts and movements.

A well-trained one can sense auras to identify and take in the feelings of creatures over half a mile away.

It's said that no foe can remain invisible to Lucario, since it can detect Auras. Even foes it could not otherwise see.

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A well-trained one can sense auras to identify and take in the feelings of creatures over half a mile away.

A well-trained one can sense auras to identify and take in the feelings of creatures over half a mile away.

By reading the aura of all things, it can tell how others are feeling from over half a mile away.

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It lives in arid places. Instead of perspiration, it expels grainy sand from its body.

It enshrouds itself with sand to protect itself from germs. It does not enjoy getting wet.

It shuts its nostrils tight then travels through the sand as if walking. They form colonies of around ten.

It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

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It shuts its nostrils tight then travels through the sand as if walking. They form colonies of around ten.

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It blasts internally stored sand from ports on its body to create a towering twister for attack.

Its huge mouth is almost seven feet across. It has enough power to completely crush a car.

Surprisingly quick to anger. It holds its mouth agape as a display of strength.

It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

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It grips prey with its tail claws and injects poison. It tenaciously hangs on until the poison takes.

It lives in arid lands. It buries itself in sand and lies in wait for unsuspecting prey.

As soon as the tail claws close, its needle tips secrete poison. It can survive a year without food.

It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

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It lives in arid regions and can go without food for a year while waiting for prey.

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It has the power in its clawed arms to make scrap of a car. The tips of its claws release poison.

Its body is encased in a sturdy shell. Its head rotates 180 degrees, eliminating blind spots.

Possessing a sturdy build, it takes pride in its strength, taking down foes without using toxins.

It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

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Possessing a sturdy build, it takes pride in its strength, taking down foes without using toxins.

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It takes pride in its strength. Even though it can tear foes apart, it finishes them off with powerful poison.

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Its cheeks hold poison sacs. It tries to catch foes off guard to jab them with toxic fingers.

Inflating its poison sacs, it makes an eerie blubbering sound for intimidation.

It rarely fights fairly, but that is strictly to ensure survival. It is popular as a mascot.

Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower-back pain.

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Inflating its poison sacs, it fills the area with an odd sound and hits flinching opponents with a poison jab.

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Its knuckle claws secrete a toxin so vile that even a scratch could prove fatal.

The toxin made in its poison sacs is pumped to the knuckle claws through tubes down its arms.

It has a poison sac at its throat. When it croaks, the stored poison is churned for more potency.

Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

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The croaking that Toxicroak produces before a battle is for churning the poison it has stored in its poison sac.

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It attracts prey with its sweet-smelling saliva, then chomps down. It takes a whole day to eat prey.

Hanging from branches using its tentacles, it looks like a plant. It awaits prey, mouth wide open.

It binds itself to trees in marshes. It attracts prey with its sweet-smelling drool and gulps them down.

It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

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Using its tentacles to lash itself to trees, it lies in wait for prey, luring it close with sweet-smelling drool.

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After long exposure to sunlight, the patterns on its tail fins shine vividly when darkness arrives.

The way its two tail fins flutter while it swims has earned it the nickname "Beautifly of the Sea."

The line running down its side can store sunlight. It shines vividly at night.

Swimming and fluttering its two tail fins, it looks like a Beautifly. At night, the patterns on its tail fins softly shine.

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It lives on the deep-sea floor. It attracts prey by flashing the patterns on its four tail fins.

To avoid detection by predators, it crawls along the seafloor using the two fins on its chest.

It crawls along the seafloor using its long front fins like legs. It competes for food with Lanturn.

Lumineon swimming in the darkness of the deep sea look like stars shining in the night sky.

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A friendly Pokémon that captures the subtle flows of seawater using its two antennae.

Scientists discovered that the distinctive patterns on its back differ by region.

People organize tours to see this Pokémon frolic and skim the tops of the waves with Remoraid.

When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

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People organize tours to see this Pokémon frolic and skim the tops of waves with Remoraid.

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The pattern on its back varies by region. It often swims in a school of Remoraid.

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It lives on snowy mountains. Having had little contact with humans, it is boldly inquisitive.

In the spring, it grows berries with the texture of frozen treats around its belly.

Seemingly curious about people, they gather around footsteps they find on snowy mountains.

During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

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It whips up blizzards in mountains that are always buried in snow. It is the abominable snowman.

It blankets wide areas in snow by whipping up blizzards. It is also known as "The Ice Monster."

They appear when the snow flowers bloom. When the petals fall, they retreat to places unknown again.

It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

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It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

They live in cold regions, forming groups of four or five that hunt prey with impressive coordination.

It sends signals to others by carving odd patterns in frost-covered trees and ice.

Evolution made it even more devious. It communicates by clawing signs in boulders.

It lives in snowy regions. It carves patterns in trees with its claws as a signal to others.

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Evolution made it even more devious. It communicates by clawing signs in boulders.

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They communicate by clawing signs in boulders and work together to surround enemies.

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It evolved from exposure to a special magnetic field. Three units generate magnetism.

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A group tried to use scientific means to make Magnezone evolve, but their efforts ended in failure.

Exposure to a special magnetic field changed Magneton's molecular structure, turning it into Magnezone.

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Sometimes the magnetism emitted by Magnezone is too strong, making them attract each other so they cannot move.

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It wraps things with its extensible tongue. Getting too close to it will leave you soaked with drool.

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The long tongue is always soggy with slobber. The saliva contains a solvent that causes numbness.

Its saliva can decompose anything. It wraps its long tongue around things to coat them with its sticky saliva.

It has space in its throat to store saliva. It can also roll up its tongue and store it in the same spot.

The long tongue is always soggy with slobber. The saliva contains a solvent that causes numbness.

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Their saliva contains lots of components that can dissolve anything. The numbness caused by their lick does not dissipate.

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It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

It can launch a rock held in its hand like a missile by tightening then expanding its muscles instantly.

From holes in its palms, it fires out Geodude. Its carapace can withstand volcanic eruptions.

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It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

From holes in its palms, it fires out Geodude. Its carapace can withstand volcanic eruptions.

It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

Its arms are made of plants that bind themselves to things. They grow back right away if cut.

When it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines.

Its vines grow so profusely that, in the warm season, you can't even see its eyes.

Its arms are made of plants that bind themselves to things. They grow back right away if cut.

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Even if one of its arms is eaten, it's fine. The Pokémon regenerates quickly and will go right back to normal.

Even if one of its arms is eaten, it's fine. The Pokémon regenerates quickly and will go right back to normal.

It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

Its vines grow so profusely that, in the warm season, you can't even see its eyes.

It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

Its vines grow so profusely that, in the warm season, you can't even see its eyes.

It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of power.

It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of power.

Heedless of enemy attacks, it closes in, shoves its tails onto the foe, then looses high voltage.

As its electric charge amplifies, blue sparks begin to crackle between its horns.

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Heedless of enemy attacks, it closes in, shoves its tails onto the foe, then looses high voltage.

Heedless of enemy attacks, it closes in, shoves its tails onto the foe, then looses high voltage.

The instant it presses the tips of its tails onto an opponent, it sends over 20,000 volts of electricity into the foe.

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As its electric charge amplifies, blue sparks begin to crackle between its horns.

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It blasts fireballs of over 3,600 degrees F from the ends of its arms. It lives in volcanic craters.

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When launching 3,600 degrees F fireballs, its body takes on a whitish hue from the intense heat.

It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

When launching 3,600 degrees F fireballs, its body takes on a whitish hue from the intense heat.

When launching 3,600 degrees F fireballs, its body takes on a whitish hue from the intense heat.

When shooting 3,600 degrees F fireballs from its arms, its body takes on a whitish hue from the intense heat.

When shooting 3,600 degrees F fireballs from its arms, its body takes on a whitish hue from the intense heat.

It blasts fireballs of over 3,600 degrees Fahrenheit from the ends of its arms. It lives in volcanic craters.

It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

It blasts fireballs of over 3,600 degrees Fahrenheit from the ends of its arms. It lives in volcanic craters.

It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

It will never appear where there is strife. Its sightings have become rare recently.

It will never appear where there is strife. Its sightings have become rare recently.

It shares many blessings with people who respect one another's rights and avoid needless strife.

As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

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By churning its wings, it creates shock waves that inflict critical internal injuries on foes.

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Its jaw power is incredible. It is adept at biting apart foes while flying by at high speed.

This six-legged Pokémon is easily capable of transporting an adult in flight. The wings on its tail help it stay balanced.

The beat of its wings is so powerful that it accidentally dislodges full-grown trees when it takes off in flight.

Its jaw power is incredible. It is adept at biting apart foes while flying by at high speed.

Its jaw power is incredible. It is adept at biting apart foes while flying by at high speed.

It prefers to battle by biting apart foes' heads instantly while flying by at high speed.

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This six-legged Pokémon is easily capable of transporting an adult in flight. The wings on its tail help it stay balanced.

Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

It basically does not fight. With cells similar to those of plants, it can perform photosynthesis.

When you see Leafeon asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

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It basically does not fight. With cells similar to those of plants, it can perform photosynthesis.

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With cells similar to those of plants, it performs photosynthesis inside its body and creates pure air.

With cells similar to those of plants, it performs photosynthesis inside its body and creates pure air.

When you see Leafeon asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

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Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

As a protective technique, it can completely freeze its fur to make its hairs stand like needles.

As a protective technique, it can completely freeze its fur to make its hairs stand like needles.

By controlling its body heat, it can freeze the atmosphere around it to make a diamond-dust flurry.

It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

By controlling its body heat, it can freeze the atmosphere around it to make a diamond-dust flurry.

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It lowers its body heat to freeze its fur. The hairs then become like needles it can fire.

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By controlling its body heat, it can freeze the atmosphere around it to make a diamond-dust flurry.

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It observes prey while hanging inverted from branches. When the chance presents itself, it swoops!

It observes prey while hanging inverted from branches. When the chance presents itself, it swoops!

If it succeeds in catching even a faint breeze properly, it can circle the globe without flapping once.

Its flight is soundless. It uses its lengthy tail to carry off its prey... Then its elongated fangs do the rest.

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If it succeeds in catching even a faint breeze properly, it can circle the globe without flapping once.

If it succeeds in catching even a faint breeze properly, it can circle the globe without flapping once.

It dances silently through the sky. When it approaches prey, it can land a critical hit in an instant.

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Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.

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A frozen one was dug up from soil dating back 10,000 years. It woke up to much amazement.

A frozen Mamoswine was dug from ice dating back 10,000 years. This Pokémon has been around a long, long, long time.

It flourished worldwide during the ice age but its population declined when the masses of ice began to dwindle.

A frozen one was dug up from soil dating back 10,000 years. It woke up to much amazement.

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When the temperature rose at the end of the ice age, most Mamoswine disappeared.

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A frozen Mamoswine was dug from ice dating back 10,000 years. This Pokémon has been around a long, long, long time.

Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.

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Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.

Additional software was installed to make it a better Pokémon. It began acting oddly, however.

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Its programming was modified to enable work in alien dimensions. It did not work as planned.

Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

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A master of courtesy and swordsmanship, it fights using extending swords on its elbows.

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When protecting someone, it extends its elbows as if they were swords and fights savagely.

Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

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When protecting someone, it extends its elbows as if they were swords and fights savagely.

When protecting someone, it extends its elbows as if they were swords and fights savagely.

When trying to protect someone, it extends its elbows as if they were swords and fights savagely.

When trying to protect someone, it extends its elbows as if they were swords and fights savagely.

Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

A master of courtesy and swordsmanship, it fights using extending swords on its elbows.

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A master of courtesy and swordsmanship, it fights using extending swords on its elbows.

It exudes strong magnetism from all over. It controls three small units called Mini-Noses.

It exudes strong magnetism from all over. It controls three small units called Mini-Noses.

It freely controls three small units called Mini-Noses using magnetic force.

It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

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The antenna on its head captures radio waves from the world of spirits that command it to take people there.

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It is said to take lost spirits into its pliant body and guide them home.

This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

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It freezes foes with an icy breath nearly -60 degrees F. What seems to be its body is actually hollow.

It freezes foes with an icy breath nearly -60 degrees F. What seems to be its body is actually hollow.

It freezes prey by blowing its -58 degree F breath. It is said to then secretly display its prey.

Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as Froslass.

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Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

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Its electric-like body can enter some kinds of machines and take control in order to make mischief.

Research continues on this Pokémon, which could be the power source of a unique motor.

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Known as "The Being of Knowledge." It is said that it can wipe out the memory of those who see its eyes.

It is said that its emergence gave humans the intelligence to improve their quality of life.

When Uxie flew, people gained the ability to solve problems. It was the birth of knowledge.

According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

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Known as "The Being of Emotion." It taught humans the nobility of sorrow, pain, and joy.

Although it slumbers at the bottom of the lake, its spirit is said to leave its body and flitter on the water surface.

When Mesprit flew, people learned the joy and sadness of living. It was the birth of emotions.

This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

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It sleeps at the bottom of a lake. Its spirit is said to leave its body to fly on the lake's surface.

Known as "The Being of Willpower." It sleeps at the bottom of a lake to keep the world in balance.

It is thought that Uxie, Mesprit and Azelf all came from the same egg.

When Azelf flew, people gained the determination to do things. It was the birth of willpower.

This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

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When Azelf flew, people gained the determination to do things. It was the birth of willpower.

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It has the power to control time. It appears in Sinnoh-region myths as an ancient deity.

A Pokémon spoken of in legend. It is said that time began moving when Dialga was born.

A legendary Pokémon of Sinnoh. It is said that time flows when Dialga's heart beats.

This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

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It has the ability to distort space. It is described as a deity in Sinnoh-region mythology.

It is said to live in a gap in the spatial dimension parallel to ours. It appears in mythology.

A legendary Pokémon of Sinnoh. It is said that space becomes more stable with Palkia's every breath.

Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

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It dwells in volcanic caves. It digs in with its cross-shaped feet to crawl on ceilings and walls.

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Its body is made of rugged steel. However, it is partially melted in spots because of its own heat.

Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

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There is an enduring legend that states this Pokémon towed continents with ropes.

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It is said to have made Pokémon that look like itself from a special ice mountain, rocks, and magma.

It is believed to have shaped Regirock, Regice, and Registeel out of clay, ice, and magma.

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A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

It was banished for its violence. It silently gazed upon the old world from the Distortion World.

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

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It was banished for its violence. It silently gazed upon the old world from the Distortion World.

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Shiny particles are released from its wings like a veil. It is said to represent the crescent moon.

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On nights around the quarter moon, the aurora from its tail extends and undulates beautifully.

Those who sleep holding Cresselia's feather are assured of joyful dreams. It is said to represent the crescent moon.

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A Pokémon that lives in warm seas. It inflates the flotation sac on its head to drift and search for food.

A Pokémon that lives in warm seas. It inflates the flotation sac on its head to drift and search for food.

It drifts in warm seas. It always returns to where it was born, no matter how far it may have drifted.

When the water warms, they inflate the flotation sac on their heads and drift languidly on the sea in packs.

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Born on a cold seafloor, it will swim great distances to return to its birthplace.

Water makes up 80% of its body. This Pokémon is easily affected by its environment.

It is born with a wondrous power that lets it bond with any kind of Pokémon.

It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

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It is born with a wondrous power that lets it bond with any kind of Pokémon.

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It can lull people to sleep and make them dream. It is active during nights of the new moon.

Folklore has it that on moonless nights, this Pokémon will make people see horrific nightmares.

To protect itself, it afflicts those around it with nightmares. However, it means no harm.

It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

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It can lull people to sleep and make them dream. It is active during nights of the new moon.

It lives in flower patches and avoids detection by curling up to look like a flowering plant.

It can dissolve toxins in the air to instantly transform ruined land into a lush field of flowers.

The flowers all over its body burst into bloom if it is lovingly hugged and senses gratitude.

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

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It is described in mythology as the Pokémon that shaped the universe with its 1,000 arms.

It is told in mythology that this Pokémon was born before the universe even existed.

It is said to have emerged from an egg in a place where there was nothing, then shaped the world.

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

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This Pokémon brings victory. It is said that Trainers with Victini always win, regardless of the type of encounter.

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

When it shares the infinite energy it creates, that being's entire body will be overflowing with power.

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It is very intelligent and calm. Being exposed to lots of sunlight makes its movements swifter.

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

Being exposed to sunlight makes its movements swifter. It uses vines more adeptly than its hands.

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It moves along the ground as if sliding. Its swift movements befuddle its foes, and it then attacks with a vine whip.

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

When it gets dirty, its leaves can't be used in photosynthesis, so it always keeps itself clean.

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It can stop its opponents' movements with just a glare. It takes in solar energy and boosts it internally.

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

It only gives its all against strong opponents who are not fazed by the glare from Serperior's noble eyes.

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It can deftly dodge its foe's attacks while shooting fireballs from its nose. It roasts berries before it eats them.

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

It loves to eat roasted berries, but sometimes it gets too excited and burns them to a crisp.

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When its internal fire flares up, its movements grow sharper and faster. When in trouble, it emits smoke.

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

The more it eats, the more fuel it has to make the fire in its stomach stronger. This fills it with even more power.

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When its internal fire flares up, its movements grow sharper and faster. When in trouble, it emits smoke.

It can throw a fire punch by setting its fists on fire with its fiery chin. It cares deeply about its friends.

It has mastered fast and powerful fighting moves. It grows a beard of fire.

A flaring beard of fire is proof that it is fired up. It is adept at using many different moves.

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It has mastered fast and powerful fighting moves. It grows a beard of fire.

It fights using the scalchop on its stomach. In response to an attack, it retaliates immediately by slashing.

The scalchop on its stomach is made from the same element as claws. It detaches the scalchop for use as a blade.

The scalchop on its stomach isn't just used for battle--it can be used to break open hard berries as well.

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Strict training is how it learns its flowing double-scalchop technique.

Scalchop techniques differ from one Dewott to another. It never neglects maintaining its scalchops.

As a result of strict training, each Dewott learns different forms for using the scalchops.

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One swing of the sword incorporated in its armor can fell an opponent. A simple glare from one of them quiets everybody.

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

In the time it takes a foe to blink, it can draw and sheathe the seamitars attached to its front legs.

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One swing of the sword incorporated in its armor can fell an opponent. A simple glare from one of them quiets everybody.

Using food stored in cheek pouches, they can keep watch for days. They use their tails to communicate with others.

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

Extremely cautious, one of them will always be on the lookout, but it won't notice a foe coming from behind.

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Extremely cautious, one of them will always be on the lookout, but it won't notice a foe coming from behind.

When they see an enemy, their tails stand high, and they spit the seeds of berries stored in their cheek pouches.

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

Using luminescent matter, it makes its eyes and body glow and stuns attacking opponents.

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When they see an enemy, their tails stand high, and they spit the seeds of berries stored in their cheek pouches.

It faces strong opponents with great courage. But, when at a disadvantage in a fight, this intelligent Pokémon flees.

The long hair around its face provides an amazing radar that lets it sense subtle changes in its surroundings.

Though it is a very brave Pokémon, it's also smart enough to check its foe's strength and avoid battle.

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It has black, cape-like fur that is very hard and decreases the amount of damage it receives.

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

This very loyal Pokémon helps Trainers, and it also takes care of other Pokémon.

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It has black, cape-like fur that is very hard and decreases the amount of damage it receives.

This very loyal Pokémon helps Trainers, and it also takes care of other Pokémon.

It has black, cape-like fur that is very hard and decreases the amount of damage it receives.

It rescues people stranded by blizzards in the mountains. Its shaggy fur shields it from the cold.

This extremely wise Pokémon excels at rescuing people stranded at sea or in the mountains.

Being wrapped in its long fur is so comfortable that a person would be fine even overnight on a wintry mountain.

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They steal from people for fun, but their victims can't help but forgive them. Their deceptively cute act is perfect.

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

Their cute act is a ruse. They trick people and steal their valuables just to see the looks on their faces.

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These Pokémon vanish and appear unexpectedly. Many Trainers are drawn to their beautiful form and fur.

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

Their beautiful form comes from the muscles they have developed. They run silently in the night.

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This Pokémon dwells deep in the forest. Eating a leaf from its head whisks weariness away as if by magic.

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

It's good at finding berries and gathers them from all over. It's kind enough to share them with friends.

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

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Ill tempered, it fights by swinging its barbed tail around wildly. The leaf growing on its head is very bitter.

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

It strikes its enemies with a thorn-covered tail. The leaf on its head is bitter.

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

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Ill tempered, it fights by swinging its barbed tail around wildly. The leaf growing on its head is very bitter.

When it is angered, the temperature of its head tuft reaches 600°F. It uses its tuft to roast berries.

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

Very intelligent, it roasts berries before eating them. It likes to help people.

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This Pokémon lives in caves in volcanoes. The fire within the tuft on its head can reach 600 degrees Fahrenheit.

Very intelligent, it roasts berries before eating them. It likes to help people.

This Pokémon lives in caves in volcanoes. The fire within the tuft on its head can reach 600 degrees Fahrenheit.

It loves sweets because they become energy for the fire burning inside its body.

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

When it gets excited, embers rise from its head and tail and it gets hot. For some reason, it loves sweets.

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When it gets excited, embers rise from its head and tail and it gets hot. For some reason, it loves sweets.

The water stored inside the tuft on its head is full of nutrients. Plants that receive its water grow large.

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

The water stored inside the tuft on its head is full of nutrients. It waters plants with it using its tail.

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The tuft on its head holds water. When the level runs low, it replenishes the tuft by siphoning up water with its tail.

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

It prefers places with clean water. When its tuft runs low, it replenishes it by siphoning up water with its tail.

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Munna always float in the air. People whose dreams are eaten by them forget what the dreams had been about.

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

This Pokémon appears before people and Pokémon who are having nightmares and eats those dreams.

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

The mist emanating from their foreheads is packed with the dreams of people and Pokémon.

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

The dream mist coming from its forehead changes into many different colors depending on the dream that was eaten.

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The dream mist coming from its forehead changes into many different colors depending on the dream that was eaten.

Each follows its Trainer's orders as best it can, but they sometimes fail to understand complicated commands.

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

This very forgetful Pokémon will wait for a new order from its Trainer even though it already has one.

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

It can return to its Trainer's location regardless of the distance separating them.

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

No matter where in the world it goes, it knows where its nest is, so it never gets separated from its Trainer.

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

No matter where in the world it goes, it knows where its nest is, so it never gets separated from its Trainer.

Males swing their head plumage to threaten opponents. The females' flying abilities surpass those of the males.

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

Males swing the plumage on their heads to threaten others, but females are better at flying.

Males swing the plumage on their heads to threaten others, but females are better at flying.

Males swing their head plumage to threaten opponents. The females' flying abilities surpass those of the males.

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

Males swing their head plumage to threaten opponents. The females' flying abilities surpass those of the males.

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

Its mane shines when it discharges electricity. They use their flashing manes to communicate with one another.

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

Its mane shines when it discharges electricity. They use the frequency and rhythm of these flashes to communicate.

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

Its mane shines when it discharges electricity. They use the frequency and rhythm of these flashes to communicate.

They have lightning-like movements. When Zebstrika run at full speed, the sound of thunder reverberates.

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

When this ill-tempered Pokémon runs wild, it shoots lightning from its mane in all directions.

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When this ill-tempered Pokémon runs wild, it shoots lightning from its mane in all directions.

They have lightning-like movements. When Zebstrika run at full speed, the sound of thunder reverberates.

Its ear is hexagonal in shape. Compressed underground, its body is as hard as steel.

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

The hexagonal-shaped hole is its ear. It has a tendency to walk in the direction the sound is coming from.

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When it overflows with power, the orange crystal on its body glows. It looks for underground water in caves.

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

When it is healthy, its core sticks out. Always facing the same way, it swiftly moves front to back and left to right.

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When it is healthy, its core sticks out. Always facing the same way, it swiftly moves front to back and left to right.

Compressing the energy from its internal core lets it fire off an attack capable of blowing away a mountain.

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

The solar rays it absorbs are processed in its energy core and fired as a ball of light.

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Compressing the energy from its internal core lets it fire off an attack capable of blowing away a mountain.

Its habitat is dark forests and caves. It emits ultrasonic waves from its nose to learn about its surroundings.

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

The heart-shaped mark left on a body after a Woobat has been attached to it is said to bring good fortune.

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The heart-shaped mark left on a body after a Woobat has been attached to it is said to bring good fortune.

It emits sound waves of various frequencies from its nose including some powerful enough to destroy rocks.

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

It shakes its tail vigorously when it emits ultrasonic waves strong enough to reduce concrete to rubble.

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It shakes its tail vigorously when it emits ultrasonic waves strong enough to reduce concrete to rubble.

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

It can dig through the ground at a speed of 30 mph. It could give a car running aboveground a good race.

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

By spinning its body, it can dig straight through the ground at a speed of 30 mph.

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

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By spinning its body, it can dig straight through the ground at a speed of 30 mph.

It can help in tunnel construction. Its drill has evolved into steel strong enough to bore through iron plates.

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

Forming a drill with its steel claws and head, it can bore through a steel plate, no matter how thick it is.

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

It touches others with the feelers on its ears, using the sound of their heartbeats to tell how they are feeling.

Its auditory sense is astounding. It has a radar-like ability to understand its surrounding through slight sounds.

Using the feelers on its ears, it can tell how someone is feeling or when an egg might hatch.

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Using the feelers on its ears, it can tell how someone is feeling or when an egg might hatch.

It touches others with the feelers on its ears, using the sound of their heartbeats to tell how they are feeling.

It fights by swinging a piece of lumber around. It is close to evolving when it can handle the lumber without difficulty.

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

Always carrying squared logs, they help out with construction. As they grow, they carry bigger logs.

Always carrying squared logs, they help out with construction. As they grow, they carry bigger logs.

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

Always carrying squared logs, they help out with construction. As they grow, they carry bigger logs.

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Always carrying squared logs, they help out with construction. As they grow, they carry bigger logs.

This Pokémon is so muscular and strongly built that even a group of wrestlers could not make it budge an inch.

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

With strengthened bodies, they skillfully wield steel beams to take down buildings.

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It is thought that Conkeldurr taught humans how to make concrete more than 2,000 years ago.

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

Rather than rely on force, they master moves that utilize the centrifugal force of spinning concrete.

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They warn others of danger by vibrating their cheeks to create a high-pitched sound.

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

By vibrating its cheeks, it emits sound waves imperceptible to humans and warns others of danger.

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

When they vibrate the bumps on their heads, they can make waves in water or earthquake-like vibrations on land.

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

It lives in the water and on land. It uses its long, sticky tongue to immobilize its opponents.

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When they vibrate the bumps on their heads, they can make waves in water or earthquake-like vibrations on land.

It lives in the water and on land. It uses its long, sticky tongue to immobilize its opponents.

They shoot paralyzing liquid from their head bumps. They use vibration to hurt their opponents.

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

By putting power into its bumps, it creates vibrations and increases the power of its punches.

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

They shoot paralyzing liquid from their head bumps. They use vibration to hurt their opponents.

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When it tightens its belt, it becomes stronger. Wild Throh use vines to weave their own belts.

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

When it encounters a foe bigger than itself, it wants to throw it. It changes belts as it gets stronger.

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The sound of Sawk punching boulders and trees can be heard all the way from the mountains where they train.

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

Desiring the strongest karate chop, they seclude themselves in mountains and train without sleeping.

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

Leavanny dress it in clothes they made for it when it hatched. It hides its head in its hood while it is sleeping.

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

Since this Pokémon makes its own clothes out of leaves, it is a popular mascot for fashion designers.

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Forests where Swadloon live have superb foliage because the nutrients they make from fallen leaves nourish the plant life.

It protects itself from the cold by wrapping up in leaves. It stays on the move, eating leaves in forests.

Preferring dark, damp places, it spends the entire day eating fallen leaves that lie around it.

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It protects itself from the cold by wrapping up in leaves. It stays on the move, eating leaves in forests.

Upon finding a small Pokémon, it weaves clothing for it from leaves, using the cutters on its arms and sticky silk.

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

Upon finding a small Pokémon, it weaves clothing for it from leaves by using the sticky silk secreted from its mouth.

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

Its bite injects a potent poison, enough to paralyze large bird Pokémon that try to prey on it.

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

Using the feelers on its head and tail, it picks up vibrations in the air to determine its prey's location and state.

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Protected by a hard shell, it spins its body like a wheel and crashes furiously into its enemies.

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

Storing energy for evolution, it sits. But, when predators approach, it moves to stab them with poison spikes.

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Protected by a hard shell, it spins its body like a wheel and crashes furiously into its enemies.

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

With quick movements, it chases down its foes, attacking relentlessly with its horns until it prevails.

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

It clasps its prey with the claws on its neck until it stops moving. Then it finishes it off with deadly poison.

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With quick movements, it chases down its foes, attacking relentlessly with its horns until it prevails.

When attacked, it escapes by shooting cotton from its body. The cotton serves as a decoy to distract the attacker.

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

Perhaps because they feel more at ease in a group, they stick to others they find. They end up looking like a cloud.

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Like the wind, it can slip through any gap, no matter how small. It leaves balls of white fluff behind.

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

They appear along with whirlwinds. They pull pranks, such as moving furniture and leaving balls of cotton in homes.

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The leaves on its head are very bitter. Eating one of these leaves is known to refresh a tired body.

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

The leaves on its head grow right back even if they fall out. These bitter leaves refresh those who eat them.

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Even veteran Trainers face a challenge in getting its beautiful flower to bloom. This Pokémon is popular with celebrities.

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

The fragrance of the garland on its head has a relaxing effect, but taking care of it is very difficult.

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Even veteran Trainers face a challenge in getting its beautiful flower to bloom. This Pokémon is popular with celebrities.

Red and blue Basculin get along so poorly, they'll start fighting instantly. These Pokémon are very hostile.

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

Red- and blue-striped Basculin are very violent and always fighting. They are also remarkably tasty.

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They live buried in the sands of the desert. The sun-warmed sands prevent their body temperature from dropping.

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

They live hidden under hot desert sands in order to keep their body temperature from dropping.

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

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

They live buried in the sands of the desert. The sun-warmed sands prevent their body temperature from dropping.

They live in groups of a few individuals. Protective membranes shield their eyes from sandstorms.

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

Protected by thin membranes, their eyes can see even in the dead of night. They live in groups of a few individuals.

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They live in groups of a few individuals. Protective membranes shield their eyes from sandstorms.

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

They never allow prey to escape. Their jaws are so powerful, they can crush the body of an automobile.

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

Very violent Pokémon, they try to clamp down on anything that moves in front of their eyes.

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They never allow prey to escape. Their jaws are so powerful, they can crush the body of an automobile.

When its internal fire is burning, it cannot calm down and it runs around. When the fire diminishes, it falls asleep.

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

When it sleeps, it pulls its limbs into its body and its internal fire goes down to 1,100°F.

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

When it sleeps, it pulls its limbs into its body and its internal fire goes down to 1,100 degrees Fahrenheit.

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

When it sleeps, it pulls its limbs into its body and its internal fire goes down to 1,100 degrees Fahrenheit.

Its internal fire burns at 2,500° F, making enough power that it can destroy a dump truck with one punch.

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

When one is injured in a fierce battle, it hardens into a stone-like form. Then it meditates and sharpens its mind.

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It uses an up-tempo song and dance to drive away the bird Pokémon that prey on its flower seeds.

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

When it moves rhythmically, it makes a sound similar to maracas, making the surprised Pokémon flee.

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

This Pokémon can easily melt holes in hard rocks with a liquid secreted from its mouth.

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

When it finds a stone of a suitable size, it secretes a liquid from its mouth to open up a hole to crawl into.

When it finds a stone of a suitable size, it secretes a liquid from its mouth to open up a hole to crawl into.

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

When it finds a stone of a suitable size, it secretes a liquid from its mouth to open up a hole to crawl into.

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

When it finds a stone of a suitable size, it secretes a liquid from its mouth to open up a hole to crawl into.

Competing for territory, Crustle fight viciously. The one whose boulder is broken is the loser of the battle.

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

When its boulder is broken in battles for territory, it feels unsure and begins to weaken.

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Its skin has a rubbery elasticity, so it can reduce damage by defensively pulling its skin up to its neck.

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

Proud of its sturdy skull, it suddenly headbutts everything, but its weight makes it unstable, too.

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Proud of its sturdy skull, it suddenly headbutts everything, but its weight makes it unstable, too.

Groups of them beat up anything that enter their territory. Each can spit acidic liquid from its mouth.

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

It pulls up its shed skin to protect itself while it kicks. The bigger the crest, the more respected it is.

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They never vary the route they fly, because their memories of guarding an ancient city remain steadfast.

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

The guardians of an ancient city, they always fly the same route while keeping watch for invaders.

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

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

The guardians of an ancient city, they always fly the same route while keeping watch for invaders.

Each of them carries a mask that used to be its face when it was human. Sometimes they look at it and cry.

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

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

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

Each of them carries a mask that used to be its face when it was human. Sometimes they look at it and cry.

It has been said that they swallow those who get too close and turn them into mummies. They like to eat gold nuggets.

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

Grave robbers who mistake them for real coffins and get too close end up trapped inside their bodies.

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Grave robbers who mistake them for real coffins and get too close end up trapped inside their bodies.

Restored from a fossil, this Pokémon can dive to depths beyond half a mile.

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

This Pokémon was restored from a fossil. It swam skillfully and dove to depths beyond half a mile.

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

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

Restored from a fossil, this Pokémon can dive to depths beyond half a mile.

They can live both in the ocean and on land. A slap from one of them is enough to open a hole in the bottom of a tanker.

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

It could knock out a foe with a slap from one of its developed front appendages and chew it up, shell or bones and all.

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It could knock out a foe with a slap from one of its developed front appendages and chew it up, shell or bones and all.

Said to be an ancestor of bird Pokémon, they were unable to fly and moved about by hopping from one branch to another.

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

It was revived from an ancient fossil. Not able to fly, it lived in treetops and hopped from one branch to another.

It was revived from an ancient fossil. Not able to fly, it lived in treetops and hopped from one branch to another.

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Said to be an ancestor of bird Pokémon, they were unable to fly and moved about by hopping from one branch to another.

They are intelligent and will cooperate to catch prey. From the ground, they use a running start to take flight.

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

It runs better than it flies. It takes off into the sky by running at a speed of 25 mph.

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It runs better than it flies. It takes off into the sky by running at a speed of 25 mph.

Inhaling the gas they belch will make you sleep for a week. They prefer unsanitary places.

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

Wanting more garbage, they follow people who litter. They always belch poison gas.

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

Inhaling the gas they belch will make you sleep for a week. They prefer unsanitary places.

It clenches opponents with its left arm and finishes them off with foul-smelling poison gas belched from its mouth.

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

Consuming garbage makes new kinds of poison gases and liquids inside their bodies.

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It clenches opponents with its left arm and finishes them off with foul-smelling poison gas belched from its mouth.

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It clenches opponents with its left arm and finishes them off with foul-smelling poison gas belched from its mouth.

Consuming garbage makes new kinds of poison gases and liquids inside their bodies.

It changes into the forms of others to surprise them. Apparently, it often transforms into a silent child.

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

It changes so it looks just like its foe, tricks it, and then uses that opportunity to flee.

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

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

Bonds between these Pokémon are very strong. It protects the safety of its pack by tricking its opponents.

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

Stories say those who tried to catch Zoroark were trapped in an illusion and punished.

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

Bonds between these Pokémon are very strong. It protects the safety of its pack by tricking its opponents.

They greet one another by rubbing each other with their tails, which are always kept well groomed and clean.

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

Minccino greet each other by grooming one another thoroughly with their tails.

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

Minccino greet each other by grooming one another thoroughly with their tails.

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

Their white fur is coated in a special oil that makes it easy for them to deflect attacks.

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

Cinccino's body is coated in a special oil that helps it deflect attacks, such as punches.

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

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Their ribbonlike feelers increase their psychic power. They are always staring at something.

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

It stares intently at everything. It can become so obsessed with watching that it doesn't notice attacks.

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

They use hypnosis to control people and Pokémon. Tales of Gothorita leading people astray are told in every corner.

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

According to many old tales, it creates friends for itself by controlling sleeping children on starry nights.

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Starry skies thousands of light-years away are visible in the space distorted by their intense psychic power.

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

It can see the future from the movement of the stars. When it learns its Trainer's life span, it cries in sadness.

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

They drive away attackers by unleashing psychic power. They can use telepathy to talk with others.

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

Because their bodies are enveloped in a special liquid, they are fine in any environment, no matter how severe.

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Since they have two divided brains, at times they suddenly try to take two different actions at once.

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

When their two divided brains think the same thoughts, their psychic power is maximized.

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When their two divided brains think the same thoughts, their psychic power is maximized.

When Reuniclus shake hands, a network forms between their brains, increasing their psychic power.

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

They use psychic power to control their arms, which are made of a special liquid. They can crush boulders psychically.

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These bird Pokémon are excellent divers. They swim around in the water eating their favorite food--peat moss.

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

They are better at swimming than flying, and they happily eat their favorite food, peat moss, as they dive underwater.

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Swanna start to dance at dusk. The one dancing in the middle is the leader of the flock.

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

Despite their elegant appearance, they can flap their wings strongly and fly for thousands of miles.

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Swanna start to dance at dusk. The one dancing in the middle is the leader of the flock.

The temperature of their breath is -58° F. They create snow crystals and make snow fall in the areas around them.

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

Theoretically, this Pokémon formed from icicles bathed in energy from the morning sun. Their breath is -58° F.

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

Snowy mountains are this Pokémon's habitat. During an ancient ice age, they moved to southern areas.

It conceals itself from enemy eyes by creating many small ice particles and hiding among them.

They cool down the surrounding air and create ice particles, which they use to freeze their foes.

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Swallowing large amounts of water, they make snow clouds inside their bodies and attack their foes with violent blizzards.

If both heads get angry simultaneously, this Pokémon expels a blizzard, burying everything in snow.

Swallowing large amounts of water, they make snow clouds inside their bodies and, when angry, cause violent blizzards.

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Swallowing large amounts of water, they make snow clouds inside their bodies and, when angry, cause violent blizzards.

The color and scent of their fur changes to match the mountain grass. When they sense hostility, they hide in the grass.

The turning of the seasons changes the color and scent of this Pokémon's fur. People use it to mark the seasons.

Their coloring changes according to the seasons and can be slightly affected by the temperature and humidity as well.

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The turning of the seasons changes the color and scent of this Pokémon's fur. People use it to mark the seasons.

They migrate according to the seasons. People can tell the season by looking at Sawsbuck's horns.

The plants growing on its horns change according to the season. The leaders of the herd possess magnificent horns.

They migrate according to seasons, so some people call Sawsbuck the harbingers of spring.

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The energy made in its cheeks' electric pouches is stored inside its membranes and released while it is gliding.

They live on treetops and glide using the inside of a cape-like membrane while discharging electricity.

It glides on its outstretched membrane while shocking foes with the electricity stored in the pouches on its cheeks.

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The energy made in its cheeks' electric pouches is stored inside its membrane and released while it is gliding.

These mysterious Pokémon evolve when they receive electrical stimulation while they are in the same place as Shelmet.

When they feel threatened, they spit an acidic liquid to drive attackers away. This Pokémon targets Shelmet.

For some reason they evolve when they receive electrical energy while they are attacking Shelmet.

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They fly around at high speed, striking with their pointed spears. Even when in trouble, they face opponents bravely.

These Pokémon evolve by wearing the shell covering of a Shelmet. The steel armor protects their whole body.

Wearing the shell covering they stole from Shelmet, they defend themselves and attack with two lances.

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It lures people in with its Poké Ball pattern, then releases poison spores. Why it resembles a Poké Ball is unknown.

For some reason, this Pokémon resembles a Poké Ball. They release poison spores to repel those who try to catch them.

It lures Pokémon with its pattern that looks just like a Poké Ball then releases poison spores.

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It lures people in with its Poké Ball pattern, then releases poison spores. Why it resembles a Poké Ball is unknown.

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It lures Pokémon with its pattern that looks just like a Poké Ball then releases poison spores.

It lures prey close by dancing and waving its arm caps, which resemble Poké Balls, in a swaying motion.

They show off their Poké Ball caps to lure prey, but very few Pokémon are fooled by this.

It moves the caps on both arms and does a dance to lure prey. It prefers damp places.

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With its thin, veil-like arms wrapped around the body of its opponent, it sinks to the ocean floor.

They paralyze prey with poison, then drag them down to their lairs, five miles below the surface.

If its veil-like arms stun and wrap a foe, that foe will be dragged miles below the surface, never to return.

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The fate of the ships and crew that wander into Jellicent's habitat: all sunken, all lost, all vanished.

They propel themselves by expelling absorbed seawater from their bodies. Their favorite food is life energy.

Its body is mostly seawater. It's said there's a castle of ships Jellicent have sunk on the seafloor.

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The special membrane enveloping Alomomola has the ability to heal wounds.

Floating in the open sea is how they live. When they find a wounded Pokémon, they embrace it and bring it to shore.

It gently holds injured and weak Pokémon in its fins. Its special membrane heals their wounds.

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Joltik that live in cities have learned a technique for sucking electricity from the outlets in houses.

They attach themselves to large-bodied Pokémon and absorb static electricity, which they store in an electric pouch.

Since it can't generate its own electricity, it sticks onto large-bodied Pokémon and absorbs static electricity.

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They attach themselves to large-bodied Pokémon and absorb static electricity, which they store in an electric pouch.

When attacked, they create an electric barrier by spitting out many electrically charged threads.

They employ an electrically charged web to trap their prey. While it is immobilized by shock, they leisurely consume it.

It creates barriers from electrified silk that stun foes. This works as a weapon as well as a defense.

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When attacked, they create an electric barrier by spitting out many electrically charged threads.

When threatened, it attacks by shooting a barrage of spikes, which gives it a chance to escape by rolling away.

They stick their spikes into cave walls and absorb the minerals they find in the rock.

It absorbs the iron it finds in the rock while clinging to the ceiling. It shoots spikes when in danger.

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When threatened, it attacks by shooting a barrage of spikes, which gives it a chance to escape by rolling away.

It absorbs the iron it finds in the rock while clinging to the ceiling. It shoots spikes when in danger.

When threatened, it attacks by shooting a barrage of spikes, which gives it a chance to escape by rolling away.

It absorbs the iron it finds in the rock while clinging to the ceiling. It shoots spikes when in danger.

It fights by swinging around its three spiky feelers. A hit from these steel spikes can reduce a boulder to rubble.

They attach themselves to cave ceilings, firing steel spikes at targets passing beneath them.

By swinging around its three spiky feels and shooting spikes, it can obliterate an opponent.

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They attach themselves to cave ceilings, firing steel spikes at targets passing beneath them.

The two minigears that mesh together are predetermined. Each will rebound from other minigears without meshing.

Interlocking two bodies and spinning around generates the energy they need to live.

Two bodies comprise a fixed pair. They spin around each other to generate energy.

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The two minigears that mesh together are predetermined. Each will rebound from other minigears without meshing.

By changing the direction in which it rotates, it communicates its feelings to others. When angry, it rotates faster.

Spinning minigears are rotated at high speed and repeatedly fired away. It is dangerous if the gears don't return.

A minigear and big gear comprise its body. If the minigear it launches at a foe doesn't return, it will die.

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Its red core functions as an energy tank. It fires the charged energy through its spikes into an area.

The gear with the red core is rotated at high speed for a rapid energy charge.

The minigear spins at high speed. Then the energy from the red core charges the minigear to make it ready to fire.

The minigear spins at high speed. Then the energy from the red core charges the minigear to make it ready to fire.

The gear with the red core is rotated at high speed for a rapid energy charge.

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Its red core functions as an energy tank. It fires the charged energy through its spikes into an area.

While one alone doesn't have much power, a chain of many Tynamo can be as powerful as lightning.

These Pokémon move in schools. They have an electricity-generating organ, so they discharge electricity if in danger.

One alone can emit only a trickle of electricity, so a group of them gathers to unleash a powerful electric shock.

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While one alone doesn't have much power, a chain of many Tynamo can be as powerful as lightning.

One alone can emit only trickle of electricity, so a group of them gathers to unleash a powerful electric shock.

They coil around foes and shock them with electricity-generating organs that seem simply to be circular patterns.

These Pokémon have a big appetite. When they spot their prey, they attack it and paralyze it with electricity.

It wraps itself around its prey and paralyzes it with electricity from the round spots on its sides. Then it chomps.

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It wraps itself around its prey and paralyzes it with electricity from the round spots on its sides. Then it chomps.

These Pokémon have a big appetite. When they spot their prey, they attack it and paralyze it with electricity.

They crawl out of the ocean using their arms. They will attack prey on shore and immediately drag it into the ocean.

With their sucker mouths, they suck in prey. Then they use their fangs to shock the prey with electricity.

It latches on to prey with its sucker mouth, sinking in its fangs and shocking the prey with powerful electricity.

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They crawl out of the ocean using their arms. They will attack prey on shore and immediately drag it into the ocean.

It uses its strong psychic power to squeeze its opponent's brain, causing unendurable headaches.

This Pokémon had never been seen until it appeared from far in the desert 50 years ago.

Rumors of its origin are linked to a UFO crash site in the desert 50 years ago.

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It can manipulate an opponent's memory. Apparently, it communicates by flashing its three different-colored fingers.

It uses psychic power to control an opponent's brain and tamper with its memories.

Apparently, it communicates by flashing its three fingers, but those patterns haven't been decoded.

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It uses psychic power to control an opponent's brain and tamper with its memories.

Litwick shines a light that absorbs the life energy of people and Pokémon, which becomes the fuel that it burns.

While shining a light and pretending to be a guide, it leeches off the life force of any who follow it.

Its flame is usually out, but it starts shining when it absorbs life force from people or Pokémon.

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While shining a light and pretending to be a guide, it leeches off the life force of any who follow it.

Litwick shines a light that absorbs the life energy of people and Pokémon, which becomes the fuel that it burns.

While shining a light and pretending to be a guide, it leeches off the life force of any who follow it.

Litwick shines a light that absorbs the life energy of people and Pokémon, which becomes the fuel that it burns.

This ominous Pokémon is feared. Through cities it wanders, searching for the spirits of the fallen.

It arrives near the moment of death and steals spirit from the body.

The spirits it absorbs fuel its baleful fire. It hangs around hospitals waiting for people to pass on.

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It arrives near the moment of death and steals spirit from the body.

It absorbs a spirit, which it then burns. By waving the flames on its arms, it puts its foes into a hypnotic trance.

Being consumed in Chandelure's flame burns up the spirit, leaving the body behind.

The spirits burned up in its ominous flame lose their way and wander this world forever.

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Being consumed in Chandelure's flame burns up the spirit, leaving the body behind.

The spirits burned up in its ominous flame lose their way and wonder this world forever.

They use their tusks to crush the berries they eat. Repeated regrowth makes their tusks strong and sharp.

They mark their territory by leaving gashes in trees with their tusks. If a tusk breaks, a new one grows in quickly.

Its large tusks have a tendency to break, but each time they grow back, they grow in harder and sturdier.

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They mark their territory by leaving gashes in trees with their tusks. If a tusk breaks, a new one grows in quickly.

Since a broken tusk will not grow back, they diligently sharpen their tusks on river rocks after they've been fighting.

Their tusks can shatter rocks. Territory battles between Fraxure can be intensely violent.

A broken tusk will not grow back, so it diligently sharpens its tusks on river rocks after the end of a battle.

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A broken tusk will not grow back, so it diligently sharpens its tusks on river rocks after the end of a battle.

They are kind but can be relentless when defending territory. They challenge foes with tusks that can cut steel.

Their sturdy tusks will stay sharp even if used to cut steel beams. These Pokémon are covered in hard armor.

Its tusks are incredibly destructive. They can easily slice through a thick, sturdy steel column every time.

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When it is not feeling well, its mucus gets watery and the power of its Ice-type moves decreases.

Its nose is always running. It sniffs the snot back up because the mucus provides the raw material for its moves.

Their snot is a barometer of health. When healthy, their snot is sticky and the power of their ice moves increases.

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Their snot is a barometer of health. When healthy, their snot is sticky and the power of their ice moves increases.

It can make its breath freeze at will. Very able in the water, it swims around in northern seas and catches prey.

It freezes its breath to create fangs and claws of ice to fight with. Cold northern areas are its habitat.

They love the cold seas of the north. They create pathways across the ocean waters by freezing their own breath.

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They love the cold seas of the north. They create pathways across the ocean waters by freezing their own breath.

It freezes its breath to create fangs and claws of ice to fight with. Cold northern areas are its habitat.

When its body temperature goes up, it turns into steam and vanishes. When its temperature lowers, it returns to ice.

They are born in snow clouds. They use chains made of ice crystals to capture prey.

They are composed of ice crystals. They capture prey with chains of ice, freezing the prey at -148° F.

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They are composed of ice crystals. They capture prey with chains of ice, freezing the prey at -148° F.

When attacked, it defends itself by closing the lid of its shell. It can spit a sticky, poisonous liquid.

It evolves when bathed in an electric-like energy along with Karrablast. The reason is still unknown.

When it and Karrablast are together, and both receive electrical stimulation, they both evolve.

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When its body dries out, it weakens. So, to prevent dehydration, it wraps itself in many layers of thin membrane.

Having removed its heavy shell, it becomes very light and can fight with ninja-like movements.

When its body dries out, it weakens. So it wraps a membrane around itself for protection while it spits poison.

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When its body dries out, it weakens. So, to prevent dehydration, it wraps itself in many layers of thin membrane.

Its skin is very hard, so it is unhurt even if stepped on by sumo wrestlers. It smiles when transmitting electricity.

It conceals itself in the mud of the seashore. Then it waits. When prey touch it, it delivers a jolt of electricity.

When its opponent can't be paralyzed, it contorts itself with unexpected speed and flops away.

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It conceals itself in the mud of the seashore. Then it waits. When prey touch it, it delivers a jolt of electricity.

In fights, they dominate with onslaughts of flowing, continuous attacks. With their sharp claws, they cut enemies.

They have mastered elegant combos. As they concentrate, their battle moves become swifter and more precise.

It takes pride in the speed at which it can use moves. What it loses in power, it makes up for in quantity.

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It wields the fur on its arms like a whip. Its arm attacks come with such rapidity that they cannot even be seen.

They use the long fur on their arms as a whip to strike their opponents.

Using the long fur on its arms like whips, it launches into combo attacks that, once started, no one can stop.

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It warms its body by absorbing sunlight with its wings. When its body temperature falls, it can no longer move.

It races through narrow caves, using its sharp claws to catch prey. The skin on its face is harder than a rock.

It runs through the narrow tunnels formed by Excadrill and Onix. It uses its sharp claws to catch prey.

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It warms its body by absorbing sunlight with its wings. When its body temperature falls, it can no longer move.

The energy that burns inside it enables it to move, but no one has yet been able to identify this energy.

These Pokémon are thought to have been created by the science of an ancient and mysterious civilization.

Ancient science fashioned this Pokémon from clay. It's been active for thousands of years.

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It flies across the sky at Mach speeds. Removing the seal on its chest makes its internal energy go out of control.

It is said that Golurk were ordered to protect people and Pokémon by the ancient people who made them.

Golurk were created to protect people and Pokémon. They run on a mysterious energy.

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Blades comprise this Pokémon's entire body. If battling dulls the blades, it sharpens them on stones by the river.

They fight at Bisharp's command. They cling to their prey and inflict damage by sinking their blades into it.

Ignoring their injuries, groups attack by sinking the blades that cover their bodies into their prey.

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Ignoring their injuries, groups attack by sinking the blades that cover their bodies into their prey.

It leads a group of Pawniard. It battles to become the boss, but will be driven from the group if it loses.

Bisharp pursues prey in the company of a large group of Pawniard. Then Bisharp finishes off the prey.

This pitiless Pokémon commands a group of Pawniard to hound prey into immobility. It then moves in to finish the prey off.

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Their fluffy fur absorbs damage, even if they strike foes with a fierce headbutt.

They charge wildly and headbutt everything. Their headbutts have enough destructive force to derail a train.

They are known to charge so wildly that if a train were to enter their territory, they would send it flying.

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They charge wildly and headbutt everything. Their headbutts have enough destructive force to derail a train.

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They crush berries with their talons. They bravely stand up to any opponent, no matter how strong it is.

They will challenge anything, even strong opponents, without fear. Their frequent fights help them become stronger.

It stands up to massive opponents, not out of courage, but out of recklessness. But that is how it gets stronger.

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They will challenge anything, even strong opponents, without fear. Their frequent fights help them become stronger.

They fight for their friends without any thought about danger to themselves. One can carry a car while flying.

The more scars they have, the more respect these brave soldiers of the sky get from their peers.

For the sake of its friends, this brave warrior of the sky will not stop battling, even if injured.

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Its wings are too tiny to allow it to fly. As the time approaches for it to evolve, it discards the bones it was wearing.

They tend to guard their posteriors with suitable bones they have found. They pursue weak Pokémon.

Their wings are too tiny to allow them to fly. They guard their posteriors with bones that were gathered by Mandibuzz.

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Their wings are too tiny to allow them to fly. They guard their posteriors with bones that were gathered by Mandibuzz.

It makes a nest out of the bones it finds. It grabs weakened prey in its talons and hauls it to its nest of bones.

Watching from the sky, they swoop to strike weakened Pokémon on the ground. They decorate themselves with bones.

They fly in circles around the sky. When they spot prey, they attack and carry it back to their nest with ease.

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Watching from the sky, they swoop to strike weakened Pokémon on the ground. They decorate themselves with bones.

It breathes through a hole in its tail while it burns with an internal fire. Durant is its prey.

Using their very hot, flame-covered tongues, they burn through Durant's steel bodies and consume their insides.

It draws in air through its tail, transforms it into fire, and uses it like a tongue. It melts Durant and eats them.

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It draws in air through its tail, transforms it into fire, and uses it like a tongue. It melts Durant and eats them.

They attack in groups, covering themselves in steel armor to protect themselves from Heatmor.

Durant dig nests in mountains. They build their complicated, interconnected tunnels in mazes.

Individuals each play different roles in driving Heatmor, their natural predator, away from their colony.

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They attack in groups, covering themselves in steel armor to protect themselves from Heatmor.

It tends to bite everything, and it is not a picky eater. Approaching it carelessly is dangerous.

They cannot see, so they tackle and bite to learn about their surroundings. Their bodies are covered in wounds.

Lacking sight, it's unaware of its surroundings, so it bumps into things and eats anything that moves.

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After it has eaten up all the food in its territory, it moves to another area. Its two heads do not get along.

Since their two heads do not get along and compete with each other for food, they always eat too much.

The two heads do not get along. Whichever head eats more than the other gets to be the leader.

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After it has eaten up all the food in its territory, it moves to another area. Its two heads do not get along.

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After it has eaten up all the food in its territory, it moves to another area. Its two heads do not get along.

This brutal Pokémon travels the skies on its six wings. Anything that moves seems like a foe to it, triggering its attack.

The heads on their arms do not have brains. They use all three heads to consume and destroy everything.

It responds to movement by attacking. This scary, three-headed Pokémon devours everything in its path!

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This Pokémon was believed to have been born from the sun. When it evolves, its entire body is engulfed in flames.

The base of volcanoes is where they make their homes. They shoot fire from their five horns to repel attacking enemies.

Said to have been born from the sun, it spews fire from its horns and encases itself in a cocoon of fire when it evolves.

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When volcanic ash darkened the atmosphere, it is said that Volcarona's fire provided a replacement for the sun.

A sea of fire engulfs the surroundings of their battles, since they use their six wings to scatter their ember scales.

Thought to be an embodiment of the sun, it appeared during a bitterly cold winter and saved Pokémon from freezing.

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When volcanic ash darkened the atmosphere, it is said that Volcarona's fire provided a replacement for the sun.

This legendary Pokémon battled against humans to protect Pokémon. Its personality is calm and composed.

It has a body and heart of steel. Its glare is sufficient to make even an unruly Pokémon obey it.

It has a body and heart of steel. It worked with its allies to punish people when they hurt Pokémon.

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It has a body and heart of steel. It worked with its allies to punish people when they hurt Pokémon.

This Pokémon came to the defense of Pokémon that had lost their homes in a war among humans.

Its charge is strong enough to break through a giant castle wall in one blow. This Pokémon is spoken of in legends.

Spoken of in legend, this Pokémon used its phenomenal power to destroy a castle in its effort to protect Pokémon.

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Spoken of in legend, this Pokémon used its phenomenal power to destroy a castle in its effort to protect Pokémon.

This Pokémon fought humans in order to protect its friends. Legends about it continue to be passed down.

Its head sprouts horns as sharp as blades. Using whirlwind-like movements, it confounds and swiftly cuts opponents.

Legends say this Pokémon confounded opponents with its swift movements.

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The lower half of its body is wrapped in a cloud of energy. It zooms through the sky at 200 mph.

Tornadus expels massive energy from its tail, causing severe storms. Its power is great enough to blow houses away.

In every direction it flies, creating winds so powerful, they blow everything away.

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The lower half of its body is wrapped in a cloud of energy. It zooms through the sky at 200 mph.

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Tornadus expels massive energy from its tail, causing severe storms. Its power is great enough to blow houses away.

Countless charred remains mar the landscape of places through which Thundurus has passed.

The spikes on its tail discharge immense bolts of lightning. It flies around the Unova region firing off lightning bolts.

As it flies around, it shoots lightning all over the place and causes forest fires. It is therefore disliked.

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As it flies around, it shoots lightning all over the place and causes forest fires. It is therefore disliked.

This Pokémon appears in legends. It sends flames into the air from its tail, burning up everything around it.

When Reshiram's tail flares, the heat energy moves the atmosphere and changes the world's weather.

This legendary Pokémon can scorch the world with fire. It helps those who want to build a world of truth.

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When Reshiram's tail flares, the heat energy moves the atmosphere and changes the world's weather.

Concealing itself in lightning clouds, it flies throughout the Unova region. It creates electricity in its tail.

This Pokémon appears in legends. In its tail, it has a giant generator that creates electricity.

This legendary Pokémon can scorch the world with lightning. It assists those who want to build an ideal world.

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Concealing itself in lightning clouds, it flies throughout the Unova region. It creates electricity in its tail.

Lands visited by Landorus grant such bountiful crops that it has been hailed as "The Guardian of the Fields."

The energy that comes pouring from its tail increases the nutrition in the soil, making crops grow to great size.

From the forces of lightning and wind, it creates energy to give nutrients to the soil and make the land abundant.

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From the forces of lightning and wind, it creates energy to give nutrients to the soil and make the land abundant.

It generates a powerful, freezing energy inside itself, but its body became frozen when the energy leaked out.

It can produce ultracold air. Its body is frozen.

This legendary ice Pokémon waits for a hero to fill in the missing parts of its body with truth or ideals.

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This legendary ice Pokémon waits for a hero to fill in the missing parts of its body with truth or ideals.

It generates a powerful, freezing energy inside itself, but its body became frozen when the energy leaked out.

By blasting water from its hooves, it can glide across water. It excels at using leg moves while battling.

It crosses the world, running over the surfaces of oceans and rivers. It appears at scenic waterfronts.

When it is resolute, its body fills with power and it becomes swifter. Its jumps are then too fast to follow.

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When it is resolute, its body fills with power and it becomes swifter. Its jumps are then too fast to follow.

Its melodies are sung with a special vocalization method that can control the feelings of those who hear it.

Many famous songs have been inspired by the melodies that Meloetta plays.

The melodies sung by Meloetta have the power to make Pokémon that hear them happy or sad.

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Its melodies are sung with a special vocalization method that can control the feelings of those who hear it.

Over 300 million years ago, it was feared as the strongest of hunters. It has been modified by Team Plasma.

This ancient bug Pokémon was altered by Team Plasma. They upgraded the cannon on its back.

This Pokémon existed 300 million years ago. Team Plasma altered it and attached a cannon to its back.

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The quills on its head are usually soft. When it flexes them, the points become so hard and sharp that they can pierce rock.

Such a thick shell of wood covers its head and back that even a direct hit from a truck wouldn't faze it.

The quills on its head are usually soft. When it flexes them, the points become so hard and sharp that they can pierce rock.

Such a thick shell of wood covers its head and back that even a direct hit from a truck wouldn't faze it.

It relies on its sturdy shell to deflect predators' attacks. It counterattacks with its sharp quills.

They strengthen their lower bodies by running into one another. They are very kind and won't start fights.

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They strengthen their lower bodies by running into one another. They are very kind and won't start fights.

Its Tackle is forceful enough to flip a 50-ton tank. It shields its allies from danger with its own body.

When it takes a defensive posture with its fists guarding its face, it could withstand a bomb blast.

Its Tackle is forceful enough to flip a 50-ton tank. It shields its allies from danger with its own body.

When it takes a defensive posture with its fists guarding its face, it could withstand a bomb blast.

Eating a twig fills it with energy, and its roomy ears give vent to air hotter than 390 degrees Fahrenheit.

As it walks, it munches on a twig in place of a snack. It intimidates opponents by puffing hot air out of its ears.

Eating a twig fills it with energy, and its roomy ears give vent to air hotter than 390 degrees Fahrenheit.

As it walks, it munches on a twig in place of a snack. It intimidates opponents by puffing hot air out of its ears.

It has a twig stuck in its tail. With friction from its tail fur, it sets the twig on fire and launches into battle.

When the twig is plucked from its tail, friction sets the twig alight. The flame is used to send signals to its allies.

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When the twig is plucked from its tail, friction sets the twig alight. The flame is used to send signals to its allies.

It gazes into the flame at the tip of its branch to achieve a focused state, which allows it to see into the future.

Using psychic power, it generates a fiery vortex of 5,400 degree Fahrenheit, incinerating foes swept into this whirl of flame.

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Using psychic power, it generates a fiery vortex of 5,400 degree Fahrenheit, incinerating foes swept into this whirl of flame.

It secretes flexible bubbles from its chest and back. The bubbles reduce the damage it would otherwise take when attacked.

It protects its skin by covering its body in delicate bubbles. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings.

It secretes flexible bubbles from its chest and back. The bubbles reduce the damage it would otherwise take when attacked.

It protects its skin by covering its body in delicate bubbles. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings.

It can throw bubble-covered pebbles with precise control, hitting empty cans up to a hundred feet away.

Its swiftness is unparalleled. It can scale a tower of more than 2,000 feet in a minute's time.

It can throw bubble-covered pebbles with precise control, hitting empty cans up to a hundred feet away.

Its swiftness is unparalleled. It can scale a tower of more than 2,000 feet in a minute's time.

It creates throwing stars out of compressed water. When it spins them and throws them at high speed, these stars can split metal in two.

It appears and vanishes with a ninja’s grace. It toys with its enemies using swift movements, while slicing them with throwing stars of sharpest water.

It creates throwing stars out of compressed water. When it spins them and throws them at high speed, these stars can split metal in two.

It appears and vanishes with a ninja’s grace. It toys with its enemies using swift movements, while slicing them with throwing stars of sharpest water.

They use their large ears to dig burrows. They will dig the whole night through.

It has ears like shovels. Digging holes strengthens its ears so much that they can sever thick roots effortlessly.

They use their large ears to dig burrows. They will dig the whole night through.

It has ears like shovels. Digging holes strengthens its ears so much that they can sever thick roots effortlessly.

With their powerful ears, they can heft boulders of a ton or more with ease. They can be a big help at construction sites.

As powerful as an excavator, its ears can reduce dense bedrock to rubble. When it's finished digging, it lounges lazily.

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As powerful as an excavator, its ears can reduce dense bedrock to rubble. When it's finished digging, it lounges lazily.

These friendly Pokémon send signals to one another with beautiful chirps and tail-feather movements.

Despite the beauty of its lilting voice, it's merciless to intruders that enter its territory.

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Despite the beauty of its lilting voice, it's merciless to intruders that enter its territory.

From its beak, it expels embers that set the tall grass on fire. Then it pounces on the bewildered prey that pop out of the grass.

The hotter the flame sac on its belly, the faster it can fly, but it takes some time to get the fire going.

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The hotter the flame sac on its belly, the faster it can fly, but it takes some time to get the fire going.

In the fever of an exciting battle, it showers embers from the gaps between its feathers and takes to the air.

When attacking prey, it can reach speeds of up to 310 mph. It finishes its prey off with a colossal kick.

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When attacking prey, it can reach speeds of up to 310 mph. It finishes its prey off with a colossal kick.

When under attack from bird Pokémon, it spews a poisonous black powder that causes paralysis on contact.

The powder that covers its body regulates its temperature, so it can live in any region or climate.

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The powder that covers its body regulates its temperature, so it can live in any region or climate.

It lives hidden within thicket shadows. When predators attack, it quickly bristles the fur covering its body in an effort to threaten them.

The beaks of birds can't begin to scratch its stalwart body. To defend itself, it spews powder.

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The beaks of birds can't begin to scratch its stalwart body. To defend itself, it spews powder.

Vivillon with many different patterns are found all over the world. These patterns are affected by the climate of their habitat.

The patterns on this Pokémon's wings depend on the climate and topography of its habitat. It scatters colorful scales.

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The stronger the opponent it faces, the more heat surges from its mane and the more power flows through its body.

They set off on their own from their pride and live by themselves to become stronger. These hot-blooded Pokémon are quick to fight.

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They set off on their own from their pride and live by themselves to become stronger. These hot-blooded Pokémon are quick to fight.

The male with the largest mane of fire is the leader of the pride.

With fiery breath of more than 10,000 degrees Fahrenheit, they viciously threaten any challenger. The females protect the pride’s cubs.

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With fiery breath of more than 10,000 degrees Fahrenheit, they viciously threaten any challenger. The females protect the pride’s cubs.

It draws out and controls the hidden power of flowers. The flower Flabébé holds is most likely part of its body.

When it finds a flower it likes, it dwells on that flower its whole life long. It floats in the wind's embrace with an untroubled heart.

It draws out and controls the hidden power of flowers. The flower Flabébé holds is most likely part of its body.

When it finds a flower it likes, it dwells on that flower its whole life long. It floats in the wind's embrace with an untroubled heart.

It flutters around fields of flowers and cares for flowers that are starting to wilt. It draws out the power of flowers to battle.

When the flowers of a well-tended flower bed bloom, it appears and celebrates with an elegant dance.

It flutters around fields of flowers and cares for flowers that are starting to wilt. It draws out the power of flowers to battle.

When the flowers of a well-tended flower bed bloom, it appears and celebrates with an elegant dance.

It claims exquisite flower gardens as its territory, and it obtains power from basking in the energy emitted by flowering plants.

In times long past, governors of castles would invite Florges to create flower gardens to embellish the castle domains.

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In times long past, governors of castles would invite Florges to create flower gardens to embellish the castle domains.

Thought to be one of the first Pokémon to live in harmony with humans, it has a placid disposition.

If it has sunshine and water, it doesn't need to eat, because it can generate energy from the leaves on its back.

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If it has sunshine and water, it doesn't need to eat, because it can generate energy from the leaves on its back.

It can tell how its trainer is feeling by subtle shifts in the grip on its horns. This empathetic sense lets them run as if one being.

They inhabit mountainous regions. The leader of the herd is decided by a battle of clashing horns.

It can tell how its trainer is feeling by subtle shifts in the grip on its horns. This empathetic sense lets them run as if one being.

They inhabit mountainous regions. The leader of the herd is decided by a battle of clashing horns.

It does its best to be taken seriously by its enemies, but its glare is not sufficiently intimidating. Chewing on a leaf is its trademark.

It does its level best to glare and pull a scary face, but it can't help grinning if anyone pats its head.

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It does its level best to glare and pull a scary face, but it can't help grinning if anyone pats its head.

Although it possesses a violent temperament, it won’t put up with bullying. It uses the leaf in its mouth to sense the movements of its enemies.

It charges ahead and bashes its opponents like a berserker, uncaring about any hits it might take. Its arms are mighty enough to snap a telephone pole.

Although it possesses a violent temperament, it won’t put up with bullying. It uses the leaf in its mouth to sense the movements of its enemies.

It charges ahead and bashes its opponents like a berserker, uncaring about any hits it might take. Its arms are mighty enough to snap a telephone pole.

Trimming its fluffy fur not only makes it more elegant but also increases the swiftness of its movements.

Historically, in the Kalos region, these Pokémon were the designated guardians of the king.

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Historically, in the Kalos region, these Pokémon were the designated guardians of the king.

The organ that emits its intense psychic power is sheltered by its ears to keep power from leaking out.

It has enough psychic energy to blast everything within 300 feet of itself, but it has no control over its power.

The organ that emits its intense psychic power is sheltered by its ears to keep power from leaking out.

It has enough psychic energy to blast everything within 300 feet of itself, but it has no control over its power.

When in danger, it raises its ears and releases enough psychic power to grind a 10-ton truck to dust.

The eyeball patterns on the interior of its ears emit psychic energy. It keeps the patterns tightly covered because that power is too immense.

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The eyeball patterns on the interior of its ears emit psychic energy. It keeps the patterns tightly covered because that power is too immense.

Apparently this Pokémon is born when a departed spirit inhabits a sword. It attaches itself to people and drinks their life force.

If anyone dares to grab its hilt, it wraps a blue cloth around that person's arm and drains that person's life energy completely.

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If anyone dares to grab its hilt, it wraps a blue cloth around that person's arm and drains that person's life energy completely.

When Honedge evolves, it divides into two swords, which cooperate via telepathy to coordinate attacks and slash their enemies to ribbons.

The complex attack patterns of its two swords are unstoppable, even for an opponent greatly accomplished at swordplay.

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The complex attack patterns of its two swords are unstoppable, even for an opponent greatly accomplished at swordplay.

Generations of kings were attended by these Pokémon, which used their spectral power to manipulate and control people and Pokémon.

Apparently, it can detect the innate qualities of leadership. According to legend, whoever it recognizes is destined to become king.

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Apparently, it can detect the innate qualities of leadership. According to legend, whoever it recognizes is destined to become king.

It emits a scent that enraptures those who smell it. This fragrance changes depending on what it has eaten.

In the past, rather than using perfume, royal ladies carried a Spritzee that would waft a fragrance they liked.

It emits a scent that enraptures those who smell it. This fragrance changes depending on what it has eaten.

In the past, rather than using perfume, royal ladies carried a Spritzee that would waft a fragrance they liked.

It devises various scents, pleasant and unpleasant, and emits scents that its enemies dislike in order to gain an edge in battle.

Its scent is so overpowering that, unless a Trainer happens to really enjoy the smell, he or she will have a hard time walking alongside it.

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Its scent is so overpowering that, unless a Trainer happens to really enjoy the smell, he or she will have a hard time walking alongside it.

To entangle its opponents in battle, it extrudes white threads as sweet and sticky as cotton candy.

Because it eats nothing but sweets, its fur is as sticky sweet as cotton candy.

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Because it eats nothing but sweets, its fur is as sticky sweet as cotton candy.

It can distinguish the faintest of scents. It puts its sensitive sense of smell to use by helping pastry chefs in their work.

Its sense of smell is 100 million times better than a human's, so even the faintest scent tells it about everything in the area. It's like it can see with its nose!

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Its sense of smell is 100 million times better than a human's, so even the faintest scent tells it about everything in the area. It's like it can see with its nose!

Opponents who stare at the flashing of the light-emitting spots on its body become dazed and lose their will to fight.

It flashes the light-emitting spots on its body, which drains its opponent's will to fight. It takes the opportunity to scuttle away and hide.

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It flashes the light-emitting spots on its body, which drains its opponent's will to fight. It takes the opportunity to scuttle away and hide.

It wields the most compelling hypnotic powers of any Pokémon, and it forces others to do whatever it wants.

It lures prey close with hypnotic motions, then wraps its tentacles around it before finishing it off with digestive fluids.

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It lures prey close with hypnotic motions, then wraps its tentacles around it before finishing it off with digestive fluids.

Two Binacle live together on one rock. When they fight, one of them will move to a different rock.

They stretch and then contract, yanking their rocks along with them in bold hops. They eat seaweed that washes up on the shoreline.

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They stretch and then contract, yanking their rocks along with them in bold hops. They eat seaweed that washes up on the shoreline.

When they evolve, two Binacle multiply into seven. They fight with the power of seven Binacle.

Barbaracle's legs and hands have minds of their own, and they will move independently. But they usually follow the head's orders.

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Barbaracle's legs and hands have minds of their own, and they will move independently. But they usually follow the head's orders.

Camouflaged as rotten kelp, they spray liquid poison on prey that approaches unawares and then finish it off.

It looks just like rotten kelp. It hides from foes while storing up power for its evolution.

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It looks just like rotten kelp. It hides from foes while storing up power for its evolution.

Their poison is strong enough to eat through the hull of a tanker, and they spit it indiscriminately at anything that enters their territory.

Tales are told of ships that wander into seas where Dragalge live, never to return.

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Tales are told of ships that wander into seas where Dragalge live, never to return.

They knock down flying prey by firing compressed water from their massive claws like shooting a pistol.

Through controlled expulsions of internal gas, it can expel water like a pistol shot. At close distances, it can shatter rock.

They knock down flying prey by firing compressed water from their massive claws like shooting a pistol.

Through controlled expulsions of internal gas, it can expel water like a pistol shot. At close distances, it can shatter rock.

Their enormous claws launch cannonballs of water powerful enough to pierce tanker hulls.

By expelling water from the nozzle in the back of its claw, it can move at a speed of 60 knots.

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By expelling water from the nozzle in the back of its claw, it can move at a speed of 60 knots.

They make their home in deserts. They can generate their energy from basking in the sun, so eating food is not a requirement.

The frills on either side of its head have cells that generate electricity when exposed to sunlight.

They make their home in deserts. They can generate their energy from basking in the sun, so eating food is not a requirement.

The frills on either side of its head have cells that generate electricity when exposed to sunlight.

They flare their frills and generate energy. A single Heliolisk can generate sufficient electricity to power a skyscraper.

It stimulates its muscles with electricity, boosting the strength in its legs and enabling it to run 100 yards in five seconds.

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It stimulates its muscles with electricity, boosting the strength in its legs and enabling it to run 100 yards in five seconds.

This Pokémon was restored from a fossil. If something happens that it doesn't like, it throws a tantrum and runs wild.

Its immense jaws have enough destructive force that it can chew up an automobile. It lived 100 million years ago.

This Pokémon was restored from a fossil. If something happens that it doesn't like, it throws a tantrum and runs wild.

Its immense jaws have enough destructive force that it can chew up an automobile. It lived 100 million years ago.

Thanks to its gargantuan jaws, which could shred thick metal plates as if they were paper, it was invincible in the ancient world it once inhabited.

Nothing could stop this Pokémon 100 million years ago, so it behaved like a king.

Thanks to its gargantuan jaws, which could shred thick metal plates as if they were paper, it was invincible in the ancient world it once inhabited.

Nothing could stop this Pokémon 100 million years ago, so it behaved like a king.

This ancient Pokémon was restored from part of its body that had been frozen in ice for over 100 million years.

This calm Pokémon lived in a cold land where there were no violent predators like Tyrantrum.

This ancient Pokémon was restored from part of its body that had been frozen in ice for over 100 million years.

This calm Pokémon lived in a cold land where there were no violent predators like Tyrantrum.

The diamond-shaped crystals on its body expel air as cold as -240 degrees Fahrenheit, surrounding its enemies and encasing them in ice.

Using its diamond-shaped crystals, it can instantly create a wall of ice to block an opponent's attack.

The diamond-shaped crystals on its body expel air as cold as -240 degrees Fahrenheit, surrounding its enemies and encasing them in ice.

Using its diamond-shaped crystals, it can instantly create a wall of ice to block an opponent's attack.

It sends a soothing aura from its ribbonlike feelers to calm fights.

It wraps its ribbonlike feelers around the arm of its beloved Trainer and walks with him or her.

It sends a soothing aura from its ribbonlike feelers to calm fights.

It wraps its ribbonlike feelers around the arm of its beloved Trainer and walks with him or her.

Although its body is small, its proficient fighting skills enable it to keep up with big bruisers like Machamp and Hariyama.

With its wings, it controls its position in the air. It likes to attack from above, a maneuver that is difficult to defend against.

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With its wings, it controls its position in the air. It likes to attack from above, a maneuver that is difficult to defend against.

Its whiskers serve as antennas. By sending and receiving electrical waves, it can communicate with others over vast distances.

It uses its tail to absorb electricity from power plants or from outlets in houses, and then it fires the electricity from its whiskers.

Its whiskers serve as antennas. By sending and receiving electrical waves, it can communicate with others over vast distances.

It uses its tail to absorb electricity from power plants or from outlets in houses, and then it fires the electricity from its whiskers.

Born from temperatures and pressures deep underground, it fires beams from the stone in its head.

It has slept underground for hundreds of millions of years since its birth. It's occasionally found during the excavation of caves.

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It has slept underground for hundreds of millions of years since its birth. It's occasionally found during the excavation of caves.

The weakest Dragon-type Pokémon, it lives in damp, shady places, so its body doesn't dry out.

It's covered in a slimy membrane that makes any punches or kicks slide off it harmlessly.

The weakest Dragon-type Pokémon, it lives in damp, shady places, so its body doesn't dry out.

It's covered in a slimy membrane that makes any punches or kicks slide off it harmlessly.

It drives away opponents by excreting a sticky liquid that can dissolve anything. Its eyes devolved, so it can't see anything.

Its four horns are a high-performance radar system. It uses them to sense sounds and smells, rather than using ears or a nose.

It drives away opponents by excreting a sticky liquid that can dissolve anything. Its eyes devolved, so it can't see anything.

Its four horns are a high-performance radar system. It uses them to sense sounds and smells, rather than using ears or a nose.

This very friendly Dragon-type Pokémon will hug its beloved Trainer, leaving that Trainer covered in sticky slime.

It attacks with retractable horns. It throws a punch that's the equivalent of the force of a hundred pro boxers.

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It attacks with retractable horns. It throws a punch that's the equivalent of the force of a hundred pro boxers.

These key collectors threaten any attackers by fiercely jingling their keys at them.

It never lets go of a key that it likes, so people give it the keys to vaults and safes as a way to prevent crime.

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It never lets go of a key that it likes, so people give it the keys to vaults and safes as a way to prevent crime.

These Pokémon are created when spirits possess rotten tree stumps. They prefer to live in abandoned forests.

According to old tales, these Pokémon are stumps possessed by the spirits of children who died while lost in the forest.

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According to old tales, these Pokémon are stumps possessed by the spirits of children who died while lost in the forest.

It can control trees at will. It will trap people who harm the forest, so they can never leave.

Using its roots as a nervous system, it controls the trees in the forest. It's kind to the Pokémon that reside in its body.

It can control trees at will. It will trap people who harm the forest, so they can never leave.

Using its roots as a nervous system, it controls the trees in the forest. It's kind to the Pokémon that reside in its body.

The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active.

It is said to carry wandering spirits to the place where they belong so they can move on.

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It is said to carry wandering spirits to the place where they belong so they can move on.

Singing in eerie voices, they wander town streets on the night of the new moon. Anyone who hears their song is cursed.

It enwraps its prey in its hairlike arms. It sings joyfully as it observes the suffering of its prey.

Singing in eerie voices, they wander town streets on the night of the new moon. Anyone who hears their song is cursed.

It enwraps its prey in its hairlike arms. It sings joyfully as it observes the suffering of its prey.

It blocks opponents' attacks with the ice that shields its body. It uses cold air to repair any cracks with new ice.

Using air of -150 degrees Fahrenheit, they freeze opponents solid. They live in herds above the snow line on mountains.

It blocks opponents' attacks with the ice that shields its body. It uses cold air to repair any cracks with new ice.

Using air of -150 degrees Fahrenheit, they freeze opponents solid. They live in herds above the snow line on mountains.

Its ice-covered body is as hard as steel. Its cumbersome frame crushes anything that stands in its way.

The way several Bergmite huddle on its back make it look like an aircraft carrier made of ice.

Its ice-covered body is as hard as steel. Its cumbersome frame crushes anything that stands in its way.

The way several Bergmite huddle on its back make it look like an aircraft carrier made of ice.

They live in pitch black caves. Their enormous ears can emit ultrasonic waves of 200,000 hertz.

Even a robust wrestler will become dizzy and unable to stand when exposed to its 200,000-hertz ultrasonic waves.

They live in pitch black caves. Their enormous ears can emit ultrasonic waves of 200,000 hertz.

Even a robust wrestler will become dizzy and unable to stand when exposed to its 200,000-hertz ultrasonic waves.

They fly around on moonless nights and attack careless prey. Nothing can beat them in a battle in the dark.

The ultrasonic waves it emits from its ears can reduce a large boulder to pebbles. It swoops out of the dark to attack.

They fly around on moonless nights and attack careless prey. Nothing can beat them in a battle in the dark.

The ultrasonic waves it emits from its ears can reduce a large boulder to pebbles. It swoops out of the dark to attack.

Legends say it can share eternal life. It slept for a thousand years in the form of a tree before its revival.

When the horns on its head shine in seven different colors, it is said to be sharing everlasting life.

Legends say it can share eternal life. It slept for a thousand years in the form of a tree before its revival.

When the horns on its head shine in seven different colors, it is said to be sharing everlasting life.

When this legendary Pokémon's wings and tail feathers spread wide and glow red, it absorbs the life force of living creatures.

When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

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When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

When the Kalos region's ecosystem falls into disarray, it appears and reveals its secret power.

It's hypothesized that it's monitoring those who destroy the ecosystem from deep in the cave where it lives.

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It's hypothesized that it's monitoring those who destroy the ecosystem from deep in the cave where it lives.

A sudden transformation of Carbink, its pink, glimmering body is said to be the loveliest sight in the whole world.

It can instantly create many diamonds by compressing the carbon in the air between its hands.

A sudden transformation of Carbink, its pink, glimmering body is said to be the loveliest sight in the whole world.

It can instantly create many diamonds by compressing the carbon in the air between its hands.

It gathers things it likes and passes them through its loop to teleport them to a secret place.

This troublemaker sends anything and everything to faraway places using its loop, which can warp space.

In its true form, it possess a huge amount of power. Legends of its avarice tell how it once carried off an entire castle to gain the treasure hidden within.

It is said to be able to seize anything it desires with its six rings and six huge arms. With its powers sealed, it is transformed into a much smaller form.

It expels its internal steam from the arms on its back. It has enough power to blow away a mountain.

It lets out billows of steam and disappears into the dense fog. It's said to live in mountains where humans do not tread.

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It expels its internal steam from the arms on its back. It has enough power to blow away a mountain.