

Sprigatito



Base Stats

HP:	4	Sp.ATK:	4	Total:
ATK:	6	Sp.DEF:	4	30
DEF:	5	SPD:	7	

Basic Information

Type:	Grass
Basic Ability 1:	Overgrow
Basic Ability 2:	Pickpocket
Adv Ability 1:	Chlorophyll
Adv Ability 2:	Protean
High Ability:	Aroma Veil

Evolution

- 1 - Sprigatito
- 2 - Floragato Lv 15 Minimum
- 3 - Meowscarada Lv 30 Minimum

Other Information

Size:	1'04" / 0.4m (Small)	9.0 lbs / 4.1 kg (Weight Class 1)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore, Phototroph	
Habitat:	Forest, Grasslands	

Capabilities

Overland 6, Swim 2, Jump 1/1, Power 1, Alluring, Naturewalk (Forest, Grasslands), Underdog

Skill List

Athl 2d6, Acro 3d6+3, Combat 2d6, Stealth 3d6+2, Percep 3d6, Focus 3d6+1

Move List

- 1 - Scratch - Normal
- 1 - Tail Whip - Normal
- 1 - Leafage - Grass
- 7 - Bite - Dark
- 10 - Hone Claws - Dark
- 13 - Razor Leaf - Grass
- 15 - Quick Attack - Normal
- 18 - Feint Attack - Dark
- 22 - Seed Bomb - Grass
- 25 - Skitter Smack - Bug
- 28 - Worry Seed - Grass
- 33 - Slash - Normal
- 36 - Night Slash - Dark
- 39 - Play Rough - Fairy
- 42 - Leaf Blade - Grass
- 45 - Grassy Terrain - Grass
- 48 - False Surrender - Dark
- 51 - Power Whip - Grass

TM/Tutor Moves

Acrobatics, Agility, Ally Switch, Attract, **Bullet Seed**, Captivate, Charm, Confide, Copycat, Disarming Voice, Double Team (N), Endure, Facade, Fake Tears, Frustration, **Giga Drain**, **Grass Knot**, **Grass Pledge**, **Grassy Glide**, Grassy Terrain, Helping Hand, Hidden Power, **Leaf Storm**, Leech Seed, **Magical Leaf (N)**, Mud-Slap, Nasty Plot, **Petal Blizzard**, Pounce, Protect, Rest, Return, Round, Shadow Claw, Sleep Talk, **Solar Beam**, Substitute, *Sucker Punch*, Swagger, Swift, Take Down, Taunt, Tera Blast, Toxic, **Trailblaze**, U-Turn (N)

Floragato



Base Stats

HP:	6	Sp.ATK:	6	Total:
ATK:	8	Sp.DEF:	6	40
DEF:	6	SPD:	8	

Basic Information

Type:	Grass
Basic Ability 1:	Overgrow
Basic Ability 2:	Pickpocket
Adv Ability 1:	Sleight of Hand
Adv Ability 2:	Protean
High Ability:	Long Reach

Evolution

- 1 - Sprigatito
- 2 - **Floragato** Lv 15 Minimum
- 3 - Meowscarada Lv 30 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	26.9 lbs / 12.2 kg (Weight Class 2)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore, Phototroph	
Habitat:	Forest, Grasslands	

Capabilities

Overland 7, Swim 3, Jump 2/2, Power 2, Alluring, Naturewalk (Forest, Grasslands), Reach, Underdog

Skill List

Athl 2d6+1, Acro 4d6+2, Combat 3d6, Stealth 4d6+1, Percep 4d6, Focus 4d6+1

Move List

Evo - *Knock Off* - Dark
 1 - Scratch - Normal
 1 - Tail Whip - Normal
 1 - Leafage - Grass
 7 - Bite - Dark
 10 - Hone Claws - Dark
 13 - Razor Leaf - Grass
 15 - Quick Attack - Normal
 18 - Feint Attack - Dark
 22 - Seed Bomb - Grass
 25 - Skitter Smack - Bug
 28 - Worry Seed - Grass
 33 - Slash - Normal
 36 - Night Slash - Dark
 39 - Play Rough - Fairy
 42 - Leaf Blade - Grass
 45 - Grassy Terrain - Grass
 48 - False Surrender - Dark
 51 - Power Whip - Grass

TM/Tutor Moves

Acrobatics, Aerial Ace, Agility, Ally Switch, Attract, **Bullet Seed**, Charm, Confide, Copycat, Disarming Voice, Double Team (N), Endure, **Energy Ball (N)**, Facade, Fake Tears, Fling, Frustration, **Giga Drain**, **Grass Knot**, **Grass Pledge**, **Grassy Glide**, Grassy Terrain, Helping Hand, Hidden Power, **Leaf Storm (N)**, Leech Seed, Low Kick, Low Sweep, **Magical Leaf (N)**, Mud-Slap, Nasty Plot, **Petal Blizzard**, Pounce, Protect, Rest, Return, Round, Shadow Claw, Sleep Talk, **Solar Beam**, Substitute, *Sucker Punch*, Swagger, Swift, Take Down, Taunt, Tera Blast, Thunder Punch, Toxic, **Trailblaze**, U-Turn (N)

Meowscarada



Base Stats

HP:	8	Sp.ATK:	8	Total:
ATK:	11	Sp.DEF:	7	53
DEF:	7	SPD:	12	

Basic Information

Type: Grass/Dark

Basic Ability 1: Overgrow

Basic Ability 2: Magician

Adv Ability 1: Sleight of Hand

Adv Ability 2: Protean

High Ability: Long Reach

Evolution

- 1 - Sprigatito
- 2 - Floragato Lv 15 Minimum
- 3 - Meowscarada Lv 30 Minimum

Other Information

Size:	4'11" / 1.5m (Medium)	68.8 lbs / 31.2 kg (Weight Class 3)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore, Phototroph	
Habitat:	Forest, Grasslands	

Capabilities

Overland 8, Swim 3, Jump 3/3, Power 3, Alluring, Naturewalk (Forest, Grasslands), Reach, Stealth, Darkvision, Mindlock

Skill List

Athl 2d6+2, Acro 5d6+1, Combat 3d6+1, Stealth 5d6, Percep 5d6, Focus 5d6+1

Move List

Evo - Flower Trick - Grass

1 - Scratch - Normal

1 - Tail Whip - Normal

1 - Leafage - Grass

7 - Bite - Dark

10 - Hone Claws - Dark

13 - Razor Leaf - Grass

15 - Quick Attack - Normal

18 - Feint Attack - Dark

22 - Seed Bomb - Grass

25 - Skitter Smack - Bug

28 - Worry Seed - Grass

33 - Slash - Normal

36 - Night Slash - Dark

39 - Play Rough - Fairy

42 - Leaf Blade - Grass

45 - Grassy Terrain - Grass

48 - False Surrender - Dark

51 - Power Whip - Grass

TM/Tutor Moves

Acrobatics, Aerial Ace, Agility, Ally Switch, Attract, Aura Sphere, Brick Break, **Bullet Seed**, Charm, Chilling Water, Confide, Copycat, **Dark Pulse**, Disarming Voice, Double Team (N), Endure, **Energy Ball (N)**, Facade, Fake Tears, **Fling**, **Foul Play**, **Frenzy Plant**, Frustration, **Giga Drain**, Giga Impact, **Grass Knot**, **Grass Pledge**, **Grassy Glide**, Helping Hand, Hidden Power, Hyper Beam, **Knock Off (N)**, **Lash Out**, **Leaf Storm (N)**, Leech Seed, Low Kick, Low Sweep, **Magical Leaf (N)**, Mud-Slap, Nasty Plot, **Petal Blizzard**, Pollen Puff, Pounce, Power Gem, Protect, Psych Up, Rest, Return, Round, Shadow Ball, Shadow Claw, Skill Swap, Sleep Talk, **Solar Beam**, Spikes, Substitute, **Sucker Punch**, Swagger, Swift, Take Down, Taunt, Tera Blast, **Thief**, **Throat Chop**, Thunder Punch, Toxic, Toxic Spikes, **Trailblaze**, Trick (N), Trick Room, Triple Axel, U-Turn (N)

Fuecoco



Base Stats

HP	7	Sp.ATK	6	Total:
ATK	5	Sp.DEF	4	32
DEF	6	SPD	4	

Basic Information

Type:	Fire
Basic Ability 1:	Blaze
Basic Ability 2:	Lunchbox
Adv Ability 1:	Gluttony
Adv Ability 2:	Stamina
High Ability:	Unaware

Evolution

- 1 - Fuecoco
- 2 - Crocalor Lv 15 Minimum
- 3 - Skeledirge Lv 30 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	21.6 lbs / 9.8 kg (Weight Class 1)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore	
Habitat:	Marsh, Cave	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 2, Firestarter, Heater, Glow, Underdog

Skill List

Athl 3d6+2, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 2d6+1, Focus 1d6

Move List

- 1 - Tackle - Normal
- 1 - Echoed Voice - Normal
- 1 - Leer - Normal
- 1 - Ember - Fire
- 7 - Spook* - Ghost [Ember, -1SpD]
- 10 - Round - Normal
- 12 - Scary Face - Normal
- 15 - Snarl - Dark
- 18 - Incinerate - Fire
- 22 - Ominous Wind - Ghost
- 25 - Dragon Breath - Dragon
- 28 - Roar - Normal
- 32 - Shadow Ball - Ghost
- 35 - Scorching Sands - Ground
- 38 - Flamethrower - Fire
- 42 - Hyper Voice - Normal
- 45 - Will-O-Wisp - Fire
- 45 - Hex - Ghost
- 48 - Fire Blast - Fire
- 51 - Overheat - Fire

TM/Tutor Moves

Amnesia, Attract, Beckon* (N), Belch, Body Slam, Bulldoze, **Burn Up**, **Burning Jealousy**, Calm Mind, Confide, Crunch, Curse, Dazzling Gleam, Dig, Disarming Voice, Double Team, Dragon Pulse, Encore, Endure, Facade, Fake Tears, **Fire Fang**, **Fire Pledge**, **Fire Spin**, **Flame Charge**, **Flare Blitz**, Frustration, **Heat Wave**, Helping Hand, Hidden Power, Lash Out, Magical Leaf, Mud-Slap, **Mystical Fire**, Nasty Plot, Outrage, Protect, Psychic, Rest, Return, Scale Shot (N), Screech, Seed Bomb, Sing, Slack Off, Sleep Talk, Sludge Wave, Snore, Stomping Tantrum, Substitute, Sunny Day, Swagger, **Temper Flare**, Tera Blast, Throat Chop, Thunder Fang, Toxic, Uproar, Zen Headbutt

Crocalor



Base Stats

HP	8	Sp.ATK	9	Total:
ATK	6	Sp.DEF	6	42
DEF	8	SPD	5	

Basic Information

Type:	Fire
Basic Ability 1:	Blaze
Basic Ability 2:	Lunchbox
Adv Ability 1:	Gluttony
Adv Ability 2:	Stamina
High Ability:	Unaware

Evolution

- 1 - Fuecoco
- 2 - **Crocalor** Lv 15 Minimum
- 3 - Skeledirge Lv 30 Minimum

Other Information

Size:	3'03" / 1.0m (Medium)	67.7 lbs / 30.7 kg (Weight Class 3)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore	
Habitat:	Marsh, Cave	

Capabilities

Overland 5, Swim 3, Jump 1/2, Power 4, Heater, Firestarter, Glow, Egg Warmer

Skill List

Athl 4d6+2, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 2d6+1, Focus 2d6

Move List

Evo - Yawn - Normal
 1 - Tackle - Normal
 1 - Echoed Voice - Normal
 1 - Leer - Normal
 1 - **Ember** - Fire
 7 - *Spook** - Ghost [Ember, -1SpD]
 10 - Round - Normal
 12 - Scary Face - Normal
 15 - Snarl - Dark
 18 - **Incinerate** - Fire
 22 - *Ominous Wind* - Ghost
 25 - Dragon Breath - Dragon
 28 - Roar - Normal
 32 - *Shadow Ball* - Ghost
 35 - Scorching Sands - Ground
 38 - **Flamethrower** - Fire
 42 - Hyper Voice - Normal
 45 - Will-O-Wisp - Fire
 45 - *Hex* - Ghost
 48 - **Fire Blast** - Fire
 51 - **Overheat** - Fire

TM/Tutor Moves

Amnesia, Attract, *Beckon** (N), Belch, Body Slam, Bulldoze, **Burn Up**, **Burning Jealousy**, Calm Mind, Confide, Crunch, Curse, Dazzling Gleam, Dig, Disarming Voice, Double Team, Dragon Pulse, Encore, Endure, Facade, Fake Tears, **Fire Fang**, **Fire Pledge**, **Fire Spin**, **Flame Charge**, **Flare Blitz**, Frustration, **Heat Wave**, Helping Hand, Hidden Power, Lash Out, Magical Leaf, Mud-Slap, **Mystical Fire**, Nasty Plot, Outrage, Protect, Psychic, Rest, Return, Scale Shot (N), Screech, Seed Bomb, Sing, Slack Off, Sleep Talk, Sludge Wave, Snore, Stomping Tantrum, Substitute, Sunny Day, Swagger, **Temper Flare**, Tera Blast, Throat Chop, Thunder Fang, Toxic, Uproar, Zen Headbutt

Skeledirge



Base Stats

HP	10	Sp.ATK	11	Total:
ATK	7	Sp.DEF	8	53
DEF	10	SPD	7	

Basic Information

Type: Fire / Ghost

Basic Ability 1: Blaze

Basic Ability 2: Lunchbox

Adv Ability 1: Haunting Elegy

Adv Ability 2: Stamina

High Ability: Unaware

Evolution

- 1 - Fuecoco
- 2 - Crocalor Lv 15 Minimum
- 3 - **Skeledirge** Lv 30 Minimum

Other Information

Size:	5'03" / 1.6m (Large)	719.8 lbs / 326.5 kg (Weight Class 6)
Genders:	87.5% Male	12.5% Female
Diet:	Omnivore	
Habitat:	Marsh, Cave	

Capabilities

Overland 8, Swim 3, Jump 2/2, Power 9, Heater, Firestarter, Glow, Egg Warmer, Dead Silent

Skill List

Athl 5d6+2, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 3d6+1, Focus 2d6

Move List

Evo - Torch Song - Fire
 1 - Tackle - Normal
 1 - Echoed Voice - Normal
 1 - Leer - Normal
 1 - **Ember - Fire**
 7 - **Spook* - Ghost [Ember, -1SpD]**
 10 - Round - Normal
 12 - Scary Face - Normal
 15 - Snarl - Dark
 18 - **Incinerate - Fire**
 22 - **Ominous Wind - Ghost**
 25 - Dragon Breath - Dragon
 28 - Roar - Normal
 32 - **Shadow Ball - Ghost**
 35 - Scorching Sands - Ground
 38 - **Flamethrower - Fire**
 42 - Hyper Voice - Normal
 45 - Will-O-Wisp - Fire
 45 - **Hex - Ghost**
 48 - **Fire Blast - Fire**
 51 - **Overheat - Fire**

TM/Tutor Moves

Alluring Voice, Amnesia, Attract, **Beckon* (N)**, Belch, **Blast Burn**, Body Slam, Bulldoze, **Burn Up**, **Burning Jealousy**, Calm Mind, Confide, Crunch (N), Curse, Dazzling Gleam, Dig, Disarming Voice, Double Team, Dragon Pulse, Earth Power, Earthquake, Encore, Endure, Facade, Fake Tears (N), **Fire Fang**, **Fire Pledge**, **Fire Spin**, **Flame Charge**, **Flare Blitz**, Frustration, Giga Impact, **Heat Crash**, **Heat Wave**, Helping Hand, Hidden Power, Hyper Beam, Imprison, Magical Leaf, Mud-Slap, **Mystical Fire**, Nasty Plot, Night Shade, Outrage, **Poltergeist**, Protect, Psychic, Rest, Return, Scale Shot (N), Screech, Seed Bomb, **Shadow Claw**, Sing (N), Slack Off, Sleep Talk, Sludge Wave, Snore, Solar Beam, Stomping Tantrum, Stored Power, Substitute, Sunny Day, Swagger, Take Down, **Temper Flare**, Tera Blast, Throat Chop, Thunder Fang, Toxic, Uproar, Yawn (N), Zen Headbutt

Quaxly



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	7	Sp.DEF	5	33
DEF	5	SPD	5	

Basic Information

Type:	Water
Basic Ability 1:	Torrent
Basic Ability 2:	Dancer
Adv Ability 1:	Moxie
Adv Ability 2:	Swift Swim
High Ability:	Dazzling

Evolution

- 1 - Quaxly
- 2 - Quaxwell Lv 15 Minimum
- 3 - Quaqual Lv 30 Minimum

Other Information

Size:	1'08" / 0.5m (Small)	13.4 lbs / 6.1 kg (Weight Class 1)
Genders:	87.5% Male	12.5% Female
Diet:	Herbivore	
Habitat:	Beach, Freshwater	

Capabilities

Overland 4, Swim 3, Jump 2/1, Power 2, Fountain, Naturewalk (Beach, Ocean), Underdog

Skill List

Athl 1d6+2, Acro 3d6+1, Combat 2d6, Stealth 2d6, Percep 2d6, Focus 2d6

Move List

- 1 - Double Hit - Normal
- 1 - Pound - Normal
- 1 - Growl - Normal
- 1 - Aqua Jet - Water
- 7 - Work Up - Normal
- 10 - Double Kick - Fighting
- 13 - Flip Turn - Water
- 16 - Feather Dance - Flying
- 19 - Low Sweep - Fighting
- 22 - Aqua Cutter - Water
- 25 - Focus Energy - Normal
- 28 - Drill Peck - Flying
- 32 - Triple Kick - Fighting
- 35 - Mega Kick - Normal
- 38 - Acrobatics - Flying
- 42 - Liquidation - Water
- 45 - Laser Focus - Normal
- 48 - Close Combat - Fighting
- 51 - Wave Crash - Water

TM/Tutor Moves

Aerial Ace, Air Cutter, Air Slash, Attract, Baton Pass, Brave Bird, Bullet Punch, **Chilling Water**, Coaching, Confide, Crush*, Detect, Disarming Voice, Double Team, Encore, Endure, Facade, Frustration, Helping Hand, Hidden Power, **Hydro Pump**, Last Resort, Low Kick, Lunge, Misty Terrain, Play Rough, Protect, Psych Up, Rain Dance (N), Rapid Spin (N), Rest, Return, Roost, Round, Sleep Talk, Steel Roller, **Surf**, Swagger, Swift, Take Down, Tera Blast, Toxic, **Water Pledge**, **Whirlpool**, Wing Attack

Quaxwell



Base Stats

HP	7	Sp.ATK	7	Total:
ATK	9	Sp.DEF	6	43
DEF	7	SPD	7	

Basic Information

Type:	Water
Basic Ability 1:	Torrent
Basic Ability 2:	Dancer
Adv Ability 1:	Moxie
Adv Ability 2:	Box Step
High Ability:	Dazzling

Evolution

- 1 - Quaxly
- 2 - **Quaxwell** Lv 15 Minimum
- 3 - Quaqual Lv 30 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	47.4 lbs / 21.5 kg (Weight Class 2)
Genders:	87.5% Male	12.5% Female
Diet:	Herbivore	
Habitat:	Beach, Freshwater	

Capabilities

Overland 6, Swim 5, Jump 2/2, Power 4, Fountain, Naturewalk (Beach, Ocean), Underdog

Skill List

Athl 2d6, Acro 4d6+1, Combat 3d6, Stealth 2d6, Percep 3d6, Focus 3d6

Move List

Evo - Agility - **Psychic**
 1 - Double Hit - **Normal**
 1 - Pound - **Normal**
 1 - Growl - **Normal**
 1 - **Aqua Jet** - **Water**
 7 - Work Up - **Normal**
 10 - **Double Kick** - **Fighting**
 13 - **Flip Turn** - **Water**
 16 - Feather Dance - **Flying**
 19 - **Low Sweep** - **Fighting**
 22 - **Aqua Cutter** - **Water**
 25 - Focus Energy - **Normal**
 28 - Drill Peck - **Flying**
 32 - **Triple Kick** - **Fighting**
 35 - Mega Kick - **Normal**
 38 - Acrobatics - **Flying**
 42 - **Liquidation** - **Water**
 45 - Laser Focus - **Normal**
 48 - **Close Combat** - **Fighting**
 51 - **Wave Crash** - **Water**

TM/Tutor Moves

Aerial Ace, Air Cutter, Air Slash, Attract, Baton Pass, Brave Bird, Bullet Punch, **Chilling Water**, Coaching, Confide, Crush*, Detect, Disarming Voice, Double Team, Encore, Endure, Facade, Frustration, Helping Hand, Hidden Power, **Hydro Pump**, Last Resort, Low Kick, Lunge, Misty Terrain, Play Rough, Protect, Psych Up, Rain Dance (N), Rapid Spin (N), Rest, Return, Roost, Round, Sleep Talk, Steel Roller, **Surf**, Swagger, Swift, Take Down, Tera Blast, Toxic, Triple Axel, **Water Pledge**, **Whirlpool**, Wing Attack

Quaquaval



Base Stats

HP	9	Sp.ATK	9	Total:
ATK	12	Sp.DEF	8	55
DEF	8	SPD	9	

Basic Information

Type:	Water / Fighting
Basic Ability 1:	Torrent
Basic Ability 2:	Dancer
Adv Ability 1:	Moxie
Adv Ability 2:	Box Step
High Ability:	Dazzling

Evolution

- 1 - Quaxly
- 2 - Quaxwell Lv 15 Minimum
- 3 - **Quaquaval** Lv 30 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	136.5 lbs / 61.9 kg (Weight Class 4)
Genders:	87.5% Male	12.5% Female
Diet:	Herbivore	
Habitat:	Beach, Freshwater	

Capabilities

Overland 8, Swim 7, Jump 3/2, Power 6, Fountain, Naturewalk (Beach, Ocean)

Skill List

Athl 4d6, Acro 5d6+2, Combat 4d6, Stealth 1d6, Percep 4d6, Focus 4d6

Move List

- Evo - Aqua Step - Water
- 1 - Double Hit - Normal
- 1 - Pound - Normal
- 1 - Growl - Normal
- 1 - Aqua Jet - Water
- 7 - Work Up - Normal
- 10 - Double Kick - Fighting
- 13 - Flip Turn - Water
- 16 - Feather Dance - Flying
- 19 - Low Sweep - Fighting
- 22 - Aqua Cutter - Water
- 25 - Focus Energy - Normal
- 28 - Drill Peck - Flying
- 32 - Triple Kick - Fighting
- 35 - Mega Kick - Normal
- 38 - Acrobatics - Flying
- 42 - Liquidation - Water
- 45 - Laser Focus - Normal
- 48 - Close Combat - Fighting
- 51 - Wave Crash - Water

TM/Tutor Moves

Aerial Ace, Agility (N), Air Cutter, Air Slash, Attract, Baton Pass, Brave Bird, **Brick Break**, Bulk Up, Bullet Punch, **Chilling Water**, Coaching, Confide, Counter (N), Crush*, Detect, Disarming Voice, Double Team, Encore, **Endeavor**, Endure, Facade, Fling, Frustration, Giga Impact, Helping Hand, Hidden Power, Hurricane, **Hydro Cannon**, **Hydro Pump**, Hyper Beam, Ice Spinner, Icy Wind, Knock Off, Last Resort, **Low Kick**, Lunge, Misty Terrain, Play Rough, Protect, Psych Up, Rain Dance (N), Rapid Spin (N), Rest, Return, **Reversal**, Roost, Round, Sleep Talk, Steel Roller, Substitute, **Surf**, Swagger, Swift, Swords Dance, Take Down, Taunt, Tera Blast, Toxic, Triple Axel, **Upper Hand**, U-Turn, **Water Pledge**, **Water Pulse**, **Whirlpool**, Wing Attack

Lechonk



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	5	27
DEF	4	SPD	4	

Basic Information

Type:	Normal
Basic Ability 1:	Aroma Veil
Basic Ability 2:	Gluttony
Adv Ability 1:	Weird Power
Adv Ability 2:	Thick Fat
High Ability:	Cud Chew

Evolution

- 1 - Lechonk
- 2 - Oinkologne Lv 15 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	22.5 lbs / 10.2 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Forest	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 3, Underdog, Alluring, Tracker

Skill List

Athl 2d6, Acro 1d6, Combat 2d6, Stealth 3d6, Percep 3d6+2, Focus 3d6

Move List

- 1 - Tackle - Normal
- 1 - Tail Whip - Normal
- 3 - Disarming Voice - Fairy
- 6 - Echoed Voice - Normal
- 9 - Mud Shot - Ground
- 12 - Covet - Normal
- 15 - Dig - Ground
- 18 - Headbutt - Normal
- 22 - Sludge - Poison
- 25 - Take Down - Normal
- 28 - Yawn - Normal
- 30 - Work Up - Normal
- 33 - Uproar - Normal
- 36 - Play Rough - Fairy
- 39 - Double-Edge - Normal
- 45 - Earth Power - Ground
- 48 - Seed Bomb - Grass
- 51 - Belch - Poison

TM/Tutor Moves

Attract, **Body Slam**, Bulldoze, Bullet Seed, Captivate, Chilling Water, Confide, Curse, Double Team, Endeavor, Endure, **Facade**, **Frustration**, Helping Hand, Hidden Power, **Hyper Voice**, Iron Head, Mud-Slap, Protect, Rain Dance, Rest, **Return**, **Round**, Sleep Talk, **Spit Up**, Stockpile (N), Stomping Tantrum (N), Stuff Cheeks, Substitute, Sunny Day, Super Fang, Swagger, Swallow, **Tera Blast**, **Terrain Pulse**, Thief, Toxic, Trailblaze, Zen Headbutt

Oinkologne Male



Base Stats

HP	11	Sp.ATK	6	Total:
ATK	10	Sp.DEF	8	50
DEF	8	SPD	7	

Basic Information

Type:	Normal
Basic Ability 1:	Lingering Aroma
Basic Ability 2:	Gluttony
Adv Ability 1:	Weird Power
Adv Ability 2:	Thick Fat
High Ability:	Cud Chew

Evolution

- 1 - Lechonk
- 2 - Oinkologne Lv 15 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	264.6 lbs / 120.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Forest	
Egg Groups:	Field	

Capabilities

Overland 7, Swim 4, Jump 4/6, Power 5, Alluring, Tracker

Skill List

Athl 2d6+3, Acro 3d6, Combat 3d6, Stealth 2d6, Percep 5d6+2, Focus 4d6

Move List

Evo - Sweet Scent - Normal
 Evo - Aromatherapy - Grass
 1 - Tackle - Normal
 1 - Tail Whip - Normal
 3 - Disarming Voice - Fairy
 6 - Echoed Voice - Normal
 9 - Mud Shot - Ground
 12 - Covet - Normal
 15 - Dig - Ground
 18 - Headbutt - Normal
 22 - Sludge - Poison
 25 - Take Down - Normal
 28 - Yawn - Normal
 30 - Work Up - Normal
 33 - Uproar - Normal
 36 - Play Rough - Fairy
 39 - Double-Edge - Normal
 45 - Earth Power - Ground
 48 - Seed Bomb - Grass
 51 - Belch - Poison

TM/Tutor Moves

Attract, Body Press, **Body Slam**, Bounce, Bulldoze, Bullet Seed, Captivate, Chilling Water, Confide, Double Team, Endeavor (N), Endure, Energy Ball, **Facade**, Frustration, **Giga Impact (N)**, Helping Hand, **Hidden Power**, High Horsepower, **Hyper Beam (N)**, **Hyper Voice**, Iron Head, Lash Out, Mud-Slap, Protect, Rain Dance, Rest, **Return**, **Round**, Sleep Talk, **Spit Up**, Stockpile (N), Stomping Tantrum (N), Stuff Cheeks, Substitute, Sunny Day, **Super Fang**, Swagger, Swallow, **Tera Blast**, **Terrain Pulse**, Thief, Toxic, Trailblaze, Zen Headbutt

Oinkologne Female



Base Stats

HP	12	Sp.ATK	6	Total:
ATK	9	Sp.DEF	9	50
DEF	7	SPD	7	

Basic Information

Type:	Normal
Basic Ability 1:	Lingering Aroma
Basic Ability 2:	Gluttony
Adv Ability 1:	Weird Power
Adv Ability 2:	Thick Fat
High Ability:	Cud Chew

Evolution

- 1 - Lechonk
- 2 - Oinkologne Lv 15 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	264.6 lbs / 120.0 kg (Weight Class 5)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Forest	
Egg Groups:	Field	

Capabilities

Overland 7, Swim 4, Jump 4/6, Power 5, Alluring, Tracker

Skill List

Athl 2d6+3, Acro 3d6, Combat 3d6, Stealth 2d6, Percep 5d6+2, Focus 4d6

Move List

Evo - Sweet Scent - Normal
 Evo - Aromatherapy - Grass
 1 - Tackle - Normal
 1 - Tail Whip - Normal
 3 - Disarming Voice - Fairy
 6 - Echoed Voice - Normal
 9 - Mud Shot - Ground
 12 - Covet - Normal
 15 - Dig - Ground
 18 - Headbutt - Normal
 22 - Sludge - Poison
 25 - Take Down - Normal
 28 - Yawn - Normal
 30 - Work Up - Normal
 33 - Uproar - Normal
 36 - Play Rough - Fairy
 39 - Double-Edge - Normal
 45 - Earth Power - Ground
 48 - Seed Bomb - Grass
 51 - Belch - Poison

TM/Tutor Moves

Attract, Body Press, **Body Slam**, Bounce, Bulldoze, Bullet Seed, Captivate, Chilling Water, Confide, Double Team, Endeavor (N), Endure, Energy Ball, **Facade**, **Frustration**, **Giga Impact (N)**, Helping Hand, **Hidden Power**, High Horsepower, **Hyper Beam (N)**, **Hyper Voice**, Iron Head, Lash Out, Mud-Slap, Protect, Rain Dance, Rest, **Return**, **Round**, Sleep Talk, **Spit Up**, Stockpile (N), Stomping Tantrum (N), Stuff Cheeks, Substitute, Sunny Day, **Super Fang**, Swagger, Swallow, **Tera Blast**, **Terrain Pulse**, Thief, Toxic, Trailblaze, Zen Headbutt

Tarountula



Base Stats

HP	4	Sp.ATK	3	Total:
ATK	4	Sp.DEF	4	22
DEF	5	SPD	2	

Basic Information

Type:	Bug
Basic Ability 1:	Compound Eyes
Basic Ability 2:	Overcoat
Adv Ability 1:	Silk Threads
Adv Ability 2:	Stakeout
High Ability:	Sturdy

Evolution

- 1 - Tarountula
- 2 - Spidops Lv 15 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	8.8 lbs / 4.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Forest	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 1, Naturewalk (Forest, Grassland), Threaded, Underdog, Wallclimber

Skill List

Athl 1d6, Acro 3d6, Combat 2d6, Stealth 3d6+1, Percep 3d6+1, Focus 3d6

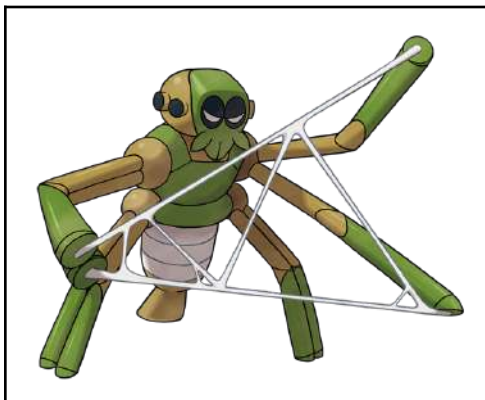
Move List

- 1 - Tackle - Normal
- 1 - String-Shot - Bug
- 3 - Struggle Bug - Bug
- 6 - Feint Attack - Dark
- 8 - Bug Bite - Bug
- 11 - Feint - Normal
- 14 - Pounce - Bug
- 17 - Spider Web - Bug
- 20 - Low Sweep - Fighting
- 22 - Skitter Smack - Bug
- 25 - Counter - Fighting
- 27 - Throat Chop - Dark
- 30 - Sticky Web - Bug
- 33 - Lunge - Bug
- 36 - Headbutt - Normal
- 39 - Gastro Acid - Poison
- 41 - Leech Life - Bug
- 45 - Foul Play - Dark
- 48 - Circle Throw - Fighting
- 52 - Assurance - Dark

TM/Tutor Moves

Attract, Block, Body Slam, Bug Buzz, Bullet Seed, Confide, Double Team, Electroweb, Endure, Facade, False Swipe, First Impression, Frustration, Giga Drain, Giga Impact, Grass Knot, Hidden Power, Knock Off, Memento, Poison Jab (N), Protect, Quash, Rain Dance, Rest, Return, Rock Climb, Round, Seed Bomb, Shadow Claw, Sleep Talk, Smack Down, Spikes, Stone Edge, Substitute, Sucker Punch, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Toxic, Toxic Spikes (N), Trailblaze, X-Scissor

Spidops



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	8	Sp.DEF	9	43
DEF	9	SPD	6	

Basic Information

Type:	Bug
Basic Ability 1:	Compound Eyes
Basic Ability 2:	Infiltrator
Adv Ability 1:	Silk Threads
Adv Ability 2:	Stakeout
High Ability:	Ambush

Evolution

- 1 - Tarountula
- 2 - Spidops Lv 15 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	36.4 lbs / 16.5 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Forest	

Capabilities

Overland 6, Swim 3, Jump 2/2, Power 3, Naturewalk (Forest, Grassland), Stealth, Threaded, Underdog, Wallclimber

Skill List

Athl 2d6, Acro 4d6, Combat 3d6+1, Stealth 5d6+2, Percep 4d6+2, Focus 3d6+1

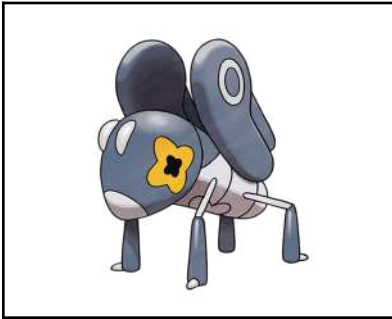
Move List

- Evo - Silk Trap - Bug
- 1 - Tackle - Normal
- 1 - String-Shot - Bug
- 3 - Struggle Bug - Bug
- 6 - Feint Attack - Dark
- 8 - Bug Bite - Bug
- 11 - Feint - Normal
- 14 - Pounce - Bug
- 17 - Spider Web - Bug
- 20 - Low Sweep - Fighting
- 22 - Skitter Smack - Bug
- 25 - Counter - Fighting
- 27 - Throat Chop - Dark
- 30 - Sticky Web - Bug
- 33 - Lunge - Bug
- 36 - Headbutt - Normal
- 39 - Gastro Acid - Poison
- 41 - Leech Life - Bug
- 45 - Foul Play - Dark
- 48 - Circle Throw - Fighting
- 52 - Assurance - Dark

TM/Tutor Moves

Aerial Ace, Attract, Block (N), Body Slam, Bounce, Brick Break, Brutal Swing, Bug Buzz, Bullet Seed, Confide, Double Team, Electroweb, Endure, Facade, False Swipe, First Impression (N), Fling, Frustration, Giga Drain, Giga Impact, Grass Knot (N), Hidden Power, Knock Off, Low Kick, Memento, Pain Split, Poison Jab (N), Protect, Quash, Rain Dance, Rest, Return, Reversal, Rock Climb, Rock Tomb, Round, Scary Face, Seed Bomb, Shadow Claw, Sleep Talk, Smack Down (N), Spikes, Stone Edge, Substitute, Sucker Punch, Sunny Day, Swagger, Take Down, Taunt, Tera Blast, Thief, Toxic, Toxic Spikes (N), Trailblaze, U-Turn, Upper Hand, X-Scissor

Nymble



Base Stats

HP	3	Sp.ATK	2	Total:
ATK	5	Sp.DEF	3	22
DEF	4	SPD	5	

Basic Information

Type:	Bug
Basic Ability 1:	Swarm
Adv Ability 1:	Tinted Lens
Adv Ability 2:	Run Away
Adv Ability 3:	Unburden
High Ability:	Flutter

Evolution

- 1 - Nymble
- 2 - Lokix Lv 20 Minimum

Other Information

Size:	0'8" / 0.2m (Small)	2.2 lbs / 1.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Grassland, Forest	

Capabilities

Overland 4, Swim 2, Jump 3/3, Power 1,
Naturewalk (Grasslands, Forest), Underdog

Skill List

Athl 1d6, Acro 4d6+1, Combat 2d6, Stealth 3d6,
Percep 3d6+1, Focus 3d6

Move List

- 1 - Tackle - Normal
- 1 - Leer - Normal
- 1 - Pounce - Bug
- 4 - Astonish - Ghost
- 6 - Pursuit - Dark
- 9 - Screech - Normal
- 11 - Double Kick - Fighting
- 14 - Bug Bite - Bug
- 18 - Agility - Psychic
- 20 - Skitter Smack - Bug
- 22 - Sucker Punch - Dark
- 25 - Triple Kick - Fighting
- 28 - Psycho Cut - Psychic
- 30 - Feint - Normal
- 32 - Throat Chop - Dark
- 34 - Mega Kick - Normal
- 36 - Jump Kick - Fighting
- 38 - First Impression - Bug
- 40 - Endure - Normal
- 44 - Axe Kick - Fighting
- 47 - Bounce - Flying
- 50 - Detect - Fighting
- 53 - Assurance - Dark

TM/Tutor Moves

Attract, Bug Buzz, Bullet Punch, Confide, Counter, Double Team, Facade, Frustration, Hidden Power, Leech Life, Low Kick (N), Protect, Psy Kick*, Rain Dance, Rest, Return, Round, Sleep Talk, Splash (N), Struggle Bug (N), Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Toxic, Trailblaze, U-Turn (N), X-Scissor

Lokix



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	10	Sp.DEF	6	45
DEF	8	SPD	9	

Basic Information

Type:	Bug / Dark
Basic Ability 1:	Kampfgeist
Adv Ability 1:	Tinted Lens
Adv Ability 2:	Technician
Adv Ability 3:	Showdown Mode
High Ability:	Lightning Kicks

Evolution

- 1 - Nymble
- 2 - Lokix Lv 20 Minimum

Other Information

Size:	3'3" / 1.0m (Medium)	38.6 lbs / 17.5 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland	
Egg Groups:	Bug	

Capabilities

Overland 8, Swim 4, Jump 7/7, Power 5, Darkvision, Stealth, Tracker, Naturewalk (Forest, Grasslands), Underdog

Skill List

Athl 2d6, Acro 5d6+3, Combat 4d6+3, Stealth 4d6, Percep 4d6+2, Focus 3d6

Move List

Evo - Lunge - Bug
 1 - Tackle - Normal
 1 - Leer - Normal
1 - Pounce - Bug
 4 - Astonish - Ghost
6 - Pursuit - Dark
 9 - Screech - Normal
 11 - Double Kick - Fighting
14 - Bug Bite - Bug
 18 - Agility - Psychic
20 - Skitter Smack - Bug
22 - Sucker Punch - Dark
 25 - Triple Kick - Fighting
 28 - Psycho Cut - Psychic
 30 - Feint - Normal
32 - Throat Chop - Dark
 34 - Mega Kick - Normal
 36 - Jump Kick - Fighting
38 - First Impression - Bug
 40 - Endure - Normal
 44 - Axe Kick - Fighting
 47 - Bounce - Flying
 50 - Detect - Fighting
53 - Assurance - Dark

TM/Tutor Moves

Aerial Ace, Attract, Blaze Kick, Brick Break, **Bug Buzz**, Bulldoze, Bullet Punch, Confide, Counter, **Dark Pulse**, Double Team, Double-Edge, Dual Chop, Facade, **Fling**, Frustration, Giga Impact, Hidden Power, Hyper Beam, **Knock Off**, **Lash Out**, **Leech Life**, Liquidation, Low Kick (N), Low Sweep, Protect, Psy Kick*, Psychic, Rain Dance, Rest, Return, Reversal, Rolling Kick (N), Round, Scary Face, **Skitter Smack**, Sleep Talk, Splash, Spite, **Struggle Bug (N)**, Substitute, Sunny Day, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, **Thief**, Thunder Punch, Toxic, Trailblaze, **U-Turn (N)**, **X-Scissor**, Zen Headbutt

Pawmi



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	3	25
DEF	2	SPD	6	

Basic Information

Type: Electric

Basic Ability 1: Static

Basic Ability 2: Run Away

Adv Ability 1: Blessed Touch

Adv Ability 2: Iron Fist

High Ability: Accelerate

Evolution

- 1 - Pawmi
- 2 - Pawmo Lv 15 Minimum
- 3 - Pawmot Lv 30 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	5.5 lbs / 2.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Mountain	

Capabilities

Overland 4, Swim 1, Jump 1/2, Power 1, Naturewalk (Forest, Urban), Underdog, Zapper, Pack Mon

Skill List

Athl 2d6, Acro 3d6, Combat 1d6, Stealth 3d6+2, Percep 3d6, Focus 1d6

Move List

- 1 - Mach Punch - **Fighting**
- 1 - Scratch - Normal
- 1 - Growl - Normal
- 3 - Surge* - **Electric** [Quick Attack]
- 6 - Quick Attack - Normal
- 8 - Charge - **Electric**
- 12 - Nuzzle - **Electric**
- 15 - Dig - **Ground**
- 18 - Bite - **Dark**
- 20 - Force Palm - **Fighting**
- 23 - Spark - **Electric**
- 26 - Agility - **Psychic**
- 29 - Thunder Wave - **Electric**
- 31 - Slam - Normal
- 34 - Sky Uppercut - **Fighting**
- 36 - Thunder Punch - **Electric**
- 38 - Entrainment - Normal
- 42 - Discharge - **Electric**
- 45 - Close Combat - **Fighting**
- 48 - High Horsepower - **Ground**
- 50 - Wild Charge - **Electric**
- 52 - Double Shock - **Electric**

TM/Tutor Moves

Attract, Baton Pass, **Charge Beam**, Charm, Confide, Crunch (N), Double Team, Drain Punch (N), Eerie Impulse, Electric Terrain, **Electro Ball**, **Electroweb**, Encore, Endure, Facade, Fake Out, Fling, Frustration, Hidden Power, Metal Claw, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Substitute, Sunny Day, Super Fang, Swagger, Sweet Kiss, Swift, Take Down, Tera Blast, Thief, **Thunder**, **Thunder Fang (N)**, **Thunderbolt**, Toxic, **Volt Switch (N)**, Wish

Pawmo



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	8	Sp.DEF	4	36
DEF	4	SPD	9	

Basic Information

Type:	Electric / Fighting
Basic Ability 1:	Static
Basic Ability 2:	Run Away
Adv Ability 1:	Blessed Touch
Adv Ability 2:	Iron Fist
High Ability:	Accelerate

Evolution

- 1 - Pawmi
- 2 - **Pawmo** Lv 15 Minimum
- 3 - Pawmot Lv 30 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	14.3 lbs / 6.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Mountain	

Capabilities

Overland 5, Swim 2, Jump 2/2, Power 3, Naturewalk (Forest, Urban), Underdog, Zapper, Pack Mon

Skill List

Athl 4d6, Acro 4d6+1, Combat 3d6, Stealth 3d6+1, Percep 3d6+1, Focus 2d6+2

Move List

- 1 - Mach Punch - **Fighting**
- 1 - Scratch - **Normal**
- 1 - Growl - **Normal**
- 3 - Surge* - **Electric** [Quick Attack]
- 6 - Quick Attack - **Normal**
- 8 - Charge - **Electric**
- 12 - Nuzzle - **Electric**
- 15 - Dig - **Ground**
- 18 - Bite - **Dark**
- 20 - Force Palm - **Fighting**
- 23 - Spark - **Electric**
- 26 - Agility - **Psychic**
- 29 - Thunder Wave - **Electric**
- 31 - Slam - **Normal**
- 34 - Sky Uppercut - **Fighting**
- 36 - Thunder Punch - **Electric**
- 38 - Entrainment - **Normal**
- 42 - Discharge - **Electric**
- 45 - Close Combat - **Fighting**
- 48 - High Horsepower - **Ground**
- 50 - Wild Charge - **Electric**
- 52 - Double Shock - **Electric**

TM/Tutor Moves

Attract, Baton Pass, **Charge Beam**, Charm, Coaching, Confide, Crunch (N), Double Team, **Drain Punch (N)**, Eerie Impulse, Electric Terrain, **Electro Ball**, **Electroweb**, Encore, Endure, Facade, Fake Out, Fling, **Focus Punch**, Frustration, Helping Hand, Hidden Power, Knock Off, **Low Kick**, **Low Sweep**, Metal Claw, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Substitute, Sunny Day, Super Fang, Swagger, Sweet Kiss, Swift, Take Down, Tera Blast, Thief, **Thunder**, **Thunder Fang (N)**, **Thunderbolt**, Toxic, **Upper Hand**, **Volt Switch (N)**, Wish

Pawmot



Base Stats

HP	7	Sp.ATK	7	Total:
ATK	12	Sp.DEF	6	50
DEF	7	SPD	11	

Basic Information

Type:	Electric / Fighting
Basic Ability 1:	Static
Basic Ability 2:	Teamwork
Adv Ability 1:	Blessed Touch
Adv Ability 2:	Iron Fist
High Ability:	Accelerate

Evolution

- 1 - Pawmi
- 2 - Pawmo Lv 15 Minimum
- 3 - **Pawmot** Lv 30 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	90.4 lbs / 41.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Mountain	

Capabilities

Overland 7 , Swim 3, Jump 2/2, Power 5, Naturewalk (Forest, Urban), Zapper, Pack Mon

Skill List

Athl 4d6+3, Acro 4d6+1, Combat 5d6, Stealth 3d6, Percep 4d6+1, Focus 4d6+3

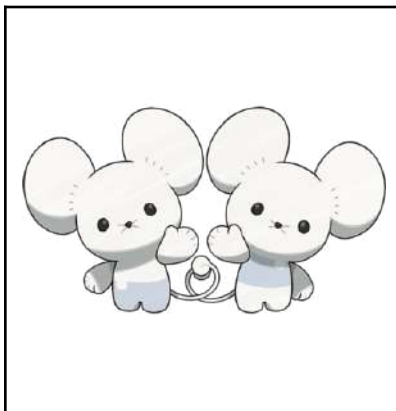
Move List

Evo - Revival Blessing - Normal
1 - Mach Punch - Fighting
 1 - Scratch - Normal
 1 - Growl - Normal
3 - Surge* - Electric [Quick Attack]
 6 - Quick Attack - Normal
 8 - Charge - Electric
12 - Nuzzle - Electric
 15 - Dig - Ground
 18 - Bite - Dark
20 - Force Palm - Fighting
23 - Spark - Electric
 26 - Agility - Psychic
 29 - Thunder Wave - Electric
 31 - Slam - Normal
34 - Sky Uppercut - Fighting
36 - Thunder Punch - Electric
 38 - Entrainment - Normal
42 - Discharge - Electric
45 - Close Combat - Fighting
 48 - High Horsepower - Ground
50 - Wild Charge - Electric
52 - Double Shock - Electric

TM/Tutor Moves

Attract, Baton Pass, **Body Press**, **Brick Break**, Bulk Up, **Charge Beam**, Charm, Coaching, Confide, Crunch (N), Double Team, Double-Edge, **Drain Punch (N)**, Eerie Impulse, Electric Terrain, **Electro Ball**, **Electroweb**, Encore, Endure, Facade, Fake Out, Fire Punch, Fling, **Focus Blast**, **Focus Punch**, Frustration, Giga Impact, Grass Knot, Helping Hand, Hidden Power, Hyper Beam, Ice Punch, Knock Off, **Low Kick**, **Low Sweep**, Metal Claw, Metronome, Play Rough, Protect, Rain Dance, Rest, Return, Rock Tomb, Round, Seed Bomb, Sleep Talk, Substitute, Sunny Day, Super Fang, **Supercell Slam**, Swagger, Sweet Kiss, Swift, Take Down, Tera Blast, Thief, Throat Chop, **Thunder**, **Thunder Fang (N)**, **Thunderbolt**, Toxic, **Upper Hand**, **Volt Switch (N)**, Wish

Tandemaus



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	5	32
DEF	5	SPD	8	

Basic Information

Type:	Normal
Basic Ability 1:	Pickup
Adv Ability 1:	Run Away
Adv Ability 2:	Own Tempo
Adv Ability 3:	Teamwork
High Ability:	Fluffy

Evolution

- 1 - Tandemaus
- 2 - Maushold Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	4.0 lbs / 1.8 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Omnivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 2, Mindlock, Naturewalk (Grassland, Urban), Underdog

Skill List

Athl 2d6, Acro 3d6, Combat 3d6, Stealth 4d6, Percep 4d6, Focus 3d6

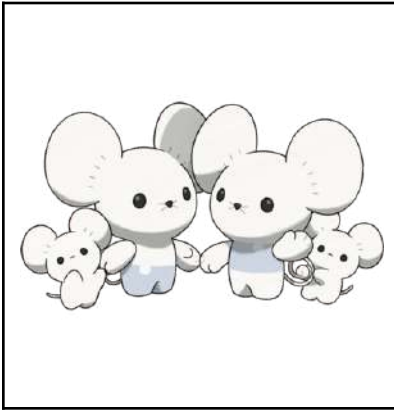
Move List

- 1 - Pound - Normal
- 1 - Baby-doll Eyes - Fairy
- 3 - Sugar Rush* - Fairy [Trailblaze]
- 5 - Echoed Voice - Normal
- 8 - Charm - Fairy
- 11 - Cut - Normal
- 14 - Feint Attack - Dark
- 16 - Bullet Seed - Grass
- 19 - Double Hit - Normal
- 22 - Beat Up - Dark
- 25 - Hyper Fang - Normal
- 27 - Super Fang - Normal
- 29 - Encore - Normal
- 30 - Play Rough - Fairy
- 32 - Population Bomb - Normal
- 34 - Helping Hand - Normal
- 37 - Crunch - Dark
- 40 - Seed Bomb - Grass
- 43 - Copycat - Normal
- 46 - Thrash - Normal

TM/Tutor Moves

Aerial Ace, After You, Agility, Attract, Baton Pass, Bite, Confide, Dig, Disarming Voice (N), Double Team, **Double-Edge**, Endure, **Facade**, Fake Tears, Feint, Fire Fang, Follow Me (N), **Frustration**, Grass Knot, Hidden Power, **Hyper Voice (N)**, Low Kick, Low Sweep, Mud Shot, Mud-Slap, Pounce, Protect, Rain Dance, Rest, **Return**, **Round**, Shadow Claw, Sleep Talk, Substitute, Sunny Day, Swagger, **Swift (N)**, Switcheroo, **Take Down**, Taunt, **Tera Blast**, Thief, Thunder Fang, Thunder Wave, Tickle, Toxic, Trailblaze, U-Turn, Water Pulse

Maushold



Base Stats

HP	7	Sp.ATK	7	Total:
ATK	8	Sp.DEF	8	48
DEF	7	SPD	11	

Basic Information

Type:	Normal
Basic Ability 1:	Family Unit
Adv Ability 1:	Lunchbox
Adv Ability 2:	Technician
Adv Ability 3:	Friend Guard
High Ability:	Polycephaly

Evolution

- 1 - Tandemaus
- 2 - **Maushold** Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	5.1 lbs / 2.3 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Omnivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 3, Mindlock, Naturewalk (Grassland, Urban)

Skill List

Athl 2d6+2, Acro 3d6+2, Combat 3d6+2, Stealth 4d6-1, Percep 4d6+2, Focus 3d6

Move List

Evo - Tidy Up - Normal
1 - Pound - Normal
 1 - Baby-doll Eyes - **Fairy**
 3 - Sugar Rush* - **Fairy** [Trailblaze]
5 - Echoed Voice - Normal
 8 - Charm - **Fairy**
11 - Cut - Normal
 14 - Feint Attack - Dark
 16 - Bullet Seed - **Grass**
19 - Double Hit - Normal
 22 - Beat Up - Dark
25 - Hyper Fang - Normal
 27 - Super Fang - **Normal**
 29 - Encore - **Normal**
 30 - Play Rough - **Fairy**
32 - Population Bomb - Normal
 34 - Helping Hand - **Normal**
 37 - Crunch - Dark
 40 - Seed Bomb - **Grass**
 43 - Copycat - **Normal**
46 - Thrash - Normal

TM/Tutor Moves

Aerial Ace, After You, Agility, Attract, Baton Pass, Bite, Confide, Dig, Disarming Voice (N), Double Team, **Double-Edge**, Endure, **Facade**, Fake Tears, Feint, Fire Fang, Follow Me (N), **Frustration**, **Giga Impact**, Grass Knot, Hidden Power, **Hyper Beam**, **Hyper Voice (N)**, Low Kick, Low Sweep, Mud Shot, Mud-Slap, Pounce, Protect, Rain Dance, Rest, **Return**, **Round**, Shadow Claw, Sleep Talk, Substitute, Sunny Day, Swagger, **Swift (N)**, Switcheroo, **Take Down**, Taunt, **Tera Blast**, Thief, Thunder Fang, Thunder Wave, Tickle, Toxic, Trailblaze, U-Turn, Water Pulse

Fidough



Base Stats

HP	4	Sp.ATK	3	Total:
ATK	6	Sp.DEF	6	33
DEF	7	SPD	7	

Basic Information

Type:	Fairy
Basic Ability 1:	Own Tempo
Basic Ability 2:	Klutz
Adv Ability 1:	Sweet Veil
Adv Ability 2:	Ball Fetch
High Ability:	Danger Syrup

Evolution

- 1 - Fidough
- 2 - Dachsbun Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	24.0 lbs / 10.9 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Urban, Forest, Grassland	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 2, Naturewalk (Urban), Alluring, Tracker, Pack Mon, Underdog

Skill List

Athl 3d6+1, Acro 3d6, Combat 1d6, Stealth 2d6, Percep 3d6, Focus 3d6

Move List

- 1 - Tackle - Normal
- 1 - Growl - Normal
- 3 - Lick - Ghost
- 6 - Tail Whip - Normal
- 8 - Covet - Normal
- 10 - Sugar Rush* - Fairy [Trailblaze]
- 12 - Bite - Dark
- 15 - Baby-Doll Eyes - Fairy
- 19 - Dig - Ground
- 22 - Work Up - Normal
- 24 - Take Down - Normal
- 28 - Baton Pass - Normal
- 31 - Play Rough - Fairy
- 34 - Crunch - Dark
- 37 - Roar - Normal
- 40 - Charm - Fairy
- 40 - Double-Edge - Normal
- 44 - Fey Wild* - Fairy [Superpower]
- 47 - Flare Blitz - Fire
- 50 - Last Resort - Normal

TM/Tutor Moves

Agility, Alluring Voice, Attract, Body Slam, Confide, Copycat, Dazzling Gleam, Double Team, Draining Kiss, Endeavor, Endure, Facade, Fire Fang, Frustration, Helping Hand, Hidden Power, Howl, Ice Fang, Misty Explosion, Misty Terrain, Mud Shot, Mud-Slap, Protect, Psych Up, Psychic Fangs, Rain Dance, Rest, Return, Round, Sleep Talk, Snarl, Stomping Tantrum, Substitute, Sugar Rush, Sunny Day, Swagger, Sweet Scent, Tera Blast, Thunder Fang, Toxic, Trailblaze, Wish, Yawn

Dachsbun



Base Stats

HP	6	Sp.ATK	5	Total:
ATK	8	Sp.DEF	8	49
DEF	12	SPD	10	

Basic Information

Type:	Fairy
Basic Ability 1:	Aroma Veil
Basic Ability 2:	Pickup
Adv Ability 1:	Well-Baked Body
Adv Ability 2:	Ball Fetch
High Ability:	Type Aura (Fairy)

Evolution

- 1 - Fidough
- 2 - **Dachsbun** Lv 25 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	32.8 lbs / 14.9 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Urban, Forest, Grassland	

Capabilities

Overland 7, Swim 5, Jump 3/3, Power 4, Naturewalk (Urban), Alluring, Pack Mon, Tracker

Skill List

Athl 4d6+1, Acro 4d6, Combat 2d6, Stealth 3d6, Percep 4d6, Focus 5d6

Move List

Evo - Fire Fang - **Fire**
 1 - Tackle - **Normal**
 1 - Growl - **Normal**
 3 - Lick - **Ghost**
 6 - Tail Whip - **Normal**
 8 - Covet - **Normal**
 10 - **Sugar Rush*** - **Fairy** [Trailblaze]
 12 - Bite - **Dark**
 15 - Baby-Doll Eyes - **Fairy**
 19 - Dig - **Ground**
 22 - Work Up - **Normal**
 24 - Take Down - **Normal**
 28 - Baton Pass - **Normal**
 31 - **Play Rough** - **Fairy**
 34 - Crunch - **Dark**
 37 - Roar - **Normal**
 40 - Charm - **Fairy**
 40 - Double-Edge - **Normal**
 44 - **Fey Wild*** - **Fairy** [Superpower]
 47 - Flare Blitz - **Fire**
 50 - Last Resort - **Normal**

TM/Tutor Moves

Agility, **Alluring Voice**, Attract, Body Press (N), Body Slam, Confide, Copycat, **Dazzling Gleam**, Double Team, **Draining Kiss (N)**, Endure, Facade, Frustration, Giga Impact, Helping Hand, Hidden Power, Howl, Hyper Beam, Ice Fang, **Misty Explosion**, Misty Terrain, Mud Shot, Mud-Slap, Protect, Psychic Fangs, Rain Dance, Rest, Return, Round, Scary Face, Sleep Talk, Snarl, Stomping Tantrum, Substitute, **Sugar Rush (N)**, Sunny Day, Swagger, Sweet Scent, Tera Blast, Thunder Fang, Toxic, Trailblaze, Wish, Yawn

Smoliv



Base Stats

HP	4	Sp.ATK	6	Total:
ATK	4	Sp.DEF	5	27
DEF	5	SPD	3	

Basic Information

Type:	Grass / Normal
Basic Ability 1:	Early Bird
Basic Ability 2:	Harvest
Adv Ability 1:	Seed Sower
Adv Ability 2:	Stench
High Ability:	Grassy Surge

Evolution

- 1 - Smoliv
- 2 - Dolliv Lv 15 Minimum
- 3 - Arboliva Lv 30 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	14.3 lbs / 6.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Phototroph	
Habitat:	Forest, Grassland	

Capabilities

Overland 3, Swim 1, Jump 1/1, Power 1, Alluring, Naturewalk (Forest, Grassland), Underdog

Skill List

Athl 1d6+1, Acro 1d6+1, Combat 2d6, Stealth 1d6+1, Percep 3d6, Focus 3d6

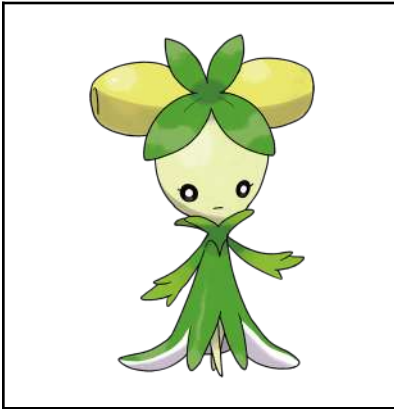
Move List

- 1 - Sweet Scent - Normal
- 1 - Safeguard - Normal
- 1 - Tackle - Normal
- 4 - Absorb - Grass
- 6 - Growth - Normal
- 8 - Stored Power - Psychic
- 10 - Water Gun - Water
- 13 - Clear Smog - Poison
- 16 - Flail - Normal
- 20 - Mega Drain - Grass
- 23 - Grassy Terrain - Grass
- 25 - Swift - Normal
- 27 - Artillerolives* - Grass [New]
- 30 - Water Pulse - Water
- 32 - Dazzling Gleam - Fairy
- 35 - Pollen Puff - Bug
- 37 - Leech Seed - Grass
- 40 - Energy Ball - Grass
- 46 - Earth Power - Ground
- 49 - Hydro Pump - Water
- 52 - Petal Dance - Grass

TM/Tutor Moves

Acid, Attract, **Bullet Seed**, Charm, Confide, Double Team, Endure, **Facade**, **Frustration**, Gastro Acid, **Giga Drain**, **Grass Knot**, **Grassy Glide**, ``Gunk Shot, Hidden Power, **Leaf Storm**, **Magical Leaf**, Memento, Misty Terrain, Mud Bomb, Muddy Water, Ominous Wind, Protect, Rest, **Return**, Rototiller (N), **Round**, **Seed Bomb**, Sleep Talk, **Solar Beam**, **Solar Blade**, Strength Sap, Substitute, Sunny Day, Swagger, Synthesis, Tar Shot, **Tera Blast**, Toxic, **Trailblaze**, **Weather Ball**

Dolliv



Base Stats

HP	5	Sp.ATK	8	Total:
ATK	5	Sp.DEF	8	35
DEF	6	SPD	3	

Basic Information

Type:	Grass / Normal
Basic Ability 1:	Early Bird
Basic Ability 2:	Harvest
Adv Ability 1:	Seed Sower
Adv Ability 2:	Healer
High Ability:	Grassy Surge

Evolution

- 1 - Smoliv
- 2 - Dolliv Lv 15 Minimum
- 3 - Arboliva Lv 30 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	26.2 lbs / 11.9 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Phototroph	
Habitat:	Forest, Grassland	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 1, Alluring, Naturewalk (Forest, Grassland), Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 4d6, Focus 4d6

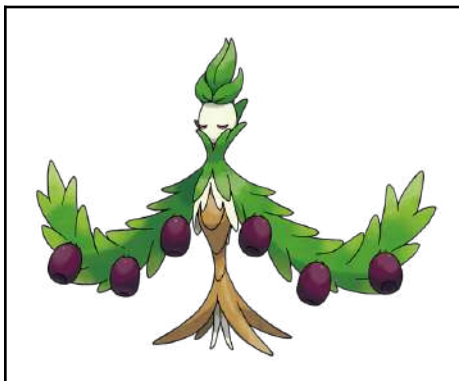
Move List

Evo - Helping Hand - Normal
 1 - Sweet Scent - Normal
 1 - Safeguard - Normal
 1 - Tackle - Normal
 4 - Absorb - Grass
 6 - Growth - Normal
 8 - Stored Power - Psychic
 10 - Water Gun - Water
 13 - Clear Smog - Poison
 16 - Flail - Normal
 20 - Mega Drain - Grass
 23 - Grassy Terrain - Grass
 25 - Swift - Normal
 27 - Artillerolives* - Grass [New]
 30 - Water Pulse - Water
 32 - Dazzling Gleam - Fairy
 35 - Pollen Puff - Bug
 37 - Leech Seed - Grass
 40 - Energy Ball - Grass
 46 - Earth Power - Ground
 49 - Hydro Pump - Water
 52 - Petal Dance - Grass

TM/Tutor Moves

Acid, Attract, Bulldoze, **Bullet Seed**, Charm, Confide, Double Team, Drain Punch, Earthquake, Endure, **Facade**, Flamethrower, **Frustration**, Gastro Acid, **Giga Drain**, **Grass Knot**, **Grassy Glide**, Gunk Shot, Hidden Power, **Leaf Storm**, **Magical Leaf**, Memento, Misty Terrain, Mud Bomb, Muddy Water, Ominous Wind, Protect, Rest, **Return**, Rototiller (N), **Round**, Scald, **Seed Bomb**, Sleep Talk, Sludge (N), Sludge Wave, **Solar Beam**, **Solar Blade**, Strength Sap, Substitute, Sunny Day, Swagger, Synthesis, Tar Shot, **Tera Blast**, Toxic, **Trailblaze**, **Weather Ball**

Arboliva



Base Stats

HP	8	Sp.ATK	13	Total:
ATK	7	Sp.DEF	10	51
DEF	9	SPD	4	

Basic Information

Type: **Grass / Normal**

Basic Ability 1: Early Bird

Basic Ability 2: Harvest

Adv Ability 1: Seed Sower

Adv Ability 2: Forest Lord

High Ability: Grassy Surge

Evolution

- 1 - Smoliv
- 2 - Dolliv Lv 15 Minimum
- 3 - **Arboliva** Lv 30 Minimum

Other Information

Size: 4'7" / 1.4m 106.3 lbs / 48.2 kg
(Medium) (Weight Class 3)

Genders: 50.0% Male 50.0% Female

Diet: Phototroph

Habitat: Forest, Grassland

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 2, Alluring, Herb Growth, Naturewalk (Forest, Grassland)

Skill List

Athl 2d6+1, Acro 2d6+1, Combat 3d6+1, Stealth 3d6, Percep 5d6, Focus 5d6

Move List

- Evo - Terrain Pulse - **Normal**
- 1 - Sweet Scent - **Normal**
- 1 - Safeguard - **Normal**
- 1 - Tackle - **Normal**
- 4 - Absorb - **Grass**
- 6 - Growth - **Normal**
- 8 - Stored Power - **Psychic**
- 10 - Water Gun - **Water**
- 13 - Clear Smog - **Poison**
- 16 - Flail - **Normal**
- 20 - Mega Drain - **Grass**
- 23 - Grassy Terrain - **Grass**
- 25 - Swift - **Normal**
- 27 - Artillerolives* - **Grass** [New]
- 30 - Water Pulse - **Water**
- 32 - Dazzling Gleam - **Fairy**
- 35 - Pollen Puff - **Bug**
- 37 - Leech Seed - **Grass**
- 40 - Energy Ball - **Grass**
- 46 - Earth Power - **Ground**
- 49 - Hydro Pump - **Water**
- 52 - Petal Dance - **Grass**

TM/Tutor Moves

Acid, Air Cutter, Alluring Voice, Attract, Bulldoze, **Bullet Seed**, Charm, Confide, Double Team, Drain Punch, Earthquake, Encore, Endure, **Facade**, Flamethrower, Fling, **Frustration**, Gastro Acid, **Giga Drain (N)**, **Giga Impact**, **Grass Knot**, **Grassy Glide**, Gunk Shot, Helping Hand (N), Hidden Power, **Hyper Beam**, **Hyper Voice**, **Leaf Storm**, Light Screen, **Magical Leaf**, Memento, Metronome, Mirror Coat (N), Misty Terrain, Mud Bomb, Muddy Water, Ominous Wind, **Petal Blizzard (N)**, Protect, Psych Up, **Razor Leaf (N)**, Reflect, Rest, **Return**, Rototiller (N), **Round**, Scald, **Seed Bomb (N)**, Sleep Talk, Sludge (N), Sludge Wave, **Solar Beam**, Strength Sap, Substitute, Sunny Day, Swagger, Synthesis, Tar Shot, **Tera Blast**, Toxic, **Trailblaze**, **Weather Ball**

Squawkabilly



Base Stats

HP	8	Sp.ATK	5	Total:
ATK	10	Sp.DEF	5	37
DEF	5	SPD	9	

Basic Information

Type:	Normal / Flying
Basic Ability 1:	Keen Eye
Basic Ability 2:	Hustle
Adv Ability 1:	Quill & Rock*
High Ability:	Quill & Rock*

*Quill & Rock must be chosen as Squawkabilly's level 20 Ability

Evolution

1 - Squawkabilly

Other Information

Size:	2'0" / 0.6m (Small)	5.3 lbs / 2.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Forest, Rainforest, Urban	

Capabilities

Overland 2, Swim 1, Sky 5, Jump 2/2, Power 2, Pack Mon, Underdog

Skill List

Athl 4d6+1, Acro 4d6, Combat 3d6+1, Stealth 2d6, Percep 4d6+2, Focus 3d6+1

Move List

1 - Growl - Normal
 1 - Peck - Flying
 1 - Mimic - Normal
 6 - Quick Attack - Normal
 9 - Disarming Voice - Fairy
 11 - Torment - Flying
 13 - Aerial Ace - Flying
 15 - Beat Up - Dark
 16 - Fury Attack - Normal
 18 - Double Kick - Fighting
 19 - Taunt - Dark
 22 - Snarl - Dark
 24 - Uproar - Normal
 24 - Take Down - Normal
 27 - Copycat - Normal
 30 - Fly - Flying
 32 - Submission - Fighting
 35 - Facade - Normal
 38 - Swagger - Normal
 40 - Hyper Voice - Normal
 42 - Brave Bird - Flying
 45 - Close Combat - Fighting
 47 - Roost - Flying
 49 - Double-Edge - Normal
 52 - Reversal - Fighting

TM/Tutor Moves

Air Cutter, Air Slash, Attract, Body Slam, Brick Break, Bulk Up, Chatter, Confide, Double Team, Dual Wingbeat (N), Endeavor, Endure, Fake Tears, Feather Dance, Final Gambit, Flame Charge, Flatter, Foul Play, Frustration, Giga Impact, Gunk Shot, Headbutt (N), Heat Wave, Helping Hand, Hidden Power, Hurricane, Hyper Beam, Iron Head, Lash Out, Mirror Move, Parting Shot, Pounce, Power-Up Punch, Protect, Rest, Return (N), Round, Scary Face, Seed Bomb, Sleep Talk, Steel Wing, Strength (N), Substitute, Sunny Day, Tailwind, Tera Blast, Thief, Toxic, U-Turn, Wild Charge, Zen Headbutt

Nacli



Base Stats

HP	6	Sp.ATK	4	Total:
ATK	6	Sp.DEF	4	31
DEF	8	SPD	3	

Basic Information

Type:	Rock
Basic Ability 1:	Purifying Salt
Basic Ability 2:	Sturdy
Adv Ability 1:	Clear Body
Adv Ability 2:	Blessed Touch
High Ability:	Solid Rock

Evolution

- 1 - Nacli
- 2 - Naclstack Lv 15 Minimum
- 3 - Garganacl Lv 30 Minimum

Other Information

Size:	1'04" / 0.4m (Small)	35.3 lbs / 16.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Cave, Desert, Mountain	

Capabilities

Overland 4, Swim 1, Burrow 4, Jump 0/0, Power 1, Alluring, Darkvision, Materializer, Naturewalk (Cave, Mountain), Underdog

Skill List

Athl 2d6, Acro 1d6, Combat 1d6, Stealth 3d6+1, Percep 2d6, Focus 3d6+1

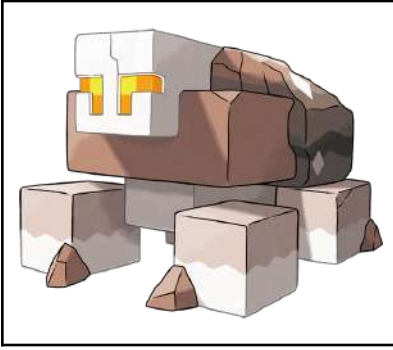
Move List

- 1 - Tackle - Normal
- 1 - Harden - Normal
- 5 - Rock Throw - Rock
- 7 - Mud Shot - Ground
- 10 - Smack Down - Rock
- 12 - Rock Polish - Rock
- 15 - Bulldoze - Ground
- 17 - Headbutt - Normal
- 21 - Iron Defense - Steel
- 24 - Rock Blast - Rock
- 27 - Iron Head - Steel
- 30 - Recover - Normal
- 33 - Stealth Rock - Rock
- 36 - Stone Edge - Rock
- 39 - Heavy Slam - Steel
- 43 - Rock Slide - Rock
- 46 - Earthquake - Ground
- 50 - Explosion - Normal

TM/Tutor Moves

Ancient Power, Attract, Bide, Body Slam, Confide, Curse, Dig, Double Edge, Double Team, Earth Power, Endure, Facade, Fissure, Flash Cannon, Frustration, Heat Crash, Helping Hand, Hidden Power, **Meteor Beam**, **Power Gem (N)**, Protect, Quash, Rain Dance, Rest, Return, **Rollout**, Round, Sandstorm, Sleep Talk, Stomping Tantrum, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Toxic, Waterfall, Zen Headbutt

Naclstack



Base Stats

HP	6	Sp.ATK	4	Total:
ATK	6	Sp.DEF	7	37
DEF	10	SPD	4	

Basic Information

Type:	Rock
Basic Ability 1:	Purifying Salt
Basic Ability 2:	Sturdy
Adv Ability 1:	Clear Body
Adv Ability 2:	Blessed Touch
High Ability:	Solid Rock

Evolution

- 1 - Nacli
- 2 - **Naclstack** Lv 15 Minimum
- 3 - Garganacl Lv 30 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	231.5 lbs / 105.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Cave, Desert, Mountain	

Capabilities

Overland 6, Swim 3, Burrow 3, Jump 0/1, Power 5, Alluring, Darkvision, Materializer, Naturewalk (Cave, Mountain), Underdog

Skill List

Athl 3d6+2, Acro 2d6-1, Combat 3d6, Stealth 3d6, Percep 2d6, Focus 3d6+1

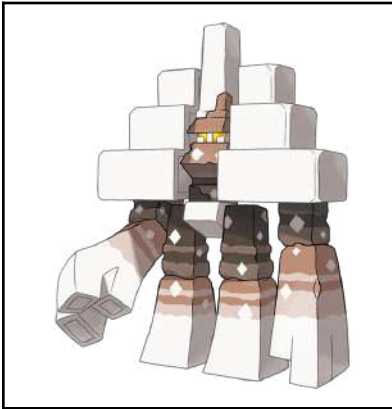
Move List

Evo - Salt Cure - Rock
 1 - Tackle - Normal
 1 - Harden - Normal
5 - Rock Throw - Rock
 7 - Mud Shot - Ground
10 - Smack Down - Rock
 12 - Rock Polish - Rock
 15 - Bulldoze - Ground
 17 - Headbutt - Normal
 21 - Iron Defense - Steel
24 - Rock Blast - Rock
 27 - Iron Head - Steel
 30 - Recover - Normal
 33 - Stealth Rock - Rock
36 - Stone Edge - Rock
 39 - Heavy Slam - Steel
43 - Rock Slide - Rock
 46 - Earthquake - Ground
 50 - Explosion - Normal

TM/Tutor Moves

Ancient Power, Attract, Bide, Body Press, Body Slam, Confide, Curse, Dig, Double-Edge, Double Team, Earth Power, Endure, Facade, Fissure, Flash Cannon, Frustration, Giga Impact, Heat Crash, Helping Hand, Hidden Power, Hyper Beam, **Meteor Beam**, **Power Gem (N)**, Protect, Quash, Rain Dance, Rest, Return, Rock Smash, **Rollout**, Round, Sandstorm, Sleep Talk, Stomping Tantrum, Strength, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Toxic, Waterfall, Zen Headbutt

Garganacl



Base Stats

HP	10	Sp.ATK	5	Total:
ATK	10	Sp.DEF	9	51
DEF	13	SPD	4	

Basic Information

Type:	Rock
Basic Ability 1:	Purifying Salt
Basic Ability 2:	Sturdy
Adv Ability 1:	Clear Body
Adv Ability 2:	Blessed Touch
High Ability:	Solid Rock

Evolution

- 1 - Nacli
- 2 - Naclstack Lv 15 Minimum
- 3 - **Garganacl** Lv 30 Minimum

Other Information

Size:	7'07" / 2.3m (Large)	529.1 lbs / 240.0 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Cave, Desert, Mountain	

Capabilities

Overland 6, Swim 3, Burrow 3, Jump 0/1, Power 11, Alluring, Darkvision, Materializer, Naturewalk (Cave, Mountain)

Skill List

Athl 5d6+2, Acro 3d6-1, Combat 5d6, Stealth 2d6, Percep 2d6, Focus 5d6+1

Move List

Evo - Hammer Arm - **Fighting**
1 - Salt Cure - Rock
 1 - Tackle - **Normal**
 1 - Harden - **Normal**
5 - Rock Throw - Rock
 7 - Mud Shot - **Ground**
10 - Smack Down - Rock
 12 - Rock Polish - **Rock**
 15 - Bulldoze - **Ground**
 17 - Headbutt - **Normal**
 21 - Iron Defense - **Steel**
24 - Rock Blast - Rock
 27 - Iron Head - **Steel**
 30 - Recover - **Normal**
 33 - Stealth Rock - **Rock**
36 - Stone Edge - Rock
 39 - Heavy Slam - **Steel**
43 - Rock Slide - Rock
 46 - Earthquake - **Ground**
 50 - Explosion - **Normal**

TM/Tutor Moves

Ancient Power, Attract, Avalanche, Bide, Body Press, Body Slam, Brick Break, Confide, Curse, Dig, Double Team, Double-Edge, Dynamic Punch, Earth Power, Endure, Facade, Fire Punch, Fissure, Flash Cannon, Fling, Focus Punch, Frustration, Giga Impact, Gravity, Hard Press, Heat Crash, Helping Hand, Hidden Power, Hyper Beam, Ice Punch, **Meteor Beam**, **Power Gem (N)**, Protect, Quash, Rain Dance, Rest, Return, Rock Smash, **Rock Tomb**, **Rollout**, Round, Sandstorm, Sleep Talk, Stomping Tantrum, Strength, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thunder Punch (N), Toxic, Waterfall, Zen Headbutt

Charcadet



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	5	Sp.DEF	4	26
DEF	4	SPD	4	

Basic Information

Type:	Fire
Basic Ability 1:	Flash Fire
Basic Ability 2:	Inner Focus
Adv Ability 1:	Flame Body
Adv Ability 2:	Weird Power
High Ability:	Heat Mirage

Evolution

- 1 - Charcadet
- 2 - Armarouge Lv 25 Minimum
- 2 - Cerueledge Lv 25 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	23.1lbs / 10.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Forest, Desert, Mountain	

Capabilities

Overland 5, Swim 2, Jump 1/1, Power 3, Darkvision, Heater, Split Evolution, Underdog

Skill List

Athl 1d6, Acro 3d6+1, Combat 3d6+2, Stealth 3d6, Percep 2d6, Focus 2d6

Move List

- 1 - Leer - Normal
- 1 - Ember - Fire
- 1 - Flame Charge - Fire
- 4 - Astonish - Ghost
- 6 - Confusion - Psychic
- 9 - Clear Smog - Poison
- 12 - Fire Spin - Fire
- 14 - Flame Wheel - Fire
- 16 - Flash Step* - Psychic [New]
- 18 - Ominous Wind - Ghost
- 21 - Incinerate - Fire
- 24 - Will-O-Wisp - Fire
- 27 - Fire Punch - Fire
- 27 - Flamethrower - Fire
- 30 - Shadow Ball - Ghost
- 30 - Psycho Cut - Psychic
- 32 - Iron Head - Steel
- 32 - Flash Cannon - Steel
- 35 - Lava Plume - Fire
- 41 - Ally Switch - Psychic
- 46 - Flare Blitz - Fire

TM/Tutor Moves

Attract, Aura Sphere, **Burning Jealousy**, Confide, Confuse Ray, Cross Poison, Destiny Bond, Disable, Double Team, Dragon Claw (N), Dragon Pulse (N), Endure, Facade, **Fire Blast**, Frustration, Helping Hand, Hidden Power, Night Shade (N), Protect, Rest, Return, Round, Sacred Sword, Sleep Talk, Sludge Bomb, Spite, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Toxic

Armarouge



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	6	Sp.DEF	8	54
DEF	10	SPD	9	

Basic Information

Type: **Fire / Psychic**

Basic Ability 1: Flash Fire

Basic Ability 2: Weak Armor

Adv Ability 1: Full Guard

Adv Ability 2: Mega Launcher

High Ability: Battle Armor

Evolution

- 1 - Charcadet
- 2 - **Armarouge** Lv 25 Minimum

Other Information

Size:	4'11" / 1.5m (Medium)	187.4 lbs / 85.0 kg (Weight Class 4)
Genders:	50% Male	50% Female
Diet:	Nullivore	
Habitat:	Forest, Desert, Mountain	

Capabilities

Overland 7, Swim 3, Jump 1/1, Power 3, Darkvision, Dead Silent, Firestarter, Glow, Heater

Skill List

Athl 4d6, Acro 3d6, Combat 4d6+3, Stealth 2d6, Percep 4d6+2, Focus 6d6+3

Move List

Evo - Psyshock - **Psychic**
 1 - Leer - **Normal**
 1 - **Ember** - **Fire**
 1 - **Flame Charge** - **Fire**
 4 - Astonish - **Ghost**
 6 - **Confusion** - **Psychic**
 9 - Clear Smog - **Poison**
 12 - **Fire Spin** - **Fire**
 14 - **Flame Wheel** - **Fire**
 16 - **Flash Step*** - **Psychic** [New]
 18 - Ominous Wind - **Ghost**
 21 - **Incinerate** - **Fire**
 24 - Will-O-Wisp - **Fire**
 27 - **Fire Punch** - **Fire**
 27 - **Flamethrower** - **Fire**
 30 - Dark Pulse - **Dark**
 30 - **Psycho Cut** - **Psychic**
 32 - Iron Head - **Steel**
 32 - Flash Cannon - **Steel**
 35 - **Lava Plume** - **Fire**
 38 - Calm Mind - **Psychic**
 41 - Ally Switch - **Psychic**
 44 - **Armor Cannon** - **Fire**
 48 - **Expanding Force** - **Psychic**

TM/Tutor Moves

Acid Spray, Attract, Aura Sphere, **Burning Jealousy**, Confide, Confuse Ray, Cross Poison, Destiny Bond, Disable, Double Team, Dragon Claw (N), Dragon Pulse (N), Endure, Energy Ball, Facade, **Fire Blast**, **Flare Blitz**, Fling, Focus Blast, Frustration, **Heat Wave**, Helping Hand, Hidden Power, Iron Defense, Light Screen, Meteor Beam, **Mystical Fire (N)**, Night Shade (N), **Overheat**, Protect, **Psybeam (N)**, Psych Up, **Psychic**, Psychic Terrain, Reflect, Rest, Return, Round, Sacred Sword, Scorching Sands, Shadow Ball, Sleep Talk, Sludge Bomb, Solar Beam, Spite, **Stored Power**, Substitute, Sunny Day, Swagger, Take Down, Taunt, Tera Blast, Toxic, Trick, Trick Room, Weather Ball

Ceruleledge



Base Stats

HP	8	Sp.ATK	6	Total:
ATK	13	Sp.DEF	10	54
DEF	8	SPD	9	

Basic Information

Type: **Fire** / **Ghost**

Basic Ability 1: Flash Fire

Basic Ability 2: Weak Armor

Adv Ability 1: Mold Breaker

Adv Ability 2: Sharpness

High Ability: Soulstealer

Evolution

- 1 - Charcadet
- 2 - **Ceruleledge** Lv 25 Minimum

Other Information

Size:	5'3" / 1.6m (Medium)	136.7 lbs / 62.0 kg (Weight Class 4)
Genders:	50% Male	50% Female
Diet:	Nullivore	
Habitat:	Forest, Desert, Mountain	

Capabilities

Overland 7, Swim 3, Jump 1/1, Power 3, Darkvision, Dead Silent, Firestarter, Glow, Heater

Skill List

Athl 3d6, Acro 4d6, Combat 6d6+3, Stealth 2d6, Percep 4d6+2, Focus 4d6+3

Move List

Evo - Shadow Claw - **Ghost**

1 - Leer - **Normal**

1 - Ember - **Fire**

1 - Flame Charge - **Fire**

4 - Astonish - **Ghost**

6 - Confusion - **Psychic**

9 - Clear Smog - **Poison**

12 - Fire Spin - **Fire**

14 - Flame Wheel - **Fire**

16 - Flash Step* - **Psychic** [New]

18 - Ominous Wind - **Ghost**

21 - Incinerate - **Fire**

24 - Will-O-Wisp - **Fire**

27 - Fire Punch - **Fire**

27 - Flamethrower - **Fire**

30 - Shadow Ball - **Ghost**

30 - Psycho Cut - **Psychic**

32 - Iron Head - **Steel**

32 - Flash Cannon - **Steel**

35 - Bitter Blade - **Fire**

38 - Swords Dance - **Normal**

41 - Ally Switch - **Psychic**

44 - Flare Blitz - **Fire**

48 - Poltergeist - **Ghost**

TM/Tutor Moves

Attract, Aura Sphere, Brick Break, Bulk Up, **Burning Jealousy**, Close Combat, Confide, Confuse Ray, Cross Poison (N), Curse, Destiny Bond, Disable, Double Team, Dragon Claw (N), Dragon Pulse (N), Endure, Facade, False Swipe, **Fire Blast**, Fling, Frustration, **Heat Wave**, Helping Hand, **Hex**, Hidden Power, Iron Defense, Light Screen, Night Shade (N), **Overheat**, **Phantom Force (N)**, Poison Jab, Protect, Psych Up, Reflect, Rest, Return, Round, Sacred Sword, Sleep Talk, Sludge Bomb, Solar Blade, Spite, Stored Power, Substitute, Sunny Day, Swagger, Take Down, Taunt, Tera Blast, Throat Chop, Toxic, Vacuum Wave, X-Scissor

Tadbulb



Base Stats

HP	6	Sp.ATK	6	Total:
ATK	3	Sp.DEF	4	28
DEF	4	SPD	5	

Basic Information

Type:	Electric
Basic Ability 1:	Own Tempo
Basic Ability 2:	Static
Adv Ability 1:	Damp
Adv Ability 2:	Illuminate
High Ability:	Levitate

Evolution

- 1 - Tadbulb
- 2 - Bellibolt Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	0.9 lbs / 0.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Freshwater, Marsh	

Capabilities

Overland 3, Swim 3, Jump 1/1, Levitate 4 Power 1, Glow, Zapper, Naturewalk (Wetlands), Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 1d6, Stealth 2d6, Percep 2d6, Focus 3d6

Move List

- 1 - Tackle - Normal
- 1 - Flash - Normal
- 1 - Thunder Shock - Electric
- 4 - Mud-Slap - Ground
- 7 - Water Gun - Water
- 9 - Spark - Electric
- 11 - Charge Beam - Electric
- 14 - Charge - Electric
- 17 - Shock Wave - Electric
- 20 - Mud Shot - Ground
- 23 - Bubble Beam - Water
- 26 - Discharge - Electric
- 29 - Mud Bomb - Ground
- 32 - Weather Ball - Normal
- 34 - Signal Beam - Bug
- 37 - Thunderbolt - Electric
- 40 - Muddy Water - Water
- 43 - Spotlight - Normal
- 46 - Electric Terrain - Electric
- 50 - Zap Cannon - Electric

TM/Tutor Moves

Acid Spray, Amnesia, Attract, Chilling Water, Confide, Confuse Ray, Dazzling Gleam, Double Team, Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Fake Tears, Flail, Frustration, Hidden Power, Hyper Voice, Light Screen, Magnet Rise, **Parabolic Charge**, Protect, Rain Dance, Reflect, Rest, Return, **Rising Voltage**, Round, Safeguard, Sleep Talk, Sludge Bomb, Soak, Substitute, Sucker Punch, Surf, Swagger, Swift, Tera Blast, **Thunder (N)**, Thunder Wave, Toxic, **Volt Switch**, Water Pulse, **Wild Charge**

Bellibolt



Base Stats

HP	11	Sp.ATK	10	Total:
ATK	6	Sp.DEF	8	49
DEF	9	SPD	5	

Basic Information

Type:	Electric
Basic Ability 1:	Electromorphosis
Basic Ability 2:	Static
Adv Ability 1:	Damp
Adv Ability 2:	Sequence
High Ability:	Electric Surge

Evolution

- 1 - Tadbulb
- 2 - **Bellibolt** Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	249.1 lbs / 113.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Freshwater, Marsh	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 3, Zapper, Naturewalk (Wetlands)

Skill List

Athl 3d6, Acro 4d6, Combat 3d6, Stealth 1d6, Percep 4d6, Focus 5d6

Move List

- 1 - Tackle - Normal
- 1 - Flash - Normal
- 1 - **Thunder Shock** - Electric
- 4 - Mud-Slap - Ground
- 7 - Water Gun - Water
- 9 - **Spark** - Electric
- 11 - **Charge Beam** - Electric
- 14 - Charge - Electric
- 17 - **Shock Wave** - Electric
- 20 - Mud Shot - Ground
- 23 - Bubble Beam - Water
- 26 - **Discharge** - Electric
- 29 - Mud Bomb - Ground
- 32 - Weather Ball - Normal
- 34 - Signal Beam - Bug
- 37 - **Thunderbolt** - Electric
- 40 - Muddy Water - Water
- 43 - Spotlight - Normal
- 46 - Electric Terrain - Electric
- 50 - **Zap Cannon** - Electric

TM/Tutor Moves

Acid Spray, Amnesia, Attract, Chilling Water, Confide, Confuse Ray, Dazzling Gleam, Double Team, Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Fake Tears, Flail, Frustration, Giga Impact, Hidden Power, Hydro Pump, Hyper Beam, Hyper Voice, Light Screen, Magnet Rise, **Parabolic Charge**, Protect, Rain Dance, Reflect, Rest, Return, **Rising Voltage**, Round, Safeguard, Scald, Slack Off (N), Sleep Talk, Sludge Bomb, Sludge Wave, Soak, Substitute, Sucker Punch, **Supercell Slam**, Surf, Swagger, Swift, Tera Blast, **Thunder (N)**, Thunder Wave, Toxic, **Volt Switch**, Water Pulse, **Wild Charge**

Wattrel



Base Stats

HP	4	Sp.ATK	6	Total:
ATK	4	Sp.DEF	4	29
DEF	4	SPD	7	

Basic Information

Type:	Flying / Electric
Basic Ability 1:	Wind Power
Basic Ability 2:	Volt Absorb
Adv Ability 1:	Competitive
Adv Ability 2:	Perception
High Ability:	Accelerate

Evolution

- 1 - Wattrel
- 2 - Kilowattrel Lv 25 Minimum

Other Information

Size:	1'04" / 0.4m (Small)	7.9 lbs /3.6 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Ocean, Beach	

Capabilities

Overland 3, Swim 2, Sky 6, Jump 3/3, Power 1, Underdog, Zapper

Skill List

Athl 2d6, Acro 4d6, Combat 2d6, Stealth 2d6, Percep 4d6, Focus 3d6

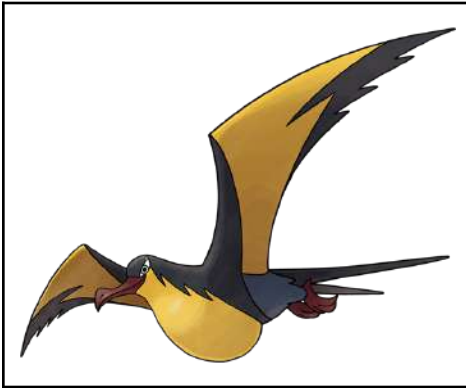
Move List

- 1 - Peck - Flying
- 1 - Gust - Flying
- 1 - Growl - Normal
- 1 - Quick Attack - Normal
- 4 - Charge Beam - Electric
- 7 - Agility - Psychic
- 11 - Spark - Electric
- 15 - Air Cutter - Flying
- 19 - Signal Beam - Bug
- 23 - Volt Switch - Electric
- 25 - Air Slash - Flying
- 28 - Uproar - Normal
- 30 - Roost - Flying
- 34 - Shock Wave - Electric
- 37 - Discharge - Electric
- 40 - Heat Wave - Fire
- 43 - Hurricane - Flying
- 48 - Thunder - Electric

TM/Tutor Moves

Acrobatics, **Aerial Ace (N)**, Attract, Blizzard, **Brave Bird**, Charge (N), Confide, Defog, Double Team, **Dual Wingbeat (N)**, Eerie Impulse, Electric Terrain, **Electro Ball**, **Electroweb**, Endeavor, Endure, Facade, Feather Dance, Flash Cannon, **Fly**, Frustration, Giga Impact, Hidden Power, Hyper Beam, Protect, Rest, Return, Round, Scary Face, Sleep Talk, Solar Beam, Spit Up (N), Stockpile (N), Substitute, Swagger, Swallow (N), Swift, Tailwind, Take Down, Tera Blast, Thunder Wave, **Thunderbolt (N)**, Toxic, U-Turn, Vacuum Wave, Weather Ball (N), **Wild Charge**

Kilowattrel



Base Stats

HP	7	Sp.ATK	11	Total:
ATK	7	Sp.DEF	6	50
DEF	6	SPD	13	

Basic Information

Type:	Flying / Electric
Basic Ability 1:	Wind Power
Basic Ability 2:	Volt Absorb
Adv Ability 1:	Competitive
Adv Ability 2:	Perception
High Ability:	Accelerate

Evolution

- 1 - Wattrel
- 2 - Kilowattrel Lv 25 Minimum

Other Information

Size:	4'07" / 1.4m (Medium)	85.2 lbs /38.6kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Ocean, Beach	

Capabilities

Overland 4, Swim 2, Sky 7, Jump 3/3, Power 1, Zapper

Skill List

Athl 2d6, Acro 2d6, Combat 3d6, Stealth 2d6+1, Percep 3d6, Focus 3d6

Move List

Evo - Electro Ball - Electric
 1 - Peck - Flying
 1 - Gust - Flying
 1 - Growl - Normal
 1 - Quick Attack - Normal
 4 - Charge Beam - Electric
 7 - Agility - Psychic
 11 - Spark - Electric
 15 - Air Cutter - Flying
 19 - Signal Beam - Bug
 23 - Volt Switch - Electric
 25 - Air Slash - Flying
 28 - Uproar - Normal
 30 - Roost - Flying
 34 - Shock Wave - Electric
 37 - Discharge - Electric
 40 - Heat Wave - Fire
 43 - Hurricane - Flying
 48 - Thunder - Electric

TM/Tutor Moves

Acrobatics, Aerial Ace (N), Attract, Blizzard, Brave Bird, Charge (N), Confide, Defog, Double Team, Dual Wingbeat (N), Eerie Impulse, Electric Terrain, Electroweb, Endeavor, Endure, Facade, Feather Dance, Flash Cannon, Fly, Frustration, Giga Impact, Hidden Power, Hyper Beam, Protect, Rest, Return, Rising Voltage, Round, Scary Face, Sleep Talk, Solar Beam, Spit Up (N), Stockpile (N), Substitute, Supercell Slam, Swagger, Swallow (N), Swift, Tailwind, Take Down, Tera Blast, Thunder Wave, Thunderbolt (N), Toxic, U-Turn, Vacuum Wave, Weather Ball (N), Wild Charge

Maschiff



Base Stats

HP	6	Sp.ATK	4	Total:
ATK	8	Sp.DEF	5	34
DEF	6	SPD	5	

Basic Information

Type:	Dark
Basic Ability 1:	Intimidate
Basic Ability 2:	Run Away
Adv Ability 1:	Stakeout
Adv Ability 2:	Ball Fetch
High Ability:	Strong Jaw

Evolution

- 1 - Maschiff
- 2 - Mabosstiff Lv 25 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	35.3 lbs / 16.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Urban, Mountain, Desert, Forest, Grassland	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 2, Naturewalk (Urban), Darkvision, Tracker, Pack Mon, Underdog

Skill List

Athl 3d6+1, Acro 2d6+1, Combat 2d6+1, Stealth 3d6+1, Percep 2d6+1, Focus 2d6

Move List

- 1 - Tackle - Normal
- 1 - Leer - Normal
- 1 - Scary Face - Normal
- 4 - Lick - Ghost
- 7 - Pursuit - Dark
- 10 - Hone Claws - Dark
- 12 - Double Kick - Fighting
- 15 - Bite - Dark
- 18 - Roar - Normal
- 22 - Headbutt - Normal
- 26 - Payback - Dark
- 29 - Reversal - Fighting
- 32 - Crunch - Dark
- 35 - Swagger - Normal
- 39 - Jaw Lock - Dark
- 43 - Protect - Normal
- 46 - Superpower - Fighting
- 49 - Double Edge - Normal
- 52 - Outrage - Dragon

TM/Tutor Moves

Attract, Body Slam, Charm, Confide, **Dark Pulse**, Destiny Bond, Dig, Double Team, Endeavor, Endure, Facade, Fake Tears, Fire Fang (N), Frustration, Helping Hand, Hidden Power, Ice Fang (N), **Lash Out**, Play Rough, Psychic Fangs (N), Rain Dance, Rest, Retaliate, Return, Round, Sleep Talk, **Snarl (N)**, Substitute, Sunny Day, Take Down, Taunt, Tera Blast, **Thief**, Thunder Fang (N), Toxic, Trailblaze

Mabosstiff



Base Stats

HP	8	Sp.ATK	6	Total:
ATK	12	Sp.DEF	7	51
DEF	9	SPD	9	

Basic Information

Type:	Dark
Basic Ability 1:	Intimidate
Basic Ability 2:	Guard Dog
Adv Ability 1:	Stakeout
Adv Ability 2:	Bodyguard
High Ability:	Strong Jaw

Evolution

- 1 - Maschiff
- 2 - **Mabosstiff** Lv 25 Minimum

Other Information

Size:	3'7" / 1.1m (Medium)	134.5 lbs / 61.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Urban, Mountain, Desert, Forest, Grassland	

Capabilities

Overland 7, Swim 5, Jump 2/2, Power 2, Naturewalk (Urban), Darkvision, Tracker, Mountable 1, Pack Mon

Skill List

Athl 4d6+2, Acro 2d6, Combat 3d6+3, Stealth 2d6+1, Percep 4d6+1, Focus 3d6

Move List

Evo - Comeuppance - Dark

- 1 - Tackle - Normal
- 1 - Leer - Normal
- 1 - Scary Face - Normal
- 4 - Lick - Ghost
- 7 - Pursuit - Dark
- 10 - Hone Claws - Dark
- 12 - Double Kick - Fighting
- 15 - Bite - Dark
- 18 - Roar - Normal
- 22 - Headbutt - Normal
- 26 - Payback - Dark
- 29 - Reversal - Fighting
- 32 - Crunch - Dark
- 35 - Swagger - Normal
- 39 - Jaw Lock - Dark
- 43 - Protect - Normal
- 46 - Superpower - Fighting
- 49 - Double Edge - Normal
- 52 - Outrage - Dragon

TM/Tutor Moves

Attract, Body Slam, Charm, Confide, Curse, **Dark Pulse**, Destiny Bond, Dig, Double Team, Double-Edge, Endeavor, Endure, Facade, Fake Tears, Fire Fang (N), Frustration, Giga Impact, Helping Hand, Hidden Power, Hyper Beam, Hyper Voice, Ice Fang (N), **Lash Out**, Pain Split, Play Rough, Psychic Fangs (N), Rain Dance, Rest, Retaliate, Return, Round, Sleep Talk, **Snarl (N)**, Spite, Substitute, Sunny Day, Take Down, Taunt, Tera Blast, **Thief**, Thunder Fang (N), Toxic, Trailblaze, Wild Charge

Shroodle



Base Stats

HP	4	Sp.ATK	4	Total:
ATK	7	Sp.DEF	4	31
DEF	4	SPD	8	

Basic Information

Type:	Poison / Normal
Basic Ability 1:	Unburden
Basic Ability 2:	Pickpocket
Adv Ability 1:	Stench
Adv Ability 2:	Neurotoxin
High Ability:	Prankster

Evolution

- 1 - Shroodle
- 2 - Grafaiai Lv 25 Minimum

Other Information

Size:	0'08" / 0.2m (Small)	1.5 lbs / 0.7 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Rainforest	

Capabilities

Overland 4, Swim 1, Jump 1/1, Power 1, Naturewalk (Forest), Underdog, Intoxicator, Stealth, Wallclimber

Skill List

Athl 2d6, Acro 3d6, Combat 2d6, Stealth 4d6, Percep 3d6+2, Focus 3d6

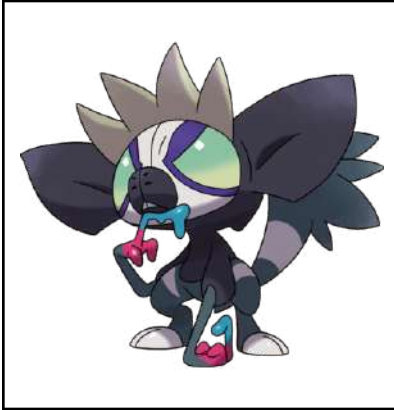
Move List

- 1 - Scratch - Normal
- 1 - Leer - Normal
- 5 - Acid Spray - Poison
- 8 - Bite - Dark
- 8 - Fury Swipes - Normal
- 10 - Switcheroo - Dark
- 12 - Poison Fang - Poison
- 14 - Fake Out - Normal
- 16 - Knock Off - Dark
- 18 - Flatter - Dark
- 21 - Slash - Normal
- 24 - U-Turn - Bug
- 26 - Bullet Seed - Grass
- 29 - Poison Jab - Poison
- 32 - Taunt - Dark
- 34 - Night Slash - Dark
- 36 - First Impression - Bug
- 38 - Substitute - Normal
- 41 - Seed Bomb - Grass
- 44 - Gunk shot - Poison
- 48 - Last Resort - Normal

TM/Tutor Moves

Acrobatics, Attract, Baton Pass, Confide, Copycat, **Cross Poison**, Cut, Dig, Double Team, **Double-Edge**, Encore, Endeavor, Endure, **Facade**, Fling (N), Foul Play, **Frustration**, **Giga Impact**, Helping Hand, **Hidden Power**, Low Kick, Low Sweep, Metronome, Mud Shot, Mud-Slap, Nasty Plot, Parting Shot (N), **Poison Tail (N)**, Pounce, Protect, Psych Up, Rain Dance, Rest, **Return**, **Round**, Scary Face, Shadow Claw, Skitter Smack, **Sleep Talk**, **Sludge Bomb**, **Sludge Wave**, Sunny Day, Super Fang, Swagger (N), Swords Dance, **Take Down**, **Tera Blast**, Thief (N), Throat Chop, Toxic, Trailblaze, **Venoshock (N)**, X-Scissor

Grafaiai



Base Stats

HP	6	Sp.ATK	8	Total:
ATK	10	Sp.DEF	7	49
DEF	7	SPD	11	

Basic Information

Type:	Poison / Normal
Basic Ability 1:	Unburden
Basic Ability 2:	Poison Touch
Adv Ability 1:	Danger Syrup
Adv Ability 2:	Neurotoxin
High Ability:	Prankster

Evolution

- 1 - Shroodle
- 2 - Grafaiai Lv 25 Minimum

Other Information

Size:	2'04" / 0.7m (Small)	60.0 lbs / 27.2 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Rainforest	

Capabilities

Overland 7, Swim 4, Jump 3/4, Power 3, Naturewalk (Forest), Intoxicator, Stealth, Wallclimber

Skill List

Athl 3d6, Acro 5d6, Combat 3d6+1, Stealth 5d6+2, Percep 5d6, Focus 4d6

Move List

Evo - Doodle - Normal
 1 - Scratch - Normal
 1 - Leer - Normal
 5 - Acid Spray - Poison
 8 - Bite - Dark
 8 - Fury Swipes - Normal
 10 - Switcheroo - Dark
 12 - Poison Fang - Poison
 14 - Fake Out - Normal
 16 - Knock Off - Dark
 18 - Flatter - Dark
 21 - Slash - Normal
 24 - U-Turn - Bug
 26 - Bullet Seed - Grass
 29 - Poison Jab - Poison
 32 - Taunt - Dark
 34 - Night Slash - Dark
 36 - First Impression - Bug
 38 - Substitute - Normal
 41 - Seed Bomb - Grass
 44 - Gunk shot - Poison
 48 - Last Resort - Normal

TM/Tutor Moves

Acrobatics, Attract, Baton Pass, Confide, Copycat, **Cross Poison**, Cut, Dig, Double Team, **Double-Edge**, Encore, Endeavor, Endure, **Facade**, Fling (N), Foul Play, **Frustration**, **Giga Impact**, Helping Hand, **Hidden Power**, Low Kick, Low Sweep, Metronome, Mud Bomb, Mud Shot, Mud-Slap, Nasty Plot, Parting Shot (N), **Poison Tail (N)**, Pounce, Protect, Psych Up, Rain Dance, Rest, **Return**, **Round**, Scary Face, Shadow Claw, Skitter Smack, **Sleep Talk**, **Sludge Bomb**, **Sludge Wave**, Sunny Day, Super Fang, Swagger (N), Swords Dance, **Take Down**, **Tera Blast**, Thief (N), Throat Chop, Toxic, Trailblaze, **Venoshock (N)**, Wake-Up Slap, X-Scissor

Bramblin



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	7	Sp.DEF	4	29
DEF	3	SPD	6	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Weird Power
Basic Ability 2:	Wind Rider
Adv Ability 1:	Sand Veil
Adv Ability 2:	Iron Barbs
High Ability:	Infiltrator

Evolution

- 1 - Bramblin
- 2 - Brambleghast Lv 25 Minimum

Other Information

Size:	2'0" / 0.6m (Small)	1.3 lbs / 0.6 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Desert	

Capabilities

Overland 2, Swim 2, Levitate 4, Jump 0/1, Power 1, Naturewalk (Desert), Underdog

Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 3d6+2, Percep 3d6, Focus 2d6+2

Move List

- 1 - Defense Curl - Normal
- 1 - Astonish - Ghost
- 1 - Rapid Spin - Normal
- 5 - Absorb - Grass
- 5 - Trailblaze - Grass
- 9 - Infestation - Bug
- 12 - Rollout - Rock
- 15 - Mega Drain - Grass
- 15 - Needle Arm - Grass
- 18 - Disable - Normal
- 21 - Hex - Ghost
- 23 - Skitter Smack - Bug
- 24 - Bullet Seed - Grass
- 27 - Scorching Sands - Ground
- 29 - Giga Drain - Grass
- 32 - Shadow Ball - Ghost
- 35 - Phantom Force - Ghost
- 38 - Leech Life - Bug
- 40 - Curse - Ghost
- 43 - Earth Power - Ground
- 47 - Power Whip - Grass
- 50 - Pain Split - Normal
- 50 - Poltergeist - Ghost

TM/Tutor Moves

Attract, Beat Up, Block, Confide, Confuse Ray, Curse, Double Team (N), Endure, **Energy Ball**, Facade, Frustration, **Grass Knot**, **Grassy Glide**, Grassy Terrain (N), Hidden Power, **Leaf Storm**, Leech Seed (N), Night Shade, Pain Split, Poison Sting, Pounce (N), Protect, Rest, Return, Round, Scary Face, **Seed Bomb**, **Shadow Punch (N)**, **Shadow Sneak (N)**, Sleep Talk, **Solar Beam (N)**, Spikes, Spite, Strength Sap, Substitute, Swagger, Tera Blast, Thief, Toxic, **Trailblaze**

Brambleghast



Base Stats

HP	6	Sp.ATK	8	Total:
ATK	12	Sp.DEF	7	49
DEF	7	SPD	9	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Weird Power
Basic Ability 2:	Wind Rider
Adv Ability 1:	Sand Veil
Adv Ability 2:	Iron Barbs
High Ability:	Infiltrator

Evolution

- 1 - Bramblin
- 2 - Brambleghast Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Small)	13.2 lbs / 6 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Desert	

Capabilities

Overland 4, Swim 2, Levitate 6, Jump 1/2, Power 2, Naturewalk (Desert),

Skill List

Athl 2d6, Acro 4d6+1, Combat 3d6, Stealth 3d6+2, Percep 4d6, Focus 4d6+2

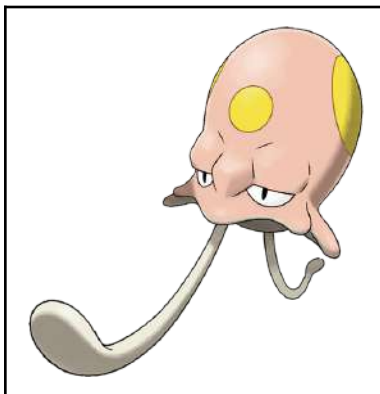
Move List

- 1 - Defense Curl - Normal
- 1 - Astonish - Ghost
- 1 - Rapid Spin - Normal
- 5 - Absorb - Grass
- 5 - Trailblaze - Grass
- 9 - Infestation - Bug
- 12 - Rollout - Rock
- 15 - Mega Drain - Grass
- 15 - Needle Arm - Grass
- 18 - Disable - Normal
- 21 - Hex - Ghost
- 23 - Skitter Smack - Bug
- 24 - Bullet Seed - Grass
- 27 - Scorching Sands - Ground
- 29 - Giga Drain - Grass
- 32 - Shadow Ball - Ghost
- 35 - Phantom Force - Ghost
- 38 - Leech Life - Bug
- 40 - Curse - Ghost
- 43 - Earth Power - Ground
- 47 - Power Whip - Grass
- 50 - Pain Split - Normal
- 50 - Poltergeist - Ghost

TM/Tutor Moves

Attract, Beat Up, Block, Confide, Confuse Ray, Curse, Double Team (N), Earthquake, Endure, **Energy Ball**, Expanding Force, Facade, Frustration, Giga Impact, **Grass Knot**, **Grassy Glide**, Grassy Terrain (N), Hidden Power, Hyper Beam, **Leaf Storm**, Leech Seed (N), Night Shade, Pain Split, Poison Jab, Poison Sting, Pounce (N), Protect, Rest, Return, Round, Scary Face, **Seed Bomb**, **Shadow Punch (N)**, **Shadow Sneak (N)**, Skitter Smack, Sleep Talk, **Solar Beam (N)**, Spikes, Spite, Strength Sap, Substitute, Swagger, Tera Blast, Terrain Pulse, Thief, Toxic, **Trailblaze**, Venoshock, Zen Headbutt

Toedscool



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	4	Sp.DEF	10	34
DEF	4	SPD	7	

Basic Information

Type:	Grass / Ground
Basic Ability 1:	Mycelium Might
Basic Ability 2:	Sprint
Adv Ability 1:	Fungus Lord
Adv Ability 2:	Tochukaso
High Ability:	Effect Spore

Evolution

- 1 - Toedscool
- 2 - Toedsruel Lv 25 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	72.8 lbs / 33.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Rainforest	

Capabilities

Overland 6, Swim 2, Jump 1/1, Power 2, Mushroom Harvest, Naturewalk (Forest, Grassland), Shrinkable, Underdog

Skill List

Athl 2d6, Acro 3d6+1, Combat 1d6, Stealth 3d6+2, Percep 2d6, Focus 2d6+1

Move List

- 1 - Reflect Type - Normal
- 1 - Wrap - Normal
- 1 - Tackle - Normal
- 1 - Mud-Slap - Ground
- 4 - Absorb - Grass
- 8 - Stun Spore - Grass
- 8 - Fairy Wind - Fairy
- 11 - Supersonic - Normal
- 13 - Acid - Poison
- 15 - Mega Drain - Grass
- 17 - Mud Shot - Ground
- 20 - Screech - Normal
- 20 - Draining Kiss - Fairy
- 23 - Clear Smog - Poison
- 27 - Hex - Ghost
- 30 - Mud Bomb - Ground
- 33 - Seed Bomb - Grass
- 36 - Spore - Grass
- 39 - Dazzling Gleam - Fairy
- 42 - Growth - Normal
- 45 - Giga Drain - Grass
- 48 - Earth Power - Ground
- 52 - Power Whip - Grass

TM/Tutor Moves

Acid Spray, Acupressure, Attract, **Bulldoze**, **Bullet Seed**, Confide, Confuse Ray, Double Team, Endure, **Energy Ball (N)**, Facade, Flash Cannon, Foul Play, Frustration, **Grass Knot**, **Grassy Glide (N)**, Grassy Terrain, Hidden Power, **High Horsepower (N)**, Knock Off, **Leaf Storm**, Leech Seed (N), Light Screen, Lunge, **Magical Leaf**, Mirror Coat, Pain Split, Play Rough (N), Poison Jab, Protect, Rage Powder, Rain Dance, Rapid Spin, Reflect, Rest, Return, Round, Scary Face, Skitter Smack, Sleep Talk, Sludge Bomb, **Solar Beam**, Spikes, Substitute, Swagger, Swift, Taunt, Tera Blast, Tickle, Toxic, Toxic Spikes, **Trailblaze (N)**, Trick Room, Venoshock, **Vine Whip (N)**

Toedscrue!



Base Stats

HP	8	Sp.ATK	8	Total:
ATK	7	Sp.DEF	12	52
DEF	7	SPD	10	

Basic Information

Type:	Grass / Ground
Basic Ability 1:	Mycelium Might
Basic Ability 2:	Sprint
Adv Ability 1:	Fungus Lord
Adv Ability 2:	Tochukaso
High Ability:	Effect Spore

Evolution

- 1 - Toedscool
- 2 - Toedscrue! Lv 25 Minimum

Other Information

Size:	6'3" / 1.9m (Medium)	127.9 lbs / 58.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland, Rainforest	

Capabilities

Overland 8 ,Swim 4, Jump 1/1, Power 5, Mushroom Harvest, Naturewalk (Forest, Grassland), Reach, Shrinkable, Mountable 1

Skill List

Athl 4d6, Acro 4d6+1, Combat 4d6, Stealth 5d6+2, Percep 3d6, Focus 3d6+1

Move List

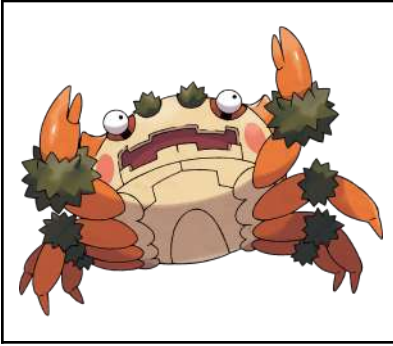
Evo - Mould* - Grass [Hex]

- 1 - Reflect Type - Normal
- 1 - Wrap - Normal
- 1 - Tackle - Normal
- 1 - Mud-Slap - Ground
- 4 - Absorb - Grass
- 8 - Stun Spore - Grass
- 8 - Fairy Wind - Fairy
- 11 - Supersonic - Normal
- 13 - Acid - Poison
- 15 - Mega Drain - Grass
- 17 - Mud Shot - Ground
- 20 - Screech - Normal
- 20 - Draining Kiss - Fairy
- 23 - Clear Smog - Poison
- 27 - Hex - Ghost
- 30 - Mud Bomb - Ground
- 33 - Seed Bomb - Grass
- 36 - Spore - Grass
- 39 - Dazzling Gleam - Fairy
- 42 - Growth - Normal
- 45 - Giga Drain - Grass
- 48 - Earth Power - Ground
- 52 - Power Whip - Grass

TM/Tutor Moves

Acid Spray, Acupressure, Attract, **Bulldoze**, **Bullet Seed**, Confide, Confuse Ray, Double Team, Endure, **Energy Ball (N)**, Facade, Flash Cannon, Foul Play, Frustration, Giga Impact, **Grass Knot**, **Grassy Glide (N)**, Grassy Terrain, Hidden Power, **High Horsepower (N)**, Hyper Beam, Infestation, Knock Off, **Leaf Storm**, Leech Seed (N), Light Screen, Lunge, **Magical Leaf**, Mirror Coat, Pain Split, Play Rough (N), Poison Jab, Protect, Rage Powder, Rain Dance, Rapid Spin, Reflect, Rest, Return, Round, Scary Face, Skitter Smack, Sleep Talk, Sludge Bomb, **Solar Beam**, Spikes, Substitute, Swagger, Swift, Taunt, Tera Blast, Tickle, Toxic, Toxic Spikes, **Trailblaze (N)**, Trick Room, Venoshock, **Vine Whip (N)**

Klawf



Base Stats

HP	7	Sp.ATK	4	Total:
ATK	10	Sp.DEF	6	47
DEF	12	SPD	8	

Basic Information

Type:	Rock
Basic Ability 1:	Anger Shell
Basic Ability 2:	Shell Armor
Adv Ability 1:	Sand Force
Adv Ability 2:	Ambush
High Ability:	Regenerator

Evolution

1 - Klawf

Other Information

Size:	4'03" / 1.3m (Medium)	174.2 lbs / 79.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Desert, Mountain	

Capabilities

Overland 5, Swim 1, Burrow 3, Jump 1/1, Power 3, Naturewalk (Mountain), Underdog, Wallclimber

Skill List

Athl 3d6, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 4d6, Focus 3d6

Move List

1 - Vice Grip - Normal
 1 - Astonish - Ghost
1 - Rock Throw - Rock
 6 - Harden - Normal
 9 - Rock Smash - Fighting
 12 - Metal Claw - Steel
 15 - Protect - Normal
18 - Rock Tomb - Rock
 21 - Feint Attack - Dark
 23 - Bulldoze - Ground
 25 - Swords Dance - Normal
 27 - X-Scissor - Bug
29 - Stone Axe - Rock
 33 - Flail - Normal
 37 - Iron Head - Steel
40 - Stone Edge - Rock
 43 - Iron Defense - Steel
46 - Rock Slide - Rock
 49 - High Horsepower - Ground
 52 - Earthquake - Ground

TM/Tutor Moves

Aerial Ace, **Ancient Power**, Attract, Body Press (N), Body Slam, Brick Break, Confide, Crabhammer, Cross Poison, Dig, Double Team, Earth Power, Endeavor, Endure, Facade, Fling, Frustration, Giga Impact, Guillotine, Helping Hand, Hidden Power, Hyper Beam, Knock Off, **Meteor Beam**, Mud Shot, Mud-Slap, **Power Gem (N)**, Psycho Cut, Rain Dance, Rest, Return, Reversal, **Rock Blast (N)**, Rock Climb (N), Round, Sandstorm, Scary Face, Shadow Claw, Skitter Smack, Sleep Talk, **Smack Down**, Stealth Rock (N), Stomping Tantrum, Substitute, Sucker Punch, Sunny Day, Swagger, Take Down, Temper Flare, Tera Blast, Thief, Throat Chop, Toxic, Trailblaze

Capsakid



Base Stats

HP	5	Sp.ATK	6	Total:
ATK	6	Sp.DEF	4	30
DEF	4	SPD	5	

Basic Information

Type:	Grass
Basic Ability 1:	Insomnia
Basic Ability 2:	Chlorophyll
Adv Ability 1:	Klutz
Adv Ability 2:	Desert Weather
High Ability:	Sun Blanket

Evolution

- 1 - Capsakid
- 2 - Scovillain Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	6.6 lbs / 4.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 4, Swim 2, Jump 1/1, Power 1, Naturewalk (Grassland), Underdog

Skill List

Athl 1d6, Acro 2d6, Combat 1d6, Stealth 3d6, Percep 3d6, Focus 1d6

Move List

- 1 - Leafage - Grass
- 1 - Leer - Normal
- 4 - Bite - Dark
- 10 - Growth - Normal
- 13 - Razor Leaf - Grass
- 17 - Snarl - Dark
- 20 - Sunny Day - Fire
- 20 - Worry Seed - Grass
- 23 - Headbutt - Normal
- 26 - Crunch - Dark
- 29 - Shadow Ball - Ghost
- 32 - Seed Bomb - Grass
- 35 - Zen Headbutt - Psychic
- 38 - Flamethrower - Fire
- 41 - Power Whip - Grass
- 44 - Flare Blitz - Fire
- 48 - Solar Beam - Grass
- 48 - Overheat - Fire

TM/Tutor Moves

Attract, **Bullet Seed (N)**, Confide, Double Team, Dual Chop (N), Endeavor, Endure, **Energy Ball**, Facade, *Fire Fang (N)*, Frustration, **Giga Drain**, **Grass Knot**, **Grassy Glide**, Helping Hand, Hidden Power, Ingrain, **Leaf Storm (N)**, Leech Seed, Protect, Rage Powder, Rest, Return, Rollout, Round, Sandstorm, Sleep Talk, Sludge Bomb, Stomping Tantrum, Substitute, Super Fang, Swagger, Take Down, Tera Blast, Thief, Toxic, **Trailblaze**

Scovillain



Base Stats

HP	7	Sp.ATK	11	Total:
ATK	11	Sp.DEF	7	51
DEF	7	SPD	8	

Basic Information

Type: Grass / Fire

Basic Ability 1: Insomnia

Basic Ability 2: Chlorophyll

Adv Ability 1: Weird Power

Adv Ability 2: Cluster Mind

High Ability: Moody

Evolution

- 1 - Capsakid
- 2 - Scovillain Lv 25 Minimum

Other Information

Size:	2'11" / 0.9m (Small)	33.1 lbs / 15.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 4, Firestarter, Naturewalk (Grassland)

Skill List

Athl 4d6, Acro 4d6, Combat 5d6, Stealth 2d6, Percep 3d6, Focus 4d6

Move List

Evo - Fire Fang - Fire
 Evo - Incinerate - Fire
 Evo - Spicy Extract - Grass
 1 - Leafage - Grass
 1 - Leer - Normal
 4 - Bite - Dark
 10 - Growth - Normal
 13 - Razor Leaf - Grass
 17 - Snarl - Dark
 20 - Sunny Day - Fire
 20 - Worry Seed - Grass
 23 - Headbutt - Normal
 26 - Crunch - Dark
 29 - Shadow Ball - Ghost
 32 - Seed Bomb - Grass
 35 - Zen Headbutt - Psychic
 38 - Flamethrower - Fire
 41 - Power Whip - Grass
 44 - Flare Blitz - Fire
 48 - Solar Beam - Grass
 48 - Overheat - Fire

TM/Tutor Moves

Attract, Bullet Seed (N), Burning Jealousy, Confide, Double Team, Dual Chop (N), Endeavor, Endure, Energy Ball, Facade, Fire Blast, Frustration, Giga Drain, Giga Impact, Grass Knot, Grassy Glide, Grassy Terrain, Helping Hand, Hidden Power, Hyper Beam, Ingrain, Lash Out, Leaf Storm (N), Leech Seed, Protect, Psychic, Rage Powder, Rest, Return, Rollout, Round, Sandstorm, Scary Face, Sleep Talk, Sludge Bomb, Stomping Tantrum, Substitute, Super Fang, Swagger, Take Down, Temper Flare, Tera Blast, Thief, Toxic, Trailblaze, Will-O-Wisp

Rellor



Base Stats

HP	4	Sp.ATK	3	Total:
ATK	5	Sp.DEF	6	27
DEF	6	SPD	3	

Basic Information

Type:	Bug
Basic Ability 1:	Frisk
Basic Ability 2:	Compound Eyes
Adv Ability 1:	Shed Skin
Adv Ability 2:	Ballistic
High Ability:	Stench

Evolution

- 1 - Rellor
- 2 - Rabsca Lv 25 Minimum

Other Information

Size:	0'08" / 0.2m (Small)	2.2 lbs / 1.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert	

Capabilities

Overland 6, Swim 1, Jump 1/1, Power 2, Naturewalk (Desert)
Scavenger, Underdog

Skill List

Athl 3d6, Acro 2d6, Combat 1d6, Stealth 2d6, Percep 2d6,
Focus 3d6

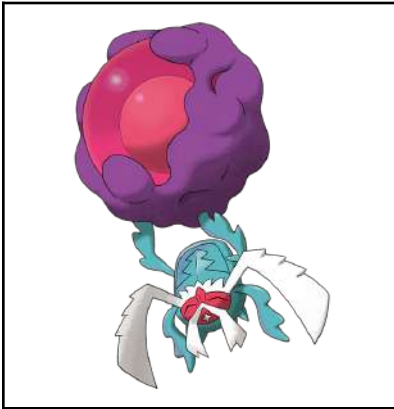
Move List

- 1 - Tackle - Normal
- 1 - Defense Curl - Normal
- 1 - Psy Kick* - Psychic
- 4 - Sand Attack - Ground
- 7 - Pounce - Bug
- 11 - Sand Tomb - Ground
- 14 - Bug Bite - Bug
- 17 - Rollout - Rock
- 20 - Clayball* - Ground [Ranged Tackle]
- 22 - Take Down - Normal
- 25 - Dig - Ground
- 28 - Steamroller - Bug
- 33 - Zen Headbutt - Psychic
- 35 - Bulldoze - Ground
- 38 - Rock Slide - Rock
- 41 - Gyro Ball - Steel
- 44 - Megahorn - Bug
- 47 - Earthquake - Ground
- 50 - Rock Wrecker - Rock

TM/Tutor Moves

Attract, Bug Bite, Bug Buzz, Confide, Cosmic Power, Double Team, Endure, Facade, Fling, Frustration, Gunk Shot (N), Hidden Power, Ice Ball, Iron Defense, Leech Life (N), Lunge (N), Memento, Mud-Slap, Protect, Recover, Rest, Return, Rock Tomb, Round, Shadow Ball, Skitter Smack, Sleep Talk, Sludge Bomb, Steel Roller, Substitute, Swagger, Tera Blast, Thief, Toxic, Weather Ball, X-Scissor

Rabsca



Base Stats

HP	8	Sp.ATK	12	Total:
ATK	5	Sp.DEF	10	49
DEF	9	SPD	5	

Basic Information

Type: Bug / Psychic

Basic Ability 1: Synchronize

Basic Ability 2: Compound Eyes

Adv Ability 1: Telepathy

Adv Ability 2: Ballistic

High Ability: Decoy

Evolution

- 1 - Rellor
- 2 - Rabsca Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	7.7 lbs / 3.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Desert	

Capabilities

Overland 1, Swim 1, Jump 1/1, Levitate 6, Power 4, Naturewalk (Desert), Telekinetic, Telepath

Skill List

Athl 4d6, Acro 4d6, Combat 1d6, Stealth 3d6, Percep 4d6, Focus 6d6

Move List

Evo - Revival Blessing - Normal
Evo - Psybeam - Psychic
Evo - Signal Beam - Bug
 Evo - Mud Shot - Ground
 1 - Tackle - Normal
 1 - Defense Curl - Normal
1 - Confusion - Psychic
 4 - Sand Attack - Ground
7 - Struggle Bug - Bug
 11 - Rollout - Rock
 14 - Sand Tomb - Ground
17 - Bug Bite - Bug
 20 - Clayball* - Ground [Ranged Tackle]
 22 - Take Down - Normal
 25 - Dig - Ground
28 - Steamroller - Bug
31 - Extrasensory - Psychic
 33 - Mud Bomb - Ground
 35 - Speed Swap - Psychic
 35 - Power Swap - Psychic
 35 - Guard Swap - Psychic
38 - Psychic - Psychic
 41 - Gyro Ball - Steel
44 - Bug Buzz - Bug
 47 - Earth Power - Ground
50 - Future Sight - Psychic

TM/Tutor Moves

Attract, Calm Mind, Confide, Confuse Ray, Cosmic Power, Dazzling Gleam, Double Team, Electro Ball, Endure, Energy Ball, **Expanding Force**, Facade, Fling, Frustration, Giga Impact, Gravity, Gunk Shot (N), Hidden Power, Hyper Beam, Ice Ball, Imprison, Iron Defense, **Leech Life (N)**, Light Screen, **Lunge (N)**, Memento, Mud-Slap, Poltergeist, **Pounce (N)**, Power Gem, Protect, Psych Up, **Psychic Noise**, Psychic Terrain, **Psyshock**, Rain Dance, Recover, Reflect, Rest, Return, Rock Tomb, Round, Sandstorm, Shadow Ball, Skill Swap, **Skitter Smack**, Sleep Talk, Sludge Bomb, Steel Roller, **Stored Power**, Substitute, Sunny Day, Swagger, Tera Blast, Thief, Toxic, Trick, Trick Room, Weather Ball, **X-Scissor**, **Zen Headbutt**

Flittle



Base Stats

HP	3	Sp.ATK	6	Total:
ATK	4	Sp.DEF	3	27
DEF	3	SPD	8	

Basic Information

Type:	Psychic
Basic Ability 1:	Anticipation
Basic Ability 2:	Frisk
Adv Ability 1:	Speed Boost
Adv Ability 2:	Desert Weather
High Ability:	Cute Charm

Evolution

- 1 - Flittle
- 2 - Espathra Lv 30 Minimum

Other Information

Size:	0'08" / 0.2m (Small)	3.3 lbs / 1.5 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Insectivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 3, Swim 3, Levitate 5 Jump 1/1, Power 1, Telekinetic, Underdog

Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 4d6, Percep 3d6, Focus 4d6

Move List

- 1 - Peck - Flying
- 1 - Gust - Flying
- 1 - Growl - Normal
- 5 - Confusion - Psychic
- 8 - Baby-Doll Eyes - Fairy
- 11 - Disarming Voice - Fairy
- 15 - Quick Attack - Normal
- 18 - Psybeam - Psychic
- 21 - Snarl - Dark
- 24 - Air Cutter - Flying
- 27 - Agility - Psychic
- 32 - Hypnosis - Psychic
- 35 - Uproar - Normal
- 38 - Air Slash - Flying
- 41 - Dazzling Gleam - Fairy
- 44 - Dark Pulse - Dark
- 46 - Hyper Voice - Normal
- 49 - Future Sight - Psychic
- 52 - Hurricane - Flying
- 54 - Last Resort - Normal

TM/Tutor Moves

Ally Switch, Attract, Baton Pass, Calm Mind, Confide, Confuse Ray, Double Team, Endure, **Expanding Force**, Facade, Foul Play, Frustration, Helping Hand, Hidden Power, Hypnosis, Light Screen, Mud-Slap, Mud Shot, Pluck (N), Pounce, Protect, **Psychic (N)**, Psychic Terrain, **Psyshock**, Rain Dance, Reflect, Rest, Return, Roost (N), Round, Sandstorm, Seed Bomb, Skill Swap, Sleep Talk, **Stored Power**, Substitute, Sunny Day, Swagger, Swift (N), Take Down, Tera Blast, Thief, Toxic, Trick, Trick Room, U-Turn, **Zen Headbutt**

Espathra



Base Stats

HP	10	Sp.ATK	10	Total:
ATK	6	Sp.DEF	6	49
DEF	6	SPD	11	

Basic Information

Type:	Psychic
Basic Ability 1:	Opportunist
Basic Ability 2:	Frisk
Adv Ability 1:	Speed Boost
Adv Ability 2:	Desert Weather
High Ability:	Cruelty

Evolution

- 1 - Flittle
- 2 - Espathra Lv 30 Minimum

Other Information

Size:	6'03" / 1.9m (Medium)	198.4 lbs / 90.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Desert, Grassland	

Capabilities

Overland 8, Swim 3, Jump 4/5, Power 5, Mountable 1, Telekinetic, Telepath

Skill List

Athl 4d6, Acro 4d6, Combat 3d6, Stealth 2d6, Percep 3d6, Focus 6d6

Move List

Evo - Lumina Crash - Psychic

- 1 - Peck - Flying
- 1 - Gust - Flying
- 1 - Growl - Normal
- 5 - Confusion - Psychic
- 8 - Baby-Doll Eyes - Fairy
- 11 - Disarming Voice - Fairy
- 15 - Quick Attack - Normal
- 18 - Psybeam - Psychic
- 21 - Snarl - Dark
- 24 - Air Cutter - Flying
- 27 - Agility - Psychic
- 32 - Hypnosis - Psychic
- 35 - Uproar - Normal
- 38 - Air Slash - Flying
- 41 - Dazzling Gleam - Fairy
- 44 - Dark Pulse - Dark
- 46 - Hyper Voice - Normal
- 49 - Future Sight - Psychic
- 52 - Hurricane - Flying
- 54 - Last Resort - Normal

TM/Tutor Moves

Aerial Ace, Ally Switch, Attract, Baton Pass, Body Slam, Brave Bird, Calm Mind, Confide, Confuse Ray, Double Team, Double-Edge, Drill Peck (N), Endure, Energy Ball, **Expanding Force**, Facade, Feather Dance (N), Flash Cannon, Foul Play, Frustration, Giga Impact, Helping Hand, Hex, Hidden Power, Hyper Beam, Light Screen, Low Kick, Mud-Slap, Mud Shot, Night Shade, Pluck (N), Pounce, Protect, Psych Up, **Psychic (N)**, Psychic Terrain, **Psychock**, Rain Dance, Reflect, Rest, Return, Roost (N), Round, Sandstorm, Seed Bomb, Shadow Ball (N), Skill Swap, Sleep Talk, **Stored Power**, Substitute, Sunny Day, Swagger, Swift (N), Take Down, Tera Blast, Thief, Toxic, Trick, Trick Room, U-Turn, **Zen Headbutt**

Tinkatink



Base Stats

HP	5	Sp.ATK	4	Total:
ATK	5	Sp.DEF	6	31
DEF	5	SPD	6	

Basic Information

Type: **Fairy / Steel**

Basic Ability 1: Mold Breaker

Basic Ability 2: Own Tempo

Adv Ability 1: Pickpocket

Adv Ability 2: No Guard

High Ability: Huge Power

Evolution

- 1 - Tinkatink
- 2 - Tinkatuff Lv 15 Minimum
- 3 - Tinkaton Lv 30 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	19.6 lbs / 8.9 kg (Weight Class 1)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Urban	

Capabilities

Overland 4, Swim 2, Jump 0/1, Power 3, Scavenger, Tinker, Wielder, Underdog

Skill List

Athl 2d6+1, Acro 2d6, Combat 2d6, Stealth 3d6+2, Percep 3d6, Focus 3d6

Move List

- 1 - Astonish - **Ghost**
- 1 - **Sugar Rush*** - **Fairy** [Trailblaze]
- 1 - Rock Smash - **Fighting**
- 5 - Baby-Doll Eyes - **Fairy**
- 8 - **Metal Claw** - **Steel**
- 11 - Covet - **Normal**
- 14 - Fake Out - **Normal**
- 17 - **Crush*** - **Fairy** [Dizzy Punch w/ Infatuate]
- 20 - **Magnet Bomb** - **Steel**
- 23 - Sweet Kiss - **Fairy**
- 25 - Brutal Swing - **Dark**
- 28 - Slam - **Normal**
- 33 - Skitter Smack - **Bug**
- 36 - Knock Off - **Dark**
- 39 - **Play Rough** - **Fairy**
- 43 - Flatter - **Dark**
- 46 - **Meteor Mash** - **Steel**
- 49 - **Fey Wild*** - **Fairy** [Superpower]
- 52 - **Heavy Slam** - **Steel**

TM/Tutor Moves

Attract, Confide, Double Team, **Draining Kiss (N)**, Encore, Endeavor, Endure, Facade, Fake Tears, Feint (N), **Flash Cannon (N)**, Fling, Foul Play, Frustration, Heat Crash, Helping Hand, Hidden Power, Ice Hammer, Light Screen, Metal Sound, Metronome, Pounce (N), Protect, Quash, Reflect, Rest, Return, Rock Slide, Rock Tomb, Round, Skill Swap, Sleep Talk, Smack Down (N), Stealth Rock, **Steel Beam**, **Steel Roller**, Stone Edge, Substitute, Swagger, Swords Dance, Tera Blast, Thief, Thunder Wave, Toxic

Tinkatuff



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	6	Sp.DEF	8	40
DEF	6	SPD	8	

Basic Information

Type: **Fairy / Steel**

Basic Ability 1: Mold Breaker

Basic Ability 2: Own Tempo

Adv Ability 1: Pickpocket

Adv Ability 2: No Guard

High Ability: Huge Power

Evolution

- 1 - Tinkatink
- 2 - **Tinkatuff** Lv 15 Minimum
- 3 - Tinkaton Lv 30 Minimum

Other Information

Size:	2'4" / 0.7m (Small)	130.3 lbs / 59.1 kg (Weight Class 4)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Urban	

Capabilities

Overland 5, Swim 2, Jump 1/1, Power 6, Scavenger, Tinker, Wielder, Underdog

Skill List

Athl 4d6+2, Acro 2d6, Combat 4d6+1, Stealth 2d6+2, Percep 3d6, Focus 4d6+1

Move List

- 1 - Astonish - **Ghost**
- 1 - **Sugar Rush*** - **Fairy** [Trailblaze]
- 1 - Rock Smash - **Fighting**
- 5 - Baby-Doll Eyes - **Fairy**
- 8 - **Metal Claw** - **Steel**
- 11 - Covet - **Normal**
- 14 - Fake Out - **Normal**
- 17 - **Crush*** - **Fairy** [Dizzy Punch w/ Infatuate]
- 20 - **Magnet Bomb** - **Steel**
- 23 - Sweet Kiss - **Fairy**
- 25 - Brutal Swing - **Dark**
- 28 - Slam - **Normal**
- 33 - Skitter Smack - **Bug**
- 36 - Knock Off - **Dark**
- 39 - **Play Rough** - **Fairy**
- 43 - Flatter - **Dark**
- 46 - **Meteor Mash** - **Steel**
- 49 - **Fey Wild*** - **Fairy** [Superpower]
- 52 - **Heavy Slam** - **Steel**

TM/Tutor Moves

Attract, Brick Break, Confide, Double Team, **Draining Kiss (N)**, Encore, Endeavor, Endure, Facade, Fake Tears, Feint (N), **Flash Cannon (N)**, Fling, Foul Play, Frustration, Heat Crash, **Heavy Slam (N)**, Helping Hand, Hidden Power, Ice Hammer, Light Screen, Metal Sound, Metronome, Pounce (N), Protect, Quash, Reflect, Rest, Return, Rock Slide, Rock Tomb, Round, Skill Swap, Sleep Talk, Smack Down (N), Stealth Rock, **Steel Beam**, **Steel Roller**, Stone Edge, Strength, Substitute, Swagger, Swords Dance, Tera Blast, Thief, Thunder Wave, Toxic, Wild Charge

Tinkaton



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	8	Sp.DEF	11	52
DEF	8	SPD	9	

Basic Information

Type: Fairy / Steel

Basic Ability 1: Mold Breaker

Basic Ability 2: Own Tempo

Adv Ability 1: Pickpocket

Adv Ability 2: No Guard

High Ability: Huge Power

Evolution

- 1 - Tinkatink
- 2 - Tinkatuff Lv 15 Minimum
- 3 - **Tinkaton** Lv 30 Minimum

Other Information

Size:	2'4" / 0.7m (Small)	248.7 lbs / 112.8 kg (Weight Class 5)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Urban	

Capabilities

Overland 6, Swim 3, Jump 1/2, Power 9, Reach, Scavenger, Tinker, Wielder

Skill List

Athl 5d6+3, Acro 2d6, Combat 5d6+2, Stealth 2d6, Percep 3d6+2, Focus 5d6+2

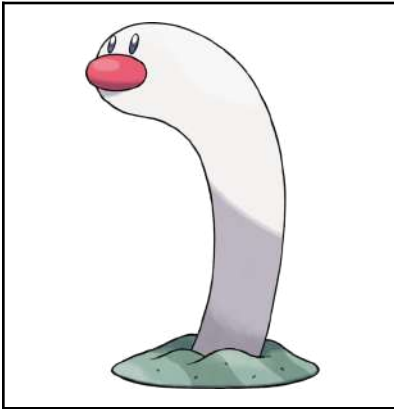
Move List

- Evo - Gigaton Hammer** - Steel
- 1 - Astonish - Ghost
- 1 - Sugar Rush*** - Fairy [Trailblaze]
- 1 - Rock Smash - Fighting
- 5 - Baby-Doll Eyes - Fairy
- 8 - Metal Claw** - Steel
- 11 - Covet - Normal
- 14 - Fake Out - Normal
- 17 - Crush*** - Fairy [Dizzy Punch w/ Infatuate]
- 20 - Magnet Bomb** - Steel
- 23 - Sweet Kiss - Fairy
- 25 - Brutal zSwing - Dark
- 28 - Slam - Normal
- 33 - Skitter Smack - Bug
- 36 - Knock Off - Dark
- 39 - Play Rough** - Fairy
- 43 - Flatter - Dark
- 46 - Meteor Mash** - Steel
- 49 - Fey Wild*** - Fairy [Superpower]
- 52 - Heavy Slam** - Steel

TM/Tutor Moves

Attract, Brick Break, Confide, Double Team, **Draining Kiss (N)**, Encore, Endeavor, Endure, Facade, Fake Tears, Feint (N), **Flash Cannon (N)**, Fling, Foul Play, Frustration, Giga Impact, **Hard Press**, Heat Crash, **Heavy Slam (N)**, Helping Hand, Hidden Power, Ice Hammer, Light Screen, Metal Sound, Metronome, Pounce (N), Protect, Quash, Reflect, Rest, Return, Rock Slide, Rock Tomb, Round, Skill Swap, Sleep Talk, Smack Down (N), Stealth Rock, **Steel Beam**, **Steel Roller**, Stone Edge, Strength, Substitute, Swagger, Swords Dance, Tera Blast, Thief, Thunder Wave, Toxic, Wild Charge

Wiglett



Base Stats

HP	1	Sp.ATK	4	Total:
ATK	6	Sp.DEF	3	27
DEF	3	SPD	10	

Basic Information

Type:	Water
Basic Ability 1:	Gooley
Basic Ability 2:	Rattled
Adv Ability 1:	Water Absorb
Adv Ability 2:	Sand Veil
High Ability:	Damp

Evolution

- 1 - Wiglett
- 2 - Wugtrio Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Small)	4.0 lbs / 1.8 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Beach, Ocean	

Capabilities

Overland 1, Swim 3, Burrow 6, Jump 1/1, Power 3, Gilled, Fountain, Reach, Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 1d6, Stealth 4d6+2, Percep 3d6+1, Focus 3d6+1

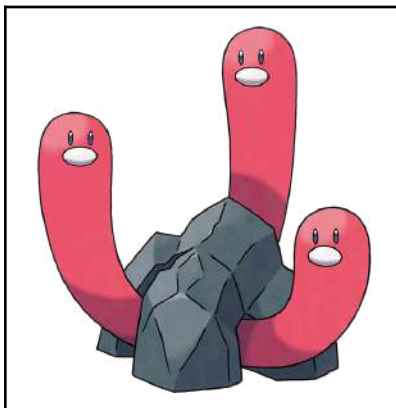
Move List

- 1 - Aqua Jet - Water
- 1 - Sand Attack - Ground
- 1 - Withdraw - Water
- 1 - Wrap - Normal
- 5 - Tackle - Normal
- 7 - Beat Up - Dark
- 10 - Sand Tomb - Ground
- 13 - Constrict - Normal
- 16 - Flip Turn - Water
- 18 - Slam - Normal
- 21 - Brutal Swing - Dark
- 24 - Taunt - Dark
- 27 - Headbutt - Normal
- 30 - Dig - Ground
- 33 - Sucker Punch - Dark
- 36 - Liquidation - Water
- 39 - Throat Chop - Dark
- 42 - Soak - Water
- 45 - Earthquake - Ground
- 48 - Brutal Beatdown* - Dark [Close Combat]
- 52 - Wave Crash - Water

TM/Tutor Moves

Agility, Ancient Power (N), Astonish, Attract, Beat Up, Blizzard, Breaking Swipe, Bug Bite, Bulldoze, **Chilling Water**, Confide, Double Team, Drill Run (N), Earth Power, Endure, Facade, Final Gambit, Foul Play, Frustration, Helping Hand, Hidden Power, Hone Claws, **Hydro Pump**, Ice Beam, Ice Fang, Memento, Mud Bomb, Mud Shot, Mud-Slap (N), **Muddy Water (N)**, Pin Missile, Protect, Rain Dance, Rest, Return, Reversal, Rock Slide, Round, Sandstorm, Screech, Sleep Talk, Stomping Tantrum, Stone Edge, Substitute, **Surf**, Swagger, Swift, Take Down, Tera Blast, Toxic, Up roar, **Water Pulse (N)**, **Whirlpool**

Wugtrio



Base Stats

HP	4	Sp.ATK	5	Total:
ATK	10	Sp.DEF	7	43
DEF	5	SPD	12	

Basic Information

Type:	Water
Basic Ability 1:	Gooley
Basic Ability 2:	Rattled
Adv Ability 1:	Water Absorb
Adv Ability 2:	Sand Veil
High Ability:	Polycephaly

Evolution

- 1 - Wiglett
- 2 - **Wugtrio** Lv 25 Minimum

Other Information

Size:	3'11" / 1.2m (Small)	11.9 lbs / 5.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Beach, Ocean	

Capabilities

Overland 3, Swim 5, Burrow 8, Jump 1/1, Power 6, Gilled, Fountain, Reach, Underdog

Skill List

Athl 3d6, Acro 3d6, Combat 1d6, Stealth 6d6+2, Percep 4d6+1, Focus 4d6+1

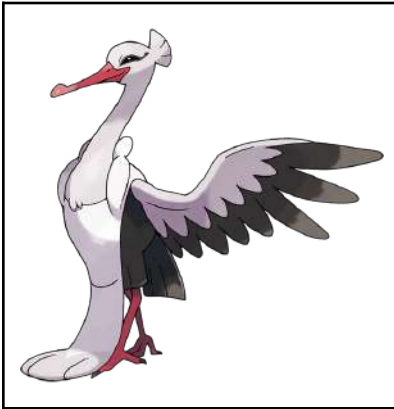
Move List

Evo - Triple Dive - Water
 1 - Aqua Jet - Water
 1 - Sand Attack - Ground
 1 - Withdraw - Water
 1 - Wrap - Normal
 5 - Tackle - Normal
 7 - Beat Up - Dark
 10 - Sand Tomb - Ground
 13 - Constrict - Normal
 16 - Flip Turn - Water
 18 - Slam - Normal
 21 - Brutal Swing - Dark
 24 - Taunt - Dark
 27 - Headbutt - Normal
 30 - Dig - Ground
 33 - Sucker Punch - Dark
 36 - Liquidation - Water
 39 - Throat Chop - Dark
 42 - Soak - Water
 45 - Earthquake - Ground
 48 - Brutal Beatdown* - Dark [Close Combat]
 52 - Wave Crash - Water

TM/Tutor Moves

Agility, Ancient Power (N), Astonish, Attract, Beat Up, Blizzard, Breaking Swipe, Bug Bite, Bulldoze, **Chilling Water**, Confide, Double Team, Drill Run (N), Earth Power, Endure, Facade, Final Gambit, Foul Play, Frustration, Giga Impact, Helping Hand, Hidden Power, Hone Claws, **Hydro Pump**, Hyper Beam, Ice Beam, Ice Fang, Memento, Mud Bomb, Mud Shot, Mud-Slap (N), **Muddy Water (N)**, Outrage, Pain Split, Pin Missile, Protect, Rain Dance, Rest, Return, Reversal, Rock Slide, Round, Sandstorm, Screech, Sleep Talk, Stomping Tantrum, Stone Edge, Substitute, Surf, Swagger, Swift, Take Down, Tera Blast, Toxic, Triple Axel, Uproar, **Water Pulse (N)**, Whirlpool

Bombirdier



Base Stats

HP	7	Sp.ATK	6	Total:
ATK	10	Sp.DEF	9	49
DEF	9	SPD	8	

Basic Information

Type: Flying / Dark

Basic Ability 1: Keen Eye

Basic Ability 2: Pickpocket

Adv Ability 1: Rocky Payload

Adv Ability 2: Handyman

High Ability: Cruelty

Evolution

1 - Bombirdier

Other Information

Size: 4'11" / 1.5m 94.6 lbs / 42.9 kg
(Medium) (Weight Class 3)

Genders: 50.0% Male 50.0% Female

Diet: Carnivore

Habitat: Beach, Mountain, Ocean, River

Capabilities

Overland 5, Swim 3, Sky 6, Jump 2/2, Power 6

Skill List

Athl 4d6, Acro 3d6, Combat 2d6, Stealth 2d6, Percep 5d6, Focus 4d6

Move List

1 - Leer - Normal
 1 - Peck - Flying
 1 - Fling - Dark
 1 - Memento - Dark
 1 - Hone Claws - Dark
 7 - Thief - Dark
 11 - Rock Throw - Rock
 13 - Wing Attack - Flying
 15 - Whirlwind - Normal
 17 - Knock Off - Dark
 20 - Pluck - Flying
 23 - Rock Tomb - Rock
 25 - Torment - Dark
 28 - Payback - Dark
 30 - Dual Wingbeat - Flying
 33 - Rock Blast - Rock
 36 - Parting Shot - Dark
 40 - Fly - Flying
 43 - Assurance - Dark
 47 - Rock Slide - Rock
 50 - Sky Attack - Flying

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Cutter (N), Air Slash, Attract, Brave Bird (N), Confide, Curse, Dark Pulse (N), Double Team, Drill Run, Endeavor, Endure, Explosion, Facade, Feather Dance, First Impression, Foul Play, Frustration, Giga Impact, Heat Wave, Hidden Power, Hurricane (N), Hyper Beam, Hyper Voice, Icy Wind, Lash Out, Magnet Bomb, Nasty Plot, Pin Missile, Power Gem (N), Power Trip, Protect, Psych Up, Rain Dance, Rest, Return, Roost (N), Round, Sandstorm, Scary Face, Seed Bomb, Signal Beam, Sleep Talk, Snarl (N), Stealth Rock, Stone Edge, Substitute, Sucker Punch, Sunny Day, Swagger, Tailwind, Take Down, Taunt, Tera Blast, Toxic, U-Turn

Finizen



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	5	Sp.DEF	4	33
DEF	4	SPD	8	

Basic Information

Type:	Water
Basic Ability 1:	Water Veil
Adv Ability 1:	Run Away
Adv Ability 2:	Beautiful
Adv Ability 3:	Damp
High Ability:	Hydration

Evolution

- 1 - Finizen
- 2 - Palafin Lv 25 Minimum

Other Information

Size:	4'03" / 1.3m (Medium)	132.7 lbs /60.2 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Oceans	

Capabilities

Overland 4, Swim 7, Jump 3/3, Power 3, Aura Reader, Fountain, Naturewalk (Ocean), Underdog

Skill List

Athl 2d6+1, Acro 3d6+1, Combat 1d6, Stealth 2d6, Percep 3d6, Focus 3d6

Move List

- 1 - Supersonic - Normal
- 1 - Aqua Ring - Water
- 1 - Water Gun - Water
- 4 - Astonish - Ghost
- 7 - Focus Energy - Normal
- 10 - Disarming Voice - Fairy
- 13 - Aqua Jet - Water
- 16 - Double Hit - Normal
- 18 - Flip Turn - Water
- 21 - Charm - Fairy
- 24 - Vacuum Wave - Fighting
- 26 - Dive - Water
- 29 - Acrobatics - Flying
- 32 - Sky Uppercut - Fighting
- 34 - Encore - Normal
- 37 - Play Rough - Fairy
- 39 - Aqua Tail - Water
- 43 - Mist - Ice
- 45 - Hydro Pump - Water

TM/Tutor Moves

Agility, Attract, Blizzard, Body Slam, Boomburst, Bounce, Breaking Swipe, Brick Break (N), Chilling Water, Confide, Counter, Crush*, Double Team, Draining Kiss, Endure, Facade, Fling, Frustration, Haze, Helping Hand, Hidden Power, Ice Beam, Icy Wind, Liquidation, Psych Up, Protect, Rain Dance, Rest, Return, Round, Sleep Talk, Substitute, Surf, Swagger, Swift, Take Down, Tera Blast, Tickle, Toxic, Water Pulse, Waterfall (N), Zen Headbutt

Palafin Zero Form



Base Stats

HP	10	Sp.ATK	5	Total:
ATK	7	Sp.DEF	6	45
DEF	7	SPD	10	

Basic Information

Type:	Water
Basic Ability 1:	Zero to Hero
Adv Ability 1:	Run Away
Adv Ability 2:	Interference
Adv Ability 3:	Damp
High Ability:	Blessed Touch

Evolution

- 1 - Finizen
- 2 - Palafin Lv 25 Minimum

Other Information

Size:	4'03" / 1.3m (Medium)	132.7 lbs /60.2 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Ocean	

Capabilities

Overland 4, Swim 7, Jump 3/3, Power 3, Aura Reader, Fountain, Forme Change, Naturewalk (Ocean)

Skill List

Athl 2d6+1, Acro 3d6+1, Combat 1d6, Stealth 2d6, Percep 3d6, Focus 3d6

Move List

Evo - Jet Punch - Water
 1 - Supersonic - Normal
 1 - Aqua Ring - Water
1 - Water Gun - Water
 4 - Astonish - Ghost
 7 - Focus Energy - Normal
 10 - Disarming Voice - Fairy
13 - Aqua Jet - Water
 16 - Double Hit - Normal
18 - Flip Turn - Water
 21 - Charm - Fairy
 24 - Vacuum Wave - Fighting
26 - Dive - Water
 29 - Acrobatics - Flying
 32 - Sky Uppercut - Fighting
 34 - Encore - Normal
 37 - Play Rough - Fairy
39 - Aqua Tail - Water
 41 - Drain Punch - Fighting
 43 - Mist - Ice
45 - Hydro Pump - Water
 48 - Focus Punch - Fighting
51 - Wave Crash - Water

TM/Tutor Moves

Agility, Attract, Aura Sphere, Blizzard, Body Slam, Boomburst, Bounce (N), Breaking Swipe, Brick Break (N), Bulk Up, **Chilling Water**, Close Combat, Confide, Counter, Crush*, Double Team, Draining Kiss, Endeavor, Endure, Facade, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, Hard Press, Haze, Helping Hand, Hidden Power, Hyper Beam, Hyper Voice, Ice Beam, Ice Punch, Icy Wind, Iron Head, **Liquidation**, Outrage, Protect, Psych Up, Rain Dance, Rest, Return, Reversal, Round, Sleep Talk, Substitute, Surf, Swagger, Swift, Take Down, Taunt, Tera Blast, Throat Chop, Tickle, Toxic, Triple Axel, Water Pulse, **Waterfall (N)**, **Whirlpool**, Zen Headbutt

Palafin Hero Form



Base Stats

HP	10	Sp.ATK	11	Total:
ATK	16	Sp.DEF	9	66
DEF	10	SPD	10	

Basic Information

Type:	Water
Basic Ability 1:	Zero to Hero
Adv Ability 1:	Justified
Adv Ability 2:	Bodyguard
Adv Ability 3:	Damp
High Ability:	Defy Death

Evolution

- 1 - Finizen
- 2 - Palafin Lv 25 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	214.7 lbs /97.4 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Ocean	

Capabilities

Overland 6, Swim 10, Sky 6, Jump 5/5, Power 10, Aura Reader, Fountain, Forme Change, Naturewalk (Ocean)

Skill List

Athl 5d6+1, Acro 5d6+1, Combat 6d6, Stealth 1d6, Percep 5d6, Focus 5d6

Move List

- Evo - Jet Punch - Water
- 1 - Supersonic - Normal
- 1 - Aqua Ring - Water
- 1 - Water Gun - Water
- 4 - Astonish - Ghost
- 7 - Focus Energy - Normal
- 10 - Disarming Voice - Fairy
- 13 - Aqua Jet - Water
- 16 - Double Hit - Normal
- 18 - Flip Turn - Water
- 21 - Charm - Fairy
- 24 - Vacuum Wave - Fighting
- 26 - Dive - Water
- 29 - Acrobatics - Flying
- 32 - Sky Uppercut - Fighting
- 34 - Encore - Normal
- 37 - Play Rough - Fairy
- 39 - Aqua Tail - Water
- 41 - Drain Punch - Fighting
- 43 - Mist - Ice
- 45 - Hydro Pump - Water
- 48 - Focus Punch - Fighting
- 51 - Wave Crash - Water

TM/Tutor Moves

Agility, Attract, Aura Sphere, Blizzard, Body Slam, Boomburst, Bounce (N), Breaking Swipe, Brick Break (N), Bulk Up, Chilling Water, Close Combat, Confide, Counter, Crush*, Double Team, Draining Kiss, Endeavor, Endure, Facade, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, Hard Press, Haze, Helping Hand, Hidden Power, Hyper Beam, Hyper Voice, Ice Beam, Ice Punch, Icy Wind, Iron Head, Liquidation, Outrage, Protect, Psych Up, Rain Dance, Rest, Return, Reversal, Round, Sleep Talk, Substitute, Surf, Swagger, Swift, Take Down, Taunt, Tera Blast, Throat Chop, Tickle, Toxic, Triple Axel, Water Pulse, Waterfall (N), Whirlpool, Zen Headbutt

Varoom



Base Stats

HP	5	Sp.ATK	3	Total:
ATK	7	Sp.DEF	5	31
DEF	6	SPD	5	

Basic Information

Type: **Poison / Steel**

Basic Ability 1: Sprint

Basic Ability 2: Overcoat

Adv Ability 1: Slow Start

Adv Ability 2: Slick Trail

High Ability: Filter

Evolution

- 1 - Varoom
- 2 - Revavroom Lv 30 Minimum

Other Information

Size: 3'03" / 1.0m 77.2 lbs / 35.0 kg
(Small) (Weight Class 3)

Genders: 50.0% Male 50.0% Female

Diet: Terravore

Habitat: Desert, Mountain, Urban

Capabilities

Overland 7, Swim 2, Levitate 4, Jump 1/1, Power 3, Intoxicator, Underdog

Skill List

Athl 3d6, Acro 2d6, Combat 2d6, Stealth 1d6, Percep 2d6+1, Focus 2d6+1

Move List

- 1 - Magnet Rise - **Electric**
- 1 - Lick - **Ghost**
- 1 - Poison Gas - **Poison**
- 1 - Poison Sting - **Poison**
- 4 - Smog - **Poison**
- 7 - Taunt - **Dark**
- 10 - Gyro Ball - **Steel**
- 13 - Pursuit - **Dark**
- 16 - Poison Fang - **Poison**
- 18 - Magnet Bomb - **Steel**
- 20 - Flame Charge - **Fire**
- 22 - Headbutt - **Normal**
- 24 - Poison Jab - **Poison**
- 27 - Iron Head - **Steel**
- 30 - Screech - **Normal**
- 33 - Fire Lash - **Fire**
- 35 - Swagger - **Normal**
- 38 - Assurance - **Dark**
- 40 - Spin Out - **Steel**
- 44 - Gunk Shot - **Poison**

TM/Tutor Moves

Acid Spray, Attract, Body Press, Body Slam, Bulldoze, Confide, Curse, Double Team, Double-Edge, Endure, Facade, **Flash Cannon (N)**, Frustration, Haze, Hidden Power, Iron Defense, Metal Sound, Parting Shot, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sandstorm, Scary Face, Self-Destruct, Sleep Talk, **Sludge (N)**, **Sludge Bomb**, **Sludge Wave**, **Steel Beam**, **Steel Roller**, Substitute, Sunny Day, Take Down, Tera Blast, Thief, Torment, Toxic, Toxic Spikes, Uproar, **Venoshock (N)**, Zen Headbutt

Revavroom



Base Stats

HP	8	Sp.ATK	5	Total:
ATK	12	Sp.DEF	7	50
DEF	9	SPD	9	

Basic Information

Type: **Poison / Steel**

Basic Ability 1: Sprint

Basic Ability 2: Overcoat

Adv Ability 1: Variable Transmission

Adv Ability 2: Slick Trail

High Ability: Filter

Evolution

- 1 - Varoom
- 2 - **Revavroom** Lv 25 Minimum

Other Information

Size:	5'11" / 1.8m (Large)	264.6 lbs / 120.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Terravore	
Habitat:	Desert, Mountain, Urban	

Capabilities

Overland 10, Swim 4, Levitate 6, Jump 3/3, Power 7, Intoxicator, Mountable 2

Skill List

Athl 4d6+1, Acro 2d6, Combat 4d6, Stealth 1d6, Percep 4d6+1, Focus 4d6+1

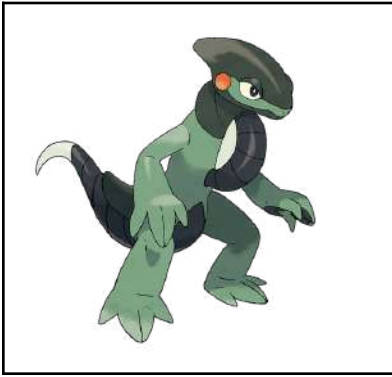
Move List

Evo - Shift Gear - **Steel**
 1 - Magnet Rise - **Electric**
 1 - Lick - **Ghost**
 1 - Poison Gas - **Poison**
 1 - **Poison Sting** - **Poison**
 4 - **Smog** - **Poison**
 7 - Taunt - **Dark**
 10 - **Gyro Ball** - **Steel**
 13 - Pursuit - **Dark**
 16 - **Poison Fang** - **Poison**
 18 - **Magnet Bomb** - **Steel**
 20 - Flame Charge - **Fire**
 22 - Headbutt - **Normal**
 24 - **Poison Jab** - **Poison**
 27 - **Iron Head** - **Steel**
 30 - Screech - **Normal**
 33 - Fire Lash - **Fire**
 35 - Swagger - **Normal**
 38 - Assurance - **Dark**
 40 - **Spin Out** - **Steel**
 44 - **Gunk Shot** - **Poison**
 48 - **Steel Roller** - **Steel**

TM/Tutor Moves

Acid Spray, Attract, Body Press, Body Slam, Bulldoze, Confide, Curse, Double Team, Double-Edge, Endeavor, Endure, Facade, **Flash Cannon (N)**, Frustration, Giga Impact, **Hard Press**, Haze, **Heavy Slam (N)**, Hidden Power, High Horsepower, Hyper Beam, Iron Defense, Lash Out, Metal Sound, Overheat (N), Parting Shot, Play Rough, Protect, Rain Dance, Rest, Return, Round, Sandstorm, Scary Face, Self-Destruct, Sleep Talk, **Sludge (N)**, **Sludge Bomb**, **Sludge Wave**, **Steel Beam**, Substitute, Sunny Day, Take Down, Temper Flare, Tera Blast, Thief, Torment, Toxic, Toxic Spikes, Uproar, **Venoshock (N)**, Zen Headbutt

Cyclizar



Base Stats

HP	7	Sp.ATK	9	Total:
ATK	10	Sp.DEF	7	52
DEF	7	SPD	12	

Basic Information

Type:	Dragon / Normal
Basic Ability 1:	Shed Skin
Basic Ability 2:	Run Away
Adv Ability 1:	Speed Boost
Adv Ability 2:	Regenerator
High Ability:	Noble Steed

Evolution

1 - Cyclizar

Other Information

Size:	5'03" / 1.6m (Medium)	138.9 lbs / 63.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Grassland, Mountain, Forest	

Capabilities

Overland 9, Swim 5, Jump 5/7, Power 6, Mountable 1

Skill List

Athl 5d6, Acro 5d6, Combat 3d6, Stealth 2d6, Percep 3d6, Focus 2d6

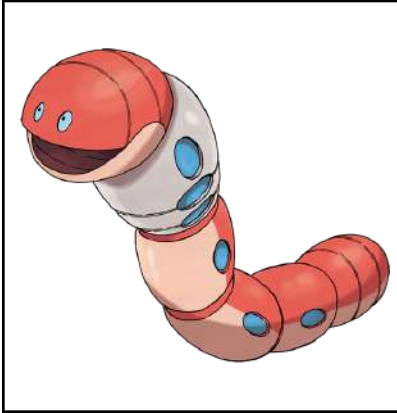
Move List

1 - Tackle - Normal
 1 - Echoed Voice - Normal
 1 - Growl - Normal
 3 - Quick Attack - Normal
 6 - Pounce - Bug
 8 - Taunt - Dark
 10 - Fire Spin - Fire
 11 - Rapid Spin - Normal
 13 - Bite - Dark
 15 - Dragon Breath - Dragon
 17 - Breaking Swipe - Dragon
 20 - Swift - Normal
 23 - U-turn - Bug
 25 - Shed Tail - Normal
 28 - Dragon Claw - Dragon
 30 - Redline* - Dragon [New]
 32 - Shift Gear - Steel
 34 - Dragon Pulse - Dragon
 37 - High Horsepower - Ground
 40 - Heat Wave - Fire
 43 - Double-Edge - Normal
 46 - Dragon Rush - Dragon
 50 - Hyper Beam - Normal

TM/Tutor Moves

Acrobatics, Aerial Ace, Agility, Aqua Tail, Attract, **Body Slam**, Confide, Crunch, Double Team, **Draco Meteor**, Dragon Cheer, **Dragon Tail (N)**, Endeavor, Endure, **Facade**, Fire Fang, Flame Charge (N), Frustration, Giga Impact, **Hidden Power**, **Hyper Voice**, Ice Spinner, Iron Head, Iron Tail, Knock Off, Lunge (N), Mud Shot, Mud-Slap, **Outrage**, Overheat, Power Trip, Power Whip, Protect, Rain Dance, Rest, **Return**, **Round**, **Scale Shot**, Sleep Talk, Substitute (N), Sunny Day, Supercell Slam, Swagger, **Take Down**, Temper Flare, **Tera Blast**, Thief, Thunder Fang, Thunderbolt, Toxic, Trailblaze, **Uproar**, Wild Charge

Orthworm



Base Stats

HP	7	Sp.ATK	6	Total:
ATK	9	Sp.DEF	7	51
DEF	15	SPD	7	

Basic Information

Type:	Steel
Basic Ability 1:	Earth Eater
Basic Ability 2:	Arena Trap
Adv Ability 1:	Bulletproof
Adv Ability 2:	Sand Force
High Ability:	Dig Away

Evolution

1 - Orthworm

Other Information

Size:	8'02" / 2.5m (Large)	683.4 lbs / 310.0 kg (Weight Class 6)
Genders:	00.0% Male	00.0% Female
Diet:	Terravore	
Habitat:	Mountain, Desert	

Capabilities

Overland 7, Swim 4, Burrow 7, Jump 2/3, Power 10, Groundshaper, Mountable 2, Reach, Tremorsense

Skill List

Athl 6d6+2, Acro 1d6, Combat 3d6+2, Stealth 1d6, Percep 3d6, Focus 3d6+1

Move List

1 - Tackle - Normal
 1 - Wrap - Normal
 1 - Harden - Normal
 1 - Mud-Slap - Ground
 5 - Bullet Punch - Steel
 7 - Sand Tomb - Ground
 12 - Smack Down - Rock
 16 - Magnet Bomb - Steel
 18 - Bulldoze - Ground
 21 - Dig - Ground
 24 - Take Down - Normal
 26 - Iron Head - Steel
 30 - Sandstorm - Rock
 32 - Thunder Punch - Electric
 35 - Iron Defense - Steel
 38 - Rock Slide - Rock
 43 - Shed Tail - Normal
 47 - Iron Tail - Steel
 52 - Earthquake - Ground

TM/Tutor Moves

Aqua Tail, Attract, Body Press, Body Slam, Breaking Swipe, Charge Beam, Close Combat, Coil, Confide, Curse, Dive (N), Double Team, Double-Edge, Earth Power, Endure, Extreme Speed (N), Facade, Fire Punch, Flame Charge, **Flash Cannon (N)**, Frustration, Giga Impact, Gunk Shot, **Gyro Ball**, Headbutt (N), **Heavy Slam (N)**, Helping Hand, Hidden Power, High Horsepower (N), Hyper Beam, Magnet Rise (N), Metal Burst, Metal Sound, Mud Shot, Protect, Rest, Return, Rock Blast, Rock Tomb, Round, Signal Beam, Skitter Smack, Sleep Talk, Spikes, Stealth Rock, Steamroller, **Steel Beam**, **Steel Roller**, Stomping Tantrum, Substitute, Swagger, Tera Blast, Toxic

Glimmet



Base Stats

HP	5	Sp.ATK	11	Total:
ATK	4	Sp.DEF	6	36
DEF	4	SPD	6	

Basic Information

Type:	Poison / Rock
Basic Ability 1:	Toxic Debris
Adv Ability 1:	Corrosion
Adv Ability 2:	Suction Cups
Adv Ability 3:	Poison Point
High Ability:	Levitate

Evolution

- 1 - Glimmet
- 2 - Glimmora Lv 30 Minimum

Other Information

Size:	2'4" / 0.7m (Small)	17.6 lbs / 8.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Terravore	
Habitat:	Cave	

Capabilities

Overland 2, Swim 2, Levitate 5, Jump 0/1,
Power 1, Dead Silent, Materializer, Intoxicator, Underdog

Skill List

Athl 1d6+1, Acro 3d6, Combat 2d6, Stealth 4d6, Percep 3d6,
Focus 3d6+1

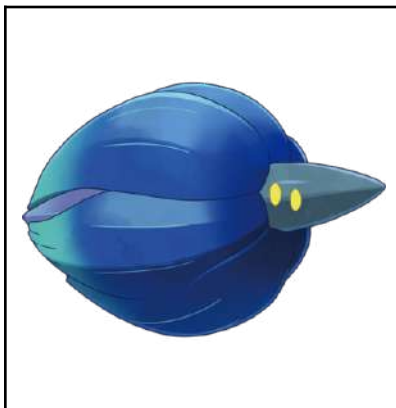
Move List

- 1 - Rock Throw - Rock
- 1 - Harden - Normal
- 1 - Poison Gas - Poison
- 1 - Smack Down - Rock
- 7 - Acid Spray - Poison
- 10 - Mud Shot - Ground
- 12 - Ancient Power - Rock
- 15 - Rock Polish - Rock
- 18 - Venoshock - Poison
- 21 - Stealth Rock - Rock
- 24 - Mirror Shot - Steel
- 28 - Sandstorm - Rock
- 30 - Self-Destruct - Normal
- 31 - Clear Smog - Poison
- 33 - Power Gem - Rock
- 35 - Signal Beam - Bug
- 37 - Rock Slide - Rock
- 40 - Acid Armor - Poison
- 43 - Mirror Coat - Psychic
- 46 - Sludge Wave - Poison
- 50 - Meteor Beam - Rock

TM/Tutor Moves

Attract, Charge Beam, Confide, Confuse Ray, Dazzling Gleam, Double Team, Endure, Explosion, Facade, Flash Cannon, Frustration, **Gunk Shot**, Hidden Power, Ingrain, Iron Defense, Light Screen, Memento, Protect, Rain Dance, Reflect, Rest, Return, **Rock Blast**, **Rock Tomb**, Round, Sand Tomb, Sleep Talk, **Sludge Bomb**, Spikes, **Stone Edge**, Substitute, Sunny Day, Swagger, Tera Blast, Toxic (N), Toxic Spikes (N)

Glimmora



Base Stats

HP	8	Sp.ATK	13	Total:
ATK	6	Sp.DEF	8	53
DEF	9	SPD	9	

Basic Information

Type: Poison / Rock

Basic Ability 1: Toxic Debris

Adv Ability 1: Corrosion

Adv Ability 2: Suction Cups

Adv Ability 3: Poison Point

High Ability: Levitate

Evolution

- 1 - Glimmet
- 2 - **Glimmora** Lv 30 Minimum

Other Information

Size: 4'11" / 1.5m 99.2 lbs / 45.0 kg
(Medium) (Weight Class 3)

Genders: 50.0% Male 50.0% Female

Diet: Terravore

Habitat: Cave

Capabilities

Overland 3, Swim 3, Levitate 6, Jump 1/1,
Power 3, Dead Silent, Materializer, Intoxicator

Skill List

Athl 2d6, Acro 3d6, Combat 3d6, Stealth 3d6+1, Percep 4d6,
Focus 4d6+2

Move List

Evo - Mortal Spin - Poison

1 - Rock Throw - Rock

1 - Harden - Normal

1 - Poison Gas - Poison

1 - Smack Down - Rock

7 - Acid Spray - Poison

10 - Mud Shot - Ground

12 - Ancient Power - Rock

15 - Rock Polish - Rock

18 - Venoshock - Poison

21 - Stealth Rock - Rock

24 - Mirror Shot - Steel

28 - Sandstorm - Rock

30 - Self-Destruct - Normal

31 - Clear Smog - Poison

33 - Power Gem - Rock

35 - Signal Beam - Bug

37 - Rock Slide - Rock

40 - Acid Armor - Poison

43 - Mirror Coat - Psychic

46 - Sludge Wave - Poison

50 - Meteor Beam - Rock

TM/Tutor Moves

Attract, Charge Beam, Confide, Confuse Ray, Corrosive Gas, Dazzling Gleam, Double Team, Earth Power, Endure, Energy Ball, Explosion, Facade, Flash Cannon, Frustration, Giga Impact, **Gunk Shot**, Hidden Power, Hyper Beam, Ingrain, Iron Defense, Light Screen, Memento, Protect, Rain Dance, Reflect, Rest, Return, **Rock Blast**, **Rock Tomb**, Round, Sand Tomb, Sleep Talk, **Sludge Bomb**, Solar Beam, Spikes, Spiky Shield (N), Steel Beam, **Stone Edge**, Substitute, Sunny Day, Swagger, Tera Blast, Toxic (N), Toxic Spikes (N)

Greavard



Base Stats

HP	5	Sp.ATK	3	Total:
ATK	6	Sp.DEF	6	29
DEF	6	SPD	3	

Basic Information

Type:	Ghost
Basic Ability 1:	Pickup
Basic Ability 2:	Sprint
Adv Ability 1:	Friend Guard
Adv Ability 2:	Fluffy
High Ability:	Soulstealer

Evolution

- 1 - Greavard
- 2 - Houndstone Lv 25 Minimum

Other Information

Size:	2'00" / 0.6m (Small)	77.2 lbs / 35.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Forest, Mountain, Tundra, Desert	

Capabilities

Overland 5, Swim 2, Burrow 3, Jump 1/1, Power 1, Darkvision, Dead Silent, Tracker, Glow, Phasing, Shrinkable, Pack mon, Underdog

Skill List

Athl 2d6+2, Acro 2d6+2, Combat 2d6, Stealth 3d6, Percep 3d6, Focus 2d6

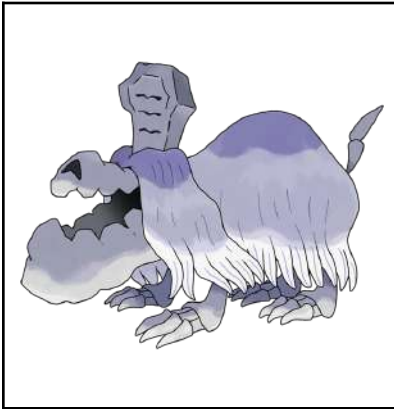
Move List

- 1 - Tackle - Normal
- 1 - Growl - Normal
- 3 - Lick - Ghost
- 6 - Tail Whip - Normal it
- 6 - Bite - Dark
- 8 - Roar - Normal
- 11 - Flame Charge - Fire
- 15 - Shadow Punch - Ghost
- 18 - Headbutt - Normal
- 21 - Dig - Ground
- 24 - Rest - Psychic
- 26 - Rock Tomb - Rock
- 28 - Crunch - Dark
- 30 - Shadow Bone - Ghost
- 32 - Play Rough - Fairy
- 37 - Helping Hand - Normal
- 40 - Last Respects - Ghost
- 42 - Stone Edge - Rock
- 46 - Charm - Fairy
- 49 - Double-Edge - Normal
- 52 - Flare Blitz - Fire

TM/Tutor Moves

Ally Switch, Attract, Bone Rush, Bulldoze, Confide, Confuse Ray, Destiny Bond, Disable, Double Team, Endeavor, Endure, Facade, Fire Fang, Frustration, Hex, Hidden Power, Howl, Ice Fang, Memento, Mud Shot, Mud-Slap, Night Shade, Pain Split, Phantom Force (N), Poltergeist, Protect, Psychic Fangs, Rain Dance, Return, Round, Sand Tomb (N), Sandstorm, Scary Face, Shadow Ball, Shadow Sneak, Sleep Talk (N), Snarl, Stomping Tantrum, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Thunder Fang, Toxic, Trick, Uproar, Yawn

Houndstone



Base Stats

HP	7	Sp.ATK	5	Total:
ATK	10	Sp.DEF	10	49
DEF	10	SPD	7	

Basic Information

Type:	Ghost
Basic Ability 1:	Sand Rush
Basic Ability 2:	Cursed Body
Adv Ability 1:	Friend Guard
Adv Ability 2:	Fluffy
High Ability:	Soulstealer

Evolution

- 1 - Greavard
- 2 - Houndstone Lv 25 Minimum

Other Information

Size:	6'07" / 2.0m (Large)	33.1 lbs / 15.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Nullivore	
Habitat:	Forest, Mountain, Tundra, Desert	

Capabilities

Overland 7, Swim 3, Burrow 5, Jump 1/1, Power 2, Darkvision, Dead Silent, Tracker, Phasing, Shrinkable, Pack mon

Skill List

Athl 3d6+2, Acro 3d6+2, Combat 2d6, Stealth 4d6, Percep 5d6, Focus 4d6

Move List

- 1 - Tackle - Normal
- 1 - Growl - Normal
- 3 - Lick - Ghost
- 6 - Tail Whip - Normal
- 6 - Bite - Dark
- 8 - Roar - Normal
- 11 - Flame Charge - Fire
- 15 - Shadow Punch - Ghost
- 18 - Headbutt - Normal
- 21 - Dig - Ground
- 24 - Rest - Psychic
- 26 - Rock Tomb - Rock
- 28 - Crunch - Dark
- 30 - Shadow Bone - Ghost
- 32 - Play Rough - Fairy
- 37 - Helping Hand - Normal
- 40 - Last Respects - Ghost
- 42 - Stone Edge - Rock
- 46 - Charm - Fairy
- 49 - Double-Edge - Normal
- 52 - Head Smash - Rock

TM/Tutor Moves

Ally Switch, Attract, Body Press, Bone Rush, Bulldoze, Confide, Confuse Ray, Destiny Bond, Disable, Double Team, Endeavor, Endure, Facade, Fire Fang, Frustration, Giga Impact, Hex, Hidden Power, Howl, Hyper Beam, Ice Fang, Memento, Mud Shot, Mud-Slap, Night Shade, Pain Split, Phantom Force (N), Poltergeist, Protect, Psychic Fangs, Rain Dance, Return, Round, Sand Tomb (N), Sandstorm, Scary Face, Shadow Ball, Shadow Sneak, Sleep Talk (N), Snarl, Stomping Tantrum, Substitute, Sunny Day, Swagger, Take Down, Tera Blast, Thief, Thunder Fang, Toxic, Trick, Uproar, Will-O-Wisp, Yawn

Flamigo



Base Stats

HP	8	Sp.ATK	8	Total:
ATK	12	Sp.DEF	6	50
DEF	7	SPD	9	

Basic Information

Type:	Flying / Fighting
Basic Ability 1:	Scrappy
Basic Ability 2:	Tangled Feet
Adv Ability 1:	Teamwork
Adv Ability 2:	Costar
High Ability:	Lightning Kicks

Evolution

1 - Flamigo

Other Information

Size:	5'3" / 1.6m (Medium)	81.6 lbs / 37.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Beach, Marsh	

Capabilities

Overland 5, Swim 5, Sky 6, Jump 2/1, Power 5, Pack Mon

Skill List

Athl 4d6, Acro 4d6+1, Combat 4d6, Stealth 2d6, Percep 5d6, Focus 3d6

Move List

1 - Peck - Flying
 1 - Copycat - Normal
 5 - Double Kick - Fighting
 7 - Pursuit - Dark
 9 - Detect - Fighting
 12 - Wing Attack - Flying
 15 - Focus Energy - Normal
 18 - Low Kick - Fighting
 21 - Feint - Normal
 24 - Dual Wingbeat - Flying
 27 - Payback - Dark
 30 - Jump Kick - Fighting
 33 - Roost - Flying
 36 - Acrobatics - Flying
 39 - Mega Kick - Normal
 42 - Wide Guard - Rock
 45 - High Jump Kick - Fighting
 48 - Throat Chop - Dark
 50 - Brave Bird - Flying

TM/Tutor Moves

Aerial Ace, Agility, Air Cutter, Air Slash (N), Attract, Bounce, Brick Break, Bulk Up, Chilling Water, Close Combat, Coaching, Confide, Counter, Defog, Double Team, Endeavor, Endure, Facade, Feather Dance, Fling, Fly, Frustration, Giga Impact, Hidden Power, Hurricane, Hyper Beam, Lash Out, Liquidation, Low Sweep, Lunge, Play Rough, Pluck, Pounce, Power Trip, Protect, Psych Up, Quick Guard, Rest, Return, Reversal, Round, Sky Attack, Sky Drop, Sleep Talk, Substitute, Swagger, Swords Dance, Tailwind, Take Down, Taunt, Tera Blast, Thief, Thrash, Toxic, U-Turn, Upper Hand, Vacuum Wave, Water Pulse

Cetoddle



Base Stats

HP	11	Sp.ATK	3	Total:
ATK	7	Sp.DEF	4	34
DEF	5	SPD	4	

Basic Information

Type:	Ice
Basic Ability 1:	Thick Fat
Basic Ability 2:	Ice Body
Adv Ability 1:	Oblivious
Adv Ability 2:	Snow Cloak
High Ability:	Frostbite

Evolution

- 1 - Cetoddle
- 2 - Cetitan Lv 30 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	99.2 lbs / 45.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Tundra, Mountain	

Capabilities

Overland 6, Swim 2, Jump 3/3, Power 5, Chilled, Mountable 1, Naturewalk (Tundra), Underdog

Skill List

Athl 3d6, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 2d6, Focus 3d6

Move List

- 1 - Tackle - Normal
- 1 - Powder Snow - Ice
- 1 - Ice Shard - Ice
- 6 - Growl - Normal
- 9 - Echoed Voice - Normal
- 12 - Aqua Jet - Water
- 15 - Flail - Normal
- 18 - Ice Fang - Ice
- 21 - Bulldoze - Ground
- 24 - Bounce - Flying
- 27 - Ice Spinner - Ice
- 30 - Take Down - Normal
- 33 - Amnesia - Psychic
- 36 - Body Slam - Normal
- 40 - Avalanche - Ice
- 44 - Slack Off - Normal
- 47 - Double-Edge - Normal
- 50 - Earthquake - Ground
- 53 - Blizzard - Ice
- 53 - Icebreaker* - Ice [Double Edge+]

TM/Tutor Moves

Attract, Belly Drum, Body Press, Charm, Chilling Water, Confide, Curse, Double Team, Endure, Entrainment, Facade, Frustration, Heavy Slam (N), Helping Hand, Hidden Power, High Horsepower, Hyper Beam, Hyper Voice, Ice Beam (N), Icicle Crash, Icicle Spear, Icy Wind, Liquidation (N), Knock Off, Play Rough, Protect, Rain Dance, Rest, Return, Rock Tomb, Round, Sleep Talk, Snowscape, Stomping Tantrum, Substitute, Superpower, Swagger, Tera Blast, Toxic, Triple Axel, Water Pulse, Water Spout (N), Yawn

Cetitan



Base Stats

HP	17	Sp.ATK	5	Total:
ATK	11	Sp.DEF	6	53
DEF	7	SPD	7	

Basic Information

Type:	Ice
Basic Ability 1:	Thick Fat
Basic Ability 2:	Ice Body
Adv Ability 1:	Sheer Force
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Cetoddle
- 2 - **Cetitan** Lv 30 Minimum

Other Information

Size:	14'09" / 4.5m (Gigantic)	1543.2 lbs / 700.0 kg (Weight Class 7)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Tundra, Mountain	

Capabilities

Overland 5, Swim 2, Jump 3/3, Power 12, Chilled, Mountable 5, Naturewalk (Tundra)

Skill List

Athl 5d6, Acro 1d6, Combat 4d6, Stealth 1d6, Percep 2d6, Focus 4d6

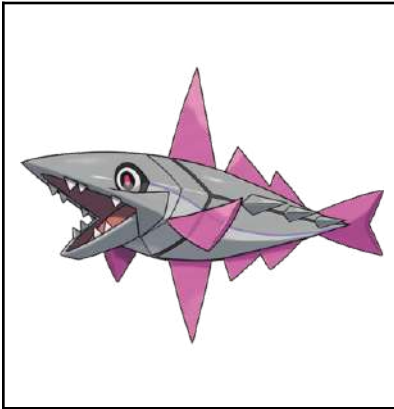
Move List

- 1 - Tackle - Normal
- 1 - Powder Snow - Ice
- 1 - Ice Shard - Ice
- 6 - Growl - Normal
- 9 - Echoed Voice - Normal
- 12 - Aqua Jet - Water
- 15 - Flail - Normal
- 18 - Ice Fang - Ice
- 21 - Bulldoze - Ground
- 24 - Bounce - Flying
- 27 - Ice Spinner - Ice
- 30 - Take Down - Normal
- 33 - Amnesia - Psychic
- 36 - Body Slam - Normal
- 40 - Avalanche - Ice
- 44 - Slack Off - Normal
- 47 - Double-Edge - Normal
- 50 - Earthquake - Ground
- 53 - Blizzard - Ice
- 53 - Icebreaker* - Ice [Double Edge+]

TM/Tutor Moves

Aqua Tail, Attract, Belly Drum, Body Press, Charm, Chilling Water, Confide, Curse, Double Team, Endure, Entrainment, Facade, Frustration, Giga Impact, Hard Press, Heavy Slam (N), Helping Hand, Hidden Power, High Horsepower, Hyper Beam, Hyper Voice, **Ice Beam (N)**, **Ice Punch**, **Icicle Crash**, **Icicle Spear**, **Icy Wind**, Knock Off, Liquidation (N), Play Rough, Protect, Rain Dance, Rest, Return, Rock Slide, Rock Tomb, Round, Sleep Talk, Snowscape, Stomping Tantrum, Substitute, Superpower, Swagger, Tera Blast, Toxic, **Triple Axel**, Water Pulse, Water Spout (N), Yawn

Veluza



Base Stats

HP	9	Sp.ATK	8	Total:
ATK	10	Sp.DEF	7	48
DEF	7	SPD	7	

Basic Information

Type:	Water / Psychic
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Shed Skin
Adv Ability 1:	Sharpness
Adv Ability 2:	Regenerator
High Ability:	Defy Death

Evolution

1 - Veluza

Other Information

Size:	8'02" / 2.5m (Large)	198.4 lbs / 90.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Freshwater, Ocean	

Capabilities

Overland 2, Swim 7, Levitate 4, Jump 4/4, Power 4, Naturewalk (Ocean), Gilled, Telekinetic, Fountain

Skill List

Athl 3d6, Acro 4d6, Combat 4d6, Stealth 2d6, Percep 3d6, Focus 5d6

Move List

1 - Tackle - Normal
 1 - Aqua Jet - Water
 1 - Psy Kick* - Psychic [Tackle]
 5 - Pluck - Flying
 8 - Pursuit - Dark
 11 - Focus Energy - Normal
 14 - Water Pulse - Water
 15 - Bite - Dark
 17 - Flash Step* - Psychic [New]
 20 - Flip Turn - Water
 22 - Psycho Cut - Psychic
 24 - Slash - Normal
 27 - Aqua Cutter - Water
 30 - Fillet Away - Normal
 33 - Night Slash - Dark
 36 - Psychic Fangs - Psychic
 39 - Liquidation - Water
 42 - Autotomize - Steel
 45 - Crunch - Dark
 48 - Occult Razor* - Psychic [New]
 51 - Final Gambit - Fighting

TM/Tutor Moves

Aerial Ace (N), Agility, Aqua Tail, Attract, Blizzard, Body Slam, Butterfly Knife*, Chilling Water, Confide, Cross Poison, Cut (N), Double Team, Double-Edge, Drill Run, Endeavor, Endure, Expanding Force, Facade, Frustration, Fury Cutter, Giga Impact, Hidden Power, Hydro Pump, Hyper Beam, Ice Beam, Ice Fang, Icy Wind, Iron Head, Lash Out, Nasty Plot, Pain Split, Protect, Psychic, Psychic Terrain, Rain Dance, Recover (N), Rest, Return, Reversal, Round, Scale Shot, Sleep Talk, Snowscape, Steel Wing, Stored Power, Substitute, Surf, Swagger, Swords Dance, Take Down, Tera Blast, Thrash, Throat Chop, Toxic, U-Turn, Waterfall, Zen Headbutt

Dondozo



Base Stats

HP	15	Sp.ATK	7	Total:
ATK	10	Sp.DEF	7	55
DEF	12	SPD	4	

Basic Information

Type:	Water
Basic Ability 1:	Unaware
Basic Ability 2:	Oblivious
Adv Ability 1:	Lunchbox
Adv Ability 2:	Big Swallow
High Ability:	Mouthful

Evolution

1 - Dondozo

Other Information

Size:	39'04" / 12.0m (Gigantic)	485.0 lbs / 220.0 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Freshwater	

Capabilities

Overland 5, Swim 8, Jump 3/3, Power 8, Gilled, Mountable 10, Naturewalk (Wetlands)

Skill List

Athl 5d6+3, Acro 1d6, Combat 4d6, Stealth 1d6, Percep 2d6, Focus 4d6

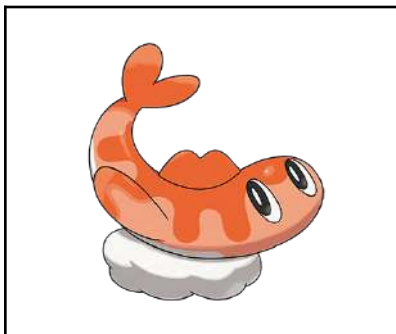
Move List

1 - Tackle - Normal
 1 - Supersonic - Normal
1 - Water Gun - Water
 1 - Bite - Dark
 3 - Tickle - Normal
 6 - Flail - Normal
 8 - Rest - Psychic
10 - Wave Dash* - Water [New]
 12 - Sleep Talk - Normal
 14 - Bulldoze - Ground
16 - Flip Turn - Water
 18 - Stockpile - Normal
 18 - Spit Up - Normal
 18 - Swallow - Normal
 20 - Noble Roar - Normal
22 - Dive - Water
 25 - Body Slam - Normal
27 - Waterfall - Water
 30 - Soak - Water
 33 - Iron Head - Steel
 35 - Rain Dance - Water
 37 - Order Up - Dragon
40 - Aqua Tail - Water
 43 - Heavy Slam - Steel
 45 - Double Edge - Normal
 48 - Earthquake - Ground
51 - Wave Crash - Water

TM/Tutor Moves

Aqua Ring, Attract, Avalanche, Body Press (N), **Chilling Water**, Confide, Crunch (N), Curse, Double Team, Double-Edge, Endure, Facade, Fissure, Frustration, Giga Impact, Hidden Power, **Hydro Pump**, Hyper Beam, Ice Fang, **Liquidation**, Outrage (N), Protect, Return, Rock Slide, Rollout, Round, Scary Face, Soak, Stomping Tantrum, Substitute, Surf, Swagger, Take Down, Tera Blast, Thrash, Toxic, **Water Pulse**, Yawn, Zen Headbutt

Tatsugiri



Base Stats

HP	7	Sp.ATK	12	Total:
ATK	5	Sp.DEF	10	48
DEF	6	SPD	8	

Basic Information

Type:	Dragon / Water
Basic Ability 1:	Commander
Adv Ability 1:	Storm Drain
Adv Ability 2:	Decoy
Adv Ability 3:	Teamwork
High Ability:	Pack Hunt

Evolution

1 - Tatsugiri

Other Information

Size:	1'0" / 0.3m (Small)	17.6 lbs / 8.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Freshwater	

Capabilities

Overland 4, Swim 5, Jump 1/1, Power 1

Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 3d6+1, Percep 4d6, Focus 2d6

Move List

1 - Water Gun - Water
 1 - Splash - Normal
 1 - Harden - Normal
 4 - Helping Hand - Normal
8 - Dragon Breath - Dragon
11 - Water Pulse - Water
 14 - Mud Shot - Ground
17 - Twister - Dragon
 20 - Snarl - Dark
23 - Brine - Water
 25 - Mud Bomb - Ground
 28 - Soak - Water
 30 - Taunt - Dark
33 - Dragon Pulse - Dragon
 35 - Dark Pulse - Dark
 36 - Memento - Dark
38 - Muddy Water - Water
 40 - Nasty Plot - Dark
 44 - Mirror Coat - Psychic
 48 - Foul Play - Dark
53 - Hydro Pump - Water

TM/Tutor Moves

Attract, Aura Sphere, Baton Pass, Calm Mind,
Chilling Water (N), Confide, Counter,
 Double Team, **Draco Meteor**, Dragon Cheer,
 Dragon Dance, Endure, Facade, Fake Tears,
 Focus Blast, Frustration, Giga Impact,
 Hidden Power, Hyper Beam, Ice Beam,
 Icy Wind (N), Lunge, Mud Slap, **Outrage**, Protect,
 Psychic, Psych Up, Psyshock, Rain Dance,
 Rapid Spin, Rest, Return, Round, **Scald**, **Scale Shot**,
 Sleep Talk, Substitute, Sucker Punch, **Surf**,
 Swagger, Swift, Take Down, Tera Blast, Toxic,
Whirlpool

Paldean Tauros Combat Breed



Base Stats

HP	8	Sp.ATK	3	Total:
ATK	11	Sp.DEF	7	50
DEF	11	SPD	10	

Basic Information

Type:	Fighting
Basic Ability 1:	Intimidate
Basic Ability 2:	Anger Point
Adv Ability 1:	Bully
Adv Ability 2:	Cud Chew
High Ability:	Gore

Evolution

1 - Paldean Tauros Combat Breed

Other Information

Size:	4'7" / 1.4m (Medium)	253.5 lbs / 115.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Grassland	

Capabilities

Overland 8, Swim 4, Jump 1/2, Power 9, Mountable 1, Pack Mon

Skill List

Athl 5d6+2, Acro 2d6+2, Combat 4d6+1, Stealth 1d6+2, Percep 1d6+2, Focus 3d6+2

Move List

1 - Tackle - Normal
 1 - Tail Whip - Normal
 1 - Rock Smash - **Fighting**
 5 - Pursuit - Dark
 7 - Work Up - Normal
 10 - Double Kick - **Fighting**
 13 - Horn Attack - Normal
 15 - Bulldoze - Ground
 17 - Headbutt - Normal
 20 - Brutal Swing - Dark
 22 - Scary Face - Normal
 25 - Reversal - **Fighting**
 28 - Zen Headbutt - **Psychic**
 30 - Counter - **Fighting**
 33 - Raging Bull - **Fighting**
 37 - Thrash - Normal
 40 - Assurance - Dark
 44 - Rest - **Psychic**
 48 - Swagger - Normal
 50 - Earthquake - Ground
 53 - Close Combat - **Fighting**

TM/Tutor Moves

Attract, **Body Press**, Body Slam, Bulk Up, Confide, Curse, Dig, Double Team, Double-Edge (N), Drill Run, Endeavor, Endure, Facade, Frustration, Giga Impact, Hidden Power, High Horsepower (N), Hyper Beam, Iron Head (N), Lash Out, Outrage, Protect, Rain Dance, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Smart Strike, Stomping Tantrum, Stone Edge, Substitute, Sunny Day, Surf, Take Down, Tera Blast, Thief, Throat Chop, Toxic, Trailblaze, Wild Charge

Paldean Tauros Blaze Breed



Base Stats

HP	8	Sp.ATK	3	Total:
ATK	11	Sp.DEF	7	50
DEF	11	SPD	10	

Basic Information

Type:	Fighting / Fire
Basic Ability 1:	Intimidate
Basic Ability 2:	Anger Point
Adv Ability 1:	Fiery Crash
Adv Ability 2:	Cud Chew
High Ability:	Gore

Evolution

1 - Paldean Tauros Blaze Breed

Other Information

Size:	4'7" / 1.4m (Medium)	187.4 lbs / 85.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Grassland	

Capabilities

Overland 8, Swim 4, Jump 1/2, Power 9, Mountable 1, Firestarter, Heater, Pack Mon

Skill List

Athl 5d6+2, Acro 2d6+2, Combat 4d6+1, Stealth 1d6+2, Percep 1d6+2, Focus 3d6+2

Move List

1 - Tackle - **Normal**
 1 - Tail Whip - **Normal**
 1 - Rock Smash - **Fighting**
 5 - Flame Charge - **Fire**
 7 - Work Up - **Normal**
 10 - Double Kick - **Fighting**
 13 - Horn Attack - **Normal**
 15 - Bulldoze - **Ground**
 17 - Headbutt - **Normal**
 20 - Flame Wheel - **Fire**
 22 - Scary Face - **Normal**
 25 - Reversal - **Fighting**
 28 - Zen Headbutt - **Psychic**
 30 - Iron Head - **Steel**
 33 - Raging Bull - **Fighting**
 37 - Thrash - **Normal**
 40 - Flare Blitz - **Fire**
 44 - Rest - **Psychic**
 48 - Swagger - **Normal**
 50 - Earthquake - **Ground**
 53 - Close Combat - **Fighting**

TM/Tutor Moves

Attract, **Body Press**, Body Slam, Bulk Up, Confide, Curse, Dig, Double Team, Double-Edge (N), Drill Run, Endeavor, Endure, Facade, **Fire Blast**, **Fire Spin**, **Flamethrower**, Frustration, Giga Impact, **Heat Crash**, Hidden Power, High Horsepower (N), Hyper Beam, Lash Out, Outrage, **Overheat**, Protect, Rain Dance, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Smart Strike, Stomping Tantrum, Stone Edge, Substitute, Sunny Day, Take Down, **Temper Flare**, Tera Blast, Thief, Toxic, Trailblaze, Wild Charge, Will-O-Wisp

Paldean Tauros Aqua Breed



Base Stats

HP	8	Sp.ATK	3	Total:
ATK	11	Sp.DEF	7	50
DEF	11	SPD	10	

Basic Information

Type:	Fighting / Water	
Basic Ability 1:	Intimidate	
Basic Ability 2:	Anger Point	
Adv Ability 1:	Aqua Bullet	
Adv Ability 2:	Cud Chew	
High Ability:	Gore	

Evolution

1 - Paldean Tauros Aqua Breed

Other Information

Size:	4'7" / 1.4m (Medium)	242.5 lbs /110.0 kg (Weight Class 5)
Genders:	100.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Grassland	

Capabilities

Overland 8, Swim 6, Jump 1/3, Power 9, Mountable 1, Fountain, Pack Mon

Skill List

Athl 5d6+2, Acro 2d6+2, Combat 4d6+1, Stealth 1d6+2, Percep 1d6+2, Focus 3d6+2

Move List

1 - Tackle - **Normal**
 1 - Tail Whip - **Normal**
 1 - Rock Smash - **Fighting**
 5 - Aqua Jet - **Water**
 7 - Work Up - **Normal**
 10 - Double Kick - **Fighting**
 13 - Horn Attack - **Normal**
 15 - Bulldoze - **Ground**
 17 - Headbutt - **Normal**
 20 - Flip Turn - **Water**
 22 - Scary Face - **Normal**
 25 - Reversal - **Fighting**
 28 - Zen Headbutt - **Psychic**
 30 - Bounce - **Flying**
 33 - Raging Bull - **Fighting**
 37 - Thrash - **Normal**
 40 - Wave Crash - **Water**
 44 - Rest - **Psychic**
 48 - Swagger - **Normal**
 50 - Earthquake - **Ground**
 53 - Close Combat - **Fighting**

TM/Tutor Moves

Attract, **Body Press**, Body Slam, Bulk Up, **Chilling Water**, Confide, Curse, Dig, Dive, Double Team, Double-Edge (N), Drill Run, Endeavor, Endure, Facade, Frustration, Giga Impact, Hidden Power, High Horsepower (N), **Hydro Pump**, Hyper Beam, Iron Head (N), Lash Out, **Liquidation**, Outrage, Protect, Rain Dance, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Smart Strike, Stomping Tantrum, Stone Edge, Substitute, **Surf**, Take Down, Tera Blast, Thief, Toxic, Trailblaze, **Water Pulse**, **Whirlpool**, Wild Charge

Annihilape



Base Stats

HP	10	Sp.ATK	5	Total:
ATK	12	Sp.DEF	9	53
DEF	8	SPD	9	

Basic Information

Type:	Fighting / Ghost
Basic Ability 1:	Vital Spirit
Basic Ability 2:	Defiant
Adv Ability 1:	Anger Point
Adv Ability 2:	Prime Fury
High Ability:	Enduring Rage

Evolution

- 1 - Mankey
- 2 - Primeape Lv 25 Minimum
- 3 - **Annihilape** Lv 35 Minimum

Other Information

Size:	3'11" / 1.2m (Medium)	123.5 lbs / 56.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Forest, Grassland, Mountain, Rainforest	

Capabilities

Overland 8, Swim 3, Jump 3/4, Power 8, Naturewalk (Forest, Mountain), Breathless

Skill List

Athl 6d6+2, Acro 6d6+2, Combat 6d6+1, Stealth 2d6, Percep 3d6, Focus 2d6

Move List (This Movelist also replaces Mankey and Primeape's)

Evo - Shadow Punch - Ghost
 1 - Scratch - **Normal**
 1 - Leer - **Normal**
1 - Rock Smash - Fighting
 3 - Focus Energy - **Normal**
 6 - Swagger - **Normal**
8 - Low Kick - Fighting
 12 - Seismic Toss - **Fighting**
 15 - Bulldoze - **Ground**
 18 - Screech - **Normal**
 20 - Fury Swipes - **Normal**
 23 - Punishment - **Dark**
25 - Submission - Fighting
 28 - Stomping Tantrum - **Ground**
30 - Rage Fist - Ghost
 33 - Counter - **Fighting**
37 - Cross Chop - Fighting
 41 - Thrash - **Normal**
 44 - Assurance - **Dark**
47 - Close Combat - Fighting
 50 - Outrage - **Dragon**
 53 - Final Gambit - **Fighting**

TM/Tutor Moves

Acrobatics, Aerial Ace, Attract, Beat Up, Body Slam, **Brick Break**, Bulk Up, Coaching, Confide, Covet (N), Curse, Dig, Double Team, Double-Edge, **Drain Punch**, Dual Chop, **Dynamic Punch**, Earthquake, Encore, Endeavor, Endure, Facade, Fire Punch, Fling (N), **Focus Blast**, **Focus Punch**, Foresight, Frustration, Giga Impact, Gunk Shot, Helping Hand, Hidden Power, Hyper Beam, Ice Punch, **Karate Chop (N)**, Lash Out, **Low Sweep**, Meditate, Mega Kick, Mega Punch, Metronome, Night Shade, Night Slash, Overheat, Payback, **Phantom Force**, Poison Jab, **Poltergeist (N)**, Power Trip, Protect, Rain Dance, Rest, Return, **Revenge**, **Reversal**, Rock Slide, Rock Tomb, Round, Scary Face, Seed Bomb, **Shadow Ball**, **Shadow Claw**, Sleep Talk, Smack Down, Smelling Salts, Snore, Spite (N), Stealth Rock, Stone Edge, Substitute, Sunny Day, Swift, Take Down, Taunt, Tera Blast, Thief, Throat Chop, Thunder, Thunder Punch, Thunderbolt, Toxic, U-Turn, Uproar, **Vacuum Wave**

Paldean Wooper



Base Stats

HP	6	Sp.ATK	3	Total:
ATK	5	Sp.DEF	3	24
DEF	5	SPD	2	

Basic Information

Type:	Poison / Ground
Basic Ability 1:	Poison Point
Basic Ability 2:	Water Absorb
Adv Ability 1:	Unaware
Adv Ability 2:	Mud Dweller
High Ability:	Damp

Evolution

1 - Paldean Wooper
2 - Clodsire Lv 20 Minimum

Other Information

Size:	1'4" / 0.4m (Small)	24.3 lbs / 11.0 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Marsh	

Capabilities

Overland 5, Swim 4, Jump 3/3, Power 1, Naturewalk (Wetlands), Underdog

Skill List

Athl 1d6, Acro 1d6, Combat 1d6, Stealth 3d6, Percep 2d6, Focus 2d6

Move List

- 1 - Clayball* - Ground [Ranged Tackle]
- 1 - Poison Sting - Poison
- 1 - Tail Whip - Normal
- 4 - Tackle - Normal
- 8 - Wave Dash* - Water [New]
- 11 - Toxic Spikes - Poison
- 13 - Poison Tail - Poison
- 16 - Bulldoze - Ground
- 18 - Slam - Normal
- 21 - Yawn - Normal
- 24 - Toxic - Poison
- 27 - Poison Jab - Poison
- 30 - Stomping Tantrum - Ground
- 33 - Aqua Tail - Water
- 36 - Counter - Fighting
- 39 - Gunk Shot - Poison
- 42 - Earthquake - Ground

TM/Tutor Moves

Acid Spray (N), After You, Amnesia, Ancient Power, Attract, Baneful Bunker, Body Press, Body Slam, Chilling Water, Confide, Curse, Dig, Double Kick, Double Team, Double-Edge, Earth Power, Endure, Facade, Frustration, Haze, Helping Hand, Hidden Power, Hydro Pump, Liquidation, Low Kick, Mist, Mud Shot (N), Mud-Slap (N), Protect, Rain Dance, Recover, Rest, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, Sludge Bomb (N), Sludge Wave (N), Spikes, Spit Up (N), Stealth Rock, Stockpile (N), Stone Edge, Substitute, Surf (N), Swagger, Swallow (N), Take Down, Tera Blast, Trailblaze, Venoshock, Water Pulse, Waterfall

Clodsire



Base Stats

HP	13	Sp.ATK	5	Total:
ATK	8	Sp.DEF	10	44
DEF	6	SPD	2	

Basic Information

Type:	Poison / Ground
Basic Ability 1:	Poison Point
Basic Ability 2:	Water Absorb
Adv Ability 1:	Unaware
Adv Ability 2:	Mud Dweller
High Ability:	Damp

Evolution

- 1 - Paldean Wooper
- 2 - Clodsire Lv 20 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	491.6 lbs / 223.0 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Marsh	

Capabilities

Overland 6, Swim 5, Jump 1/1, Power 6, Naturewalk (Wetlands), Underdog

Skill List

Athl 5d6+2, Acro 1d6, Combat 3d6, Stealth 1d6, Percep 3d6+1, Focus 4d6

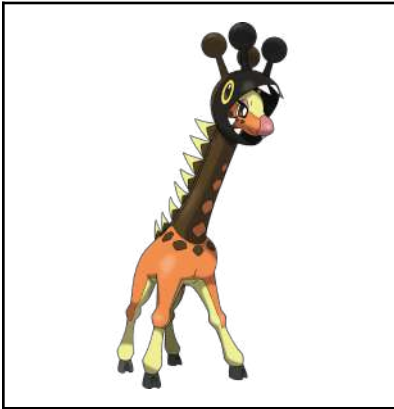
Move List

Evo - Amnesia - **Psychic**
1 - Clayball* - **Ground** [Ranged Tackle]
1 - Poison Sting - **Poison**
1 - Tail Whip - **Normal**
4 - Tackle - **Normal**
8 - Wave Dash* - **Water** [New]
11 - Toxic Spikes - **Poison**
13 - Poison Tail - **Poison**
16 - Bulldoze - **Ground**
18 - Slam - **Normal**
21 - Yawn - **Normal**
24 - Bone Rush - **Ground**
27 - Toxic - **Poison**
30 - Poison Jab - **Poison**
33 - Stomping Tantrum - **Ground**
36 - Aqua Tail - **Water**
39 - Counter - **Fighting**
42 - Gunk Shot - **Poison**
45 - Megahorn - **Bug**
48 - Earthquake - **Ground**

TM/Tutor Moves

Acid Spray (N), After You, Ancient Power, Attract, Baneful Bunker, Body Press, Body Slam, Chilling Water, Confide, Curse, **Dig**, Double Kick, Double Team, Double-Edge, **Earth Power**, Endure, Facade, Frustration, Giga Impact, Haze, Heavy Slam, Helping Hand, Hidden Power, **High Horsepower**, Hydro Pump, Hyper Beam, Iron Head, Liquidation, Low Kick, Mist, **Mud Shot (N)**, **Mud-Slap (N)**, Muddy Water, Protect, Rain Dance, Recover, Rest, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Sleep Talk, **Sludge Bomb (N)**, **Sludge Wave (N)**, Spikes, Spit Up (N), Stealth Rock, Stockpile (N), Stone Edge, Substitute, Surf (N), Swagger, Swallow (N), Take Down, Tera Blast, Trailblaze, **Venoshock**, Water Pulse, Waterfall, Zen Headbutt

Farigiraf



Base Stats

HP	12	Sp.ATK	11	Total:
ATK	9	Sp.DEF	7	52
DEF	7	SPD	6	

Basic Information

Type:	Normal / Psychic
Basic Ability 1:	Cud Chew
Basic Ability 2:	Armor Tail
Adv Ability 1:	Sap Sipper
Adv Ability 2:	Probability Control
High Ability:	Magic Bounce

Evolution

- 1 - Girafarig
- 2 - Farigiraf Lv 30 Minimum

Other Information

Size:	10'06" / 3.2m (Large)	352.7 lbs / 160.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Grassland, Forest	

Capabilities

Overland 5, Swim 4, Jump 2/2, Power 4, Mountable 1, Reach, Telekinetic, Telepath

Skill List

Athl 4d6, Acro 5d6+2, Combat 4d6, Stealth 1d6, Percep 6d6+2, Focus 5d6

Move List (This Movelist also replaces Girafarig's)

- 1 - Power Swap - **Psychic**
- 1 - Guard Swap - **Psychic**
- 1 - Astonish - **Ghost**
- 1 - Tackle - **Normal**
- 1 - Growl - **Normal**
- 5 - Confusion - **Psychic**
- 10 - Bite - **Dark**
- 14 - Stomp - **Normal**
- 18 - Psybeam - **Psychic**
- 20 - Agility - **Psychic**
- 20 - Baton Pass - **Normal**
- 23 - Double Hit - **Normal**
- 25 - Smart Strike - **Steel**
- 27 - Swift - **Normal**
- 30 - Twin Beam - **Psychic**
- 33 - Crunch - **Dark**
- 36 - Body Slam - **Normal**
- 38 - Flash Cannon - **Steel**
- 41 - Psychic - **Psychic**
- 44 - Nasty Plot - **Dark**
- 46 - Assurance - **Dark**
- 48 - Thrash - **Normal**
- 50 - Hyper Beam - **Normal**

TM/Tutor Moves

Ally Switch, Amnesia (N), Attract, Beat Up, Bulldoze, Calm Mind, Charge Beam, Confide, Confuse Ray, Curse, Dazzling Gleam, Double Kick (N), Double Team, **Double-Edge**, **Dream Eater**, Earthquake, Echoed Voice, Endeavor, Endure, Energy Ball, **Expanding Force (N)**, **Facade**, Flash, Foresight, Foul Play, **Frustration**, **Future Sight**, **Giga Impact**, Grass Knot, Gravity, Helping Hand, **Hidden Power**, High Horsepower, **Hyper Voice**, Imprison, Iron Head, Iron Tail, Light Screen, Low Kick, Magic Coat, Mean Look (N), Mirror Coat, Mud-Slap, Night Shade, Protect, Psych Up, **Psychic Fangs**, **Psychic Noise**, Psychic Terrain, **Psyshock**, Rain Dance, **Razor Wind**, Recycle, Reflect, Rest, **Retaliate**, **Return**, Roar, Rock Smash, Role Play, **Round**, **Secret Power**, Shadow Ball, Shock Wave, Signal Beam, Skill Swap (N), Sleep Talk, **Snore**, Stomping Tantrum, **Stored Power**, **Strength**, Substitute, Sucker Punch, Sunny Day, Swagger, **Take Down (N)**, Telekinesis, **Tera Blast**, Thief, Thunder, Thunder Wave, Thunderbolt, Toxic, Trailblaze, Trick, Trick Room, **Uproar**, Wish, **Zen Headbutt (N)**

Dudunsparce



Base Stats

HP	13	Sp.ATK	9	Total:
ATK	10	Sp.DEF	8	54
DEF	8	SPD	6	

Basic Information

Type:	Normal
Basic Ability 1:	Serene Grace
Basic Ability 2:	Run Away
Adv Ability 1:	Rattled
Adv Ability 2:	Thick Fat
High Ability:	Dig Away

Evolution

- 1 - Dunsparce
- 2 - **Dudunsparce** Lv 30 Minimum

Other Information

Size:	11'10" / 3.6m (Huge)	86.4 lbs / 39.2 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Cave, Desert, Forest, Grassland	

Capabilities

Overland 6, Swim 6, Burrow 6, Jump 3/3, Power 9, Darkvision, Mountable 2

Skill List

Athl 6d6, Acro 2d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 5d6

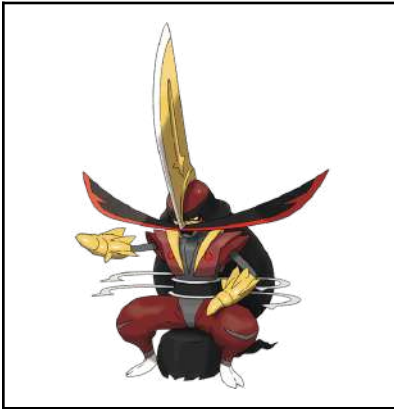
Move List (This Movelist also replaces Dunsparce's)

- 1 - **Flail** - Normal
- 1 - Defense Curl - Normal
- 4 - Mud-Slap - Ground
- 7 - Rollout - Rock
- 10 - Spite - Ghost
- 12 - Glare - Normal
- 14 - Screech - Normal
- 17 - **Swift** - Normal
- 20 - Ancient Power - Rock
- 23 - Aerial Ace - Flying
- 25 - Yawn - Normal
- 27 - Drill Run - Ground
- 30 - **Hyper Drill** - Normal
- 32 - Coil - Poison
- 33 - Dig - Ground
- 36 - Air Slash - Flying
- 38 - Roost - Flying
- 40 - Dragon Rush - Dragon
- 43 - **Double-Edge** - Normal
- 46 - Endeavor - Normal
- 49 - Hurricane - Flying
- 52 - **Boomburst** - Normal

TM/Tutor Moves (This Movelist also replaces Dunsparce's)

Agility, Amnesia, Aqua Tail, Astonish, Attract, Baton Pass, Bide, Bind, Bite, Blizzard, Body Press, **Body Slam**, Breaking Swipe, Bulldoze, Calm Mind, Charge Beam, Chilling Water (N), Confide, Counter, Curse, Double Team, Dragon Tail, Dream Eater, Dual Wingbeat, Earth Power (N), Earthquake, Endure, **Facade**, Fire Blast, Flamethrower, **Frustration**, **Giga Impact**, Gyro Ball, **Headbutt**, Heavy Slam, Helping Hand, Hex, **Hidden Power**, **Hyper Beam**, **Hyper Voice**, Ice Beam, Ice Spinner, Incinerate, Iron Tail, **Last Resort**, Lunge, Magic Coat, Mud Shot, Outrage, Pain Split, Poison Jab, Poison Tail, Pounce, Protect, Psych Up, Rain Dance, Rest, **Retaliate**, **Return**, Rock Slide, Rock Smash, Rock Tomb, Role Play, **Round**, Sandstorm, Scale Shot, Scary Face, **Secret Power**, Shadow Ball, Shock Wave, Skitter Smack, Sleep Talk, Smart Strike, Snore, Solar Beam, Stealth Rock, Stomping Tantrum, Stone Edge, Stored Power, **Strength**, Substitute, Sunny Day, Swagger, Tailwind, **Take Down**, **Tera Blast**, Thief, Throat Chop, Thunder (N), Thunder Wave, Thunderbolt, Toxic, **Trump Card**, **Uproar**, Water Pulse, Wild Charge, Zen Headbutt

Kingambit



Base Stats

HP	10	Sp.ATK	6	Total:
ATK	14	Sp.DEF	9	56
DEF	12	SPD	5	

Basic Information

Type:	Dark / Steel
Basic Ability 1:	Defiant
Basic Ability 2:	Pressure
Adv Ability 1:	Sharpness
Adv Ability 2:	Supreme Overlord
High Ability:	Parry

Evolution

- 1 - Pawniard
- 2 - Bisharp Lv 25 Minimum
- 3 - **Kingambit** Lv 35 Minimum

Other Information

Size:	6'7" / 2.0m (Large)	264.6 lbs. / 120.0kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Cave, Mountain	

Capabilities

Overland 5, Swim 2, Jump 1/2, Power 10, Darkvision, Tracker, Stealth, Pack Mon

Skill List

Athl 5d6+1, Acro 2d6, Combat 6d6+1, Stealth 3d6, Percep 4d6, Focus 4d6+2

Move List (This Movelist also replaces Pawniard and Bisharp's)

Evo - Kowtow Cleave - Dark
 1 - Scratch - Normal
 1 - Leer - Normal
1 - Metal Claw - Steel
 4 - Fury Cutter - Bug
 7 - Beat Up - Dark
 10 - Scary Face - Normal
13 - Feint Attack - Dark
 16 - Aerial Ace - Flying
 19 - Slash - Normal
 22 - Metal Sound - Steel
25 - Iron Head - Steel
 29 - Torment - Dark
 33 - X-Scissor - Bug
37 - Night Slash - Dark
 40 - Iron Defense - Steel
 43 - Retaliate - Normal
 46 - Swords Dance - Normal
49 - Assurance - Dark
 52 - Sacred Sword - Fighting
55 - Zantetsuken* - Steel [New]

TM/Tutor Moves (This Movelist also replaces Bisharp's)

Air Slash, Aqua Cutter, Attract, Brick Break (N), **Brutal Swing**, **Ceaseless Edge**, Confide, **Dark Pulse**, Dig, Double Team, Dual Chop, Endure, Facade, False Swipe, **Flash Cannon**, Fling, Focus Blast, **Foul Play**, Frustration, Giga Impact, Grass Knot, Guillotine, Headbutt, Hidden Power, Hyper Beam, **Knock Off (N)**, **Lash Out**, Low Kick, Low Sweep, Magnet Rise, Mean Look, Metal Burst (N), Metal Sound, Poison Jab, Protect, Psycho Cut (N), Quick Guard, Rain Dance, Rest, Return, Reversal, Rock Tomb, Role Play, Round, Sandstorm, Shadow Claw, Sleep Talk, Snarl, Snatch, Snore, Spite, Stealth Rock, **Steel Beam**, Stone Edge, Substitute, **Sucker Punch**, Swagger, Take Down, Taunt, Tera Blast, **Thief (N)**, **Throat Chop**, Thunder Wave, Toxic, Zen Headbutt

Great Tusk



Base Stats

HP	12	Sp.ATK	5	Total:
ATK	13	Sp.DEF	5	57
DEF	13	SPD	9	

Basic Information

Type:	Ground / Fighting
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Sumo Stance
Adv Ability 2:	Gore
Adv Ability 3:	Sand Rush
High Ability:	Reckless

Evolution

1 - Great Tusk

Other Information

Size:	7'3" / 2.2m (Large)	705.5 lbs / 320.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Herbivore	
Habitat:	Desert, Mountain	

Capabilities

Overland 7, Swim 4, Jump 1/1, Power 7, Tracker, Naturewalk (Desert, Mountain), Mountable 3

Skill List

Athl 5d6+2, Acro 2d6, Combat 3d6+2, Stealth 2d6, Percep 3d6+1, Focus 4d6+1

Move List

1 - Horn Attack - Normal
 1 - Defense Curl - Normal
 1 - Rollout - Rock
 1 - Rock Smash - Fighting
 1 - Clayball* - Ground [Ranged Tackle]
 4 - Rapid Spin - Normal
 8 - Taunt - Dark
 12 - Knock Off - Dark
 14 - Double Kick - Fighting
 16 - Bulldoze - Ground
 20 - Endeavor - Normal
 24 - Brick Break - Fighting
 28 - Stomping Tantrum - Ground
 32 - Giga Impact - Normal
 36 - Earthquake - Ground
 40 - Close Combat - Fighting
 44 - Megahorn - Bug
 48 - Head Smash - Rock
 52 - Headlong Rush - Ground

TM/Tutor Moves

Attract, **Body Press (N)**, Body Slam, Bulk Up, Confide, **Dig**, Double Team, Double-Edge, **Earth Power**, Endure, Facade, Fire Fang, Flash Cannon, Frustration, Heavy Slam, Hidden Power, **High Horsepower (N)**, Hyper Beam, Ice Fang, Ice Spinner, Iron Head, **Mud Shot**, **Mud-Slap**, Play Rough, Protect, Psyshock, Rest, Return, **Reversal**, Roar, Rock Slide, Rock Tomb, Round, Sandstorm, Scary Face, Sleep Talk, Smack Down, Smart Strike, Stealth Rock, Stone Edge, Substitute, Sunny Day (N), Supercell Slam, Swagger, Take Down, Temper Flare, Tera Blast, Throat Chop, Thunder Fang, Toxic, Zen Headbutt

Scream Tail



Base Stats

HP	12	Sp.ATK	7	Total:
ATK	7	Sp.DEF	12	59
DEF	10	SPD	11	

Basic Information

Type:	Fairy / Psychic
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Cute Charm
Adv Ability 2:	Weird Power
Adv Ability 3:	Sound Lance
High Ability:	Punk Rock

Evolution

1 - Scream Tail

Other Information

Size:	3'11" / 1.2m (Medium)	17.6 lbs / 8.0 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Omnivore	
Habitat:	Cave, Grassland	

Capabilities

Overland 6, Swim 3, Jump 1/2, Levitate 4, Power 3, Inflatable, Naturewalk (Grassland, Cave)

Skill List

Athl 3d6+1, Acro 4d6+1, Combat 2d6+2, Stealth 2d6+2, Percep 3d6+2, Focus 4d6+3

Move List

1 - Pound - Normal
 1 - Sing - Normal
 1 - Disable - Normal
 1 - Disarming Voice - Fairy
 4 - Howl - Normal
 8 - Noble Roar - Normal
 10 - Confusion - Psychic
 12 - Bite - Dark
 14 - Heart Stamp - Psychic
 16 - Draining Kiss - Fairy
 18 - Body Slam - Normal
 20 - Rest - Psychic
 24 - Crush* - Fairy [Dizzy Punch w/ Infatuate]
 28 - Hyper Voice - Normal
 30 - Psychic Fangs - Psychic
 32 - Dazzling Gleam - Fairy
 34 - Psyshock - Psychic
 36 - Crunch - Dark
 38 - Play Rough - Fairy
 40 - Wish - Normal
 42 - Synchronoise - Psychic
 44 - Gyro Ball - Steel
 48 - Perish Song - Normal
 52 - Boomburst - Normal

TM/Tutor Moves

Amnesia, Attract, Baton Pass, Blizzard, Bulk Up, Calm Mind, Confide, Dig, Double Team, Double-Edge, Drain Punch, Encore, Endure, **Expanding Force**, Facade, Fake Tears, Fire Blast, Fire Fang, Fire Punch, Flamethrower, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, Helping Hand, Hidden Power, Hyper Beam, Ice Beam, Ice Fang, Ice Punch, Imprison, Light Screen, Metronome, **Misty Explosion**, Misty Terrain, Protect, **Psybeam**, Psych Up, **Psychic**, **Psychic Noise**, Psychic Terrain, Rain Dance, Reflect, Return, Roar, Rock Tomb, Round, Sandstorm, Scary Face, Sleep Talk, Snowscape, Stealth Rock, Stomping Tantrum, **Stored Power**, Substitute, Sunny Day (N), Swagger, Take Down, Tera Blast, Thunder, Thunder Fang (N), Thunder Punch, Thunder Wave, Thunderbolt (N), Toxic, Trick, Trick Room, Uproar, Water Pulse, **Zen Headbutt**

Brute Bonnet



Base Stats

HP	11	Sp.ATK	8	Total:
ATK	13	Sp.DEF	10	58
DEF	10	SPD	6	

Basic Information

Type:	Grass / Dark
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Effect Spore
Adv Ability 2:	Bully
Adv Ability 3:	Rough Skin
High Ability:	Fungus Lord

Evolution

1 - Brute Bonnet

Other Information

Size:	3'11" / 1.2m (Medium)	46.3 lbs / 21.0 kg (Weight Class 2)
Genders:	Unknown	
Diet:	Phototroph	
Habitat:	Cave, Forest, Grassland	

Capabilities

Overland 5, Swim 1, Jump 1/1, Power 4, Naturewalk (Grassland, Forest), Mushroom Harvest, Shrinkable

Skill List

Athl 3d6+1, Acro 1d6+1, Combat 2d6+1, Stealth 4d6+2, Percep 4d6, Focus 3d6+2

Move List

1 - Leafage - Grass
 1 - Growth - Normal
 1 - Astonish - Ghost
 4 - Stun Spore - Grass
 8 - Synthesis - Grass
 12 - Brutal Swing - Dark
 16 - Needle Arm - Grass
 20 - Payback - Dark
 24 - Spore - Grass
 28 - Seed Bomb - Grass
 32 - Sucker Punch - Dark
 34 - Spiky Shield - Grass
 36 - Lash Out - Dark
 40 - Thrash - Normal
 44 - Rage Powder - Bug
 48 - Brutal Beatdown* - Dark [Close Combat]
 52 - Power Whip - Grass

TM/Tutor Moves

Attract, Body Press, Body Slam, **Bullet Seed**, Close Combat, Confide, Confuse Ray, **Crunch**, **Dark Pulse (N)**, Double Team, Double-Edge, Drain Punch, Earth Power, Endure, **Energy Ball**, Facade, Frustration, **Giga Drain (N)**, Giga Impact, **Grass Knot**, Grassy Terrain, Hex, Hidden Power, High Horsepower (N), Hyper Beam, **Leaf Storm**, **Magical Leaf**, Outrage (N), Pollen Puff, Protect, Rest, Return, Round, Scary Face, Sleep Talk, **Solar Beam**, Stomping Tantrum, Submission (N), Substitute, Sunny Day (N), Swagger, Taunt, Tera Blast, Thief, Toxic, **Trailblaze (N)**, Triple Kick, Venoshock, Zen Headbutt

Flutter Mane



Base Stats

HP	6	Sp.ATK	14	Total:
ATK	6	Sp.DEF	14	60
DEF	6	SPD	14	

Basic Information

Type: **Ghost / Fairy**

Basic Ability 1: Protosynthesis

Adv Ability 1: Levitate

Adv Ability 2: Omen

Adv Ability 3: Flutter

High Ability: Fur Coat

Evolution

1 - Flutter Mane

Other Information

Size: 4'7" / 1.4m 8.8 lbs / 4.0 kg
(Medium) (Weight Class 1)

Genders: Unknown

Diet: Nullivore

Habitat: Cave, Forest

Capabilities

Overland 1, Swim 3, Sky 6, Jump 1/1, Power 3, Darkvision, Dead Silent, Invisibility, Phasing

Skill List

Athl 2d6, Acro 2d6, Combat 3d6+2, Stealth 4d6, Percep 2d6+3, Focus 3d6

Move List

1 - Confuse Ray - **Ghost**
 1 - Spite - **Ghost**
1 - Spook* - **Ghost** [Ember, -1SpD]
1 - Disarming Voice - **Fairy**
 4 - Psybeam - **Psychic**
 8 - Mean Look - **Normal**
 12 - Memento - **Dark**
16 - Ominous Wind - **Ghost**
 20 - Wish - **Normal**
24 - Dazzling Gleam - **Fairy**
 28 - Mystical Fire - **Fire**
32 - Shadow Ball - **Ghost**
 36 - Power Gem - **Rock**
 40 - Psyshock - **Psychic**
 44 - Pain Split - **Normal**
48 - Moonblast - **Fairy**
 52 - Perish Song - **Normal**

TM/Tutor Moves

Attract, Calm Mind, Charge Beam, Confide, Dark Pulse, Double Team, **Draining Kiss (N)**, Endure, Energy Ball, Facade, Fake Tears, Fire Blast (N), Frustration, Giga Impact, Helping Hand, **Hex (N)**, Hidden Power, Hyper Beam, Hyper Voice, Icy Wind, Imprison, Magical Leaf, Misty Terrain, Night Shade, **Phantom Force**, **Poltergeist**, Protect, Psychic, Rest, Return, Round, Sleep Talk, Stored Power, Substitute, Sunny Day (N), Swagger, Swift, Taunt, Tera Blast, Thunder, Thunder Wave, Thunderbolt, Toxic, Trick Room

Slither Wing



Base Stats

HP	9	Sp.ATK	9	Total:
ATK	14	Sp.DEF	11	59
DEF	8	SPD	8	

Basic Information

Type:	Bug / Fighting
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Fiery Crash
Adv Ability 2:	Fur Coat
Adv Ability 3:	Tinted Lens
High Ability:	Reckless

Evolution

1 - Slither Wing

Other Information

Size:	10'6" / 3.2m (Huge)	202.0 lbs / 92.0 kg (Weight Class 4)
Genders:	Unknown	
Diet:	Herbivore	
Habitat:	Cave, Mountain, Rainforest	

Capabilities

Overland 7, Swim 3, Sky 2, Jump 1/1, Power 8, Egg Warmer, Firestarter, Heater, Mountable 1

Skill List

Athl 3d6, Acro 3d6-1, Combat 4d6, Stealth 1d6+2, Percep 4d6+1, Focus 5d6+2

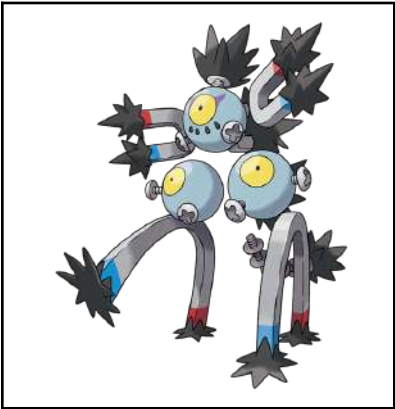
Move List

1 - Ember - Fire
 1 - Pounce - Bug
 1 - Rock Smash - Fighting
 4 - Poison Powder - Poison
 4 - Stun Spore - Grass
 8 - Flame Charge - Fire
 10 - Wing Attack - Flying
 12 - Stomp - Normal
 14 - Bug Bite - Bug
 16 - Low Sweep - Fighting
 20 - Morning Sun - Normal
 24 - Lunge - Bug
 28 - Bulk Up - Fighting
 30 - Submission - Fighting
 32 - Dual Wingbeat - Flying
 34 - Take Down - Normal
 36 - First Impression - Bug
 40 - Flare Blitz - Fire
 42 - Whirlwind - Normal
 44 - Superpower - Fighting
 48 - Leech Life - Bug
 52 - Thrash - Normal

TM/Tutor Moves

Acrobatics, Aerial Ace, Attract, **Body Press**, Body Slam, **Brick Break**, **Bug Buzz (N)**, **Close Combat**, Confide, Curse, Double Team, Double-Edge, Earthquake, Endure, Facade, Frustration, Giga Drain, Giga Impact, Heat Crash, Heat Wave, Heavy Slam, Hidden Power, High Horsepower, Hurricane, Hyper Beam, **Low Kick**, Protect, Rain Dance, Rest, Return, Reversal, Round, Sandstorm, **Skitter Smack**, Sleep Talk, Stomping Tantrum, Substitute, Sunny Day (N), Swagger, Temper Flare, Tera Blast, Toxic, Trailblaze (N), **U-Turn (N)**, Wild Charge, Will-O-Wisp, Zen Headbutt (N)

Sandy Shocks



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	8	Sp.DEF	9	58
DEF	10	SPD	10	

Basic Information

Type:	Electric / Ground
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Magnet Pull
Adv Ability 2:	Sturdy
Adv Ability 3:	Sand Force
High Ability:	Targeting System

Evolution

1 - Sandy Shocks

Other Information

Size:	7'7" / 2.3m (Large)	132.3 lbs / 60.0 kg (Weight Class 4)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Desert, Mountain, Urban	

Capabilities

Overland 3, Swim 4, Levitate 5, Jump 1/1, Power 4, Dead Silent, Magnetic, Zapper

Skill List

Athl 3d6, Acro 2d6+1, Combat 2d6+2, Stealth 2d6+1, Percep 3d6+2, Focus 3d6+2

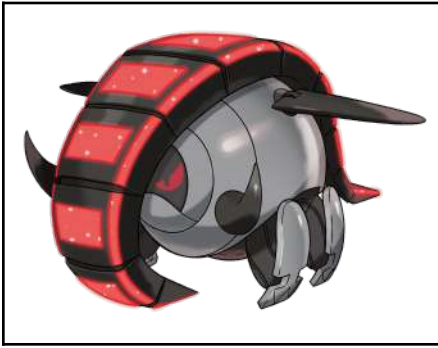
Move List

- 1 - Thunder Wave - Electric
- 1 - Electric Terrain - Electric
- 1 - Supersonic - Normal
- 1 - Thunder Shock - Electric
- 4 - Mud-Slap - Ground
- 8 - Metal Sound - Steel
- 12 - Charge Beam - Electric
- 16 - Mud Shot - Ground
- 20 - Screech - Normal
- 24 - Mirror Shot - Steel
- 28 - Tri Attack - Normal
- 32 - Discharge - Electric
- 34 - Flash Cannon - Steel
- 36 - Earth Power - Ground
- 40 - Mirror Coat - Psychic
- 44 - Gravity - Psychic
- 48 - Zap Cannon - Electric
- 50 - Steel Beam - Steel
- 52 - Magnetic Flux - Electric

TM/Tutor Moves

Attract, Body Press, Body Slam, **Bulldoze**, Charge, Confide, Double Team, Dragon Pulse, **Earthquake**, Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Frustration, Giga Impact, Heavy Slam (N), Heat Wave, Hidden Power, **High Horsepower**, Hyper Beam, Iron Defense, Light Screen, Power Gem (N), Protect, Psyshock, Reflect, Rest, Return, Round, **Sand Tomb**, Sandstorm, **Scorching Sands**, Sleep Talk, Sludge Wave (N), Smog (N), Spikes, Stealth Rock, **Stomping Tantrum**, Substitute, Sunny Day (N), **Supercell Slam**, Swagger, Swift, Take Down, Tera Blast, **Thunder**, **Thunderbolt (N)**, Toxic, **Volt Switch (N)**, **Wild Charge**

Iron Treads



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	11	Sp.DEF	7	57
DEF	12	SPD	11	

Basic Information

Type:	Ground / Steel		
Basic Ability 1:	Quark Drive		
Adv Ability 1:	Sturdy		
Adv Ability 2:	Battle Armor		
Adv Ability 3:	Sand Rush		
High Ability:	Ballistic		

Evolution

1 - Iron Treads

Other Information

Size:	2'11" / 0.9m (Small)	529.1 lbs / 240.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Desert, Mountain	

Capabilities

Overland 7, Swim 4, Jump 1/1, Power 7, Breathless, Glow, Magnetic, Mountable 1, Naturewalk (Desert, Urban), Tracker

Skill List

Athl 5d6+2, Acro 2d6, Combat 3d6+2, Stealth 2d6, Percep 3d6+1, Focus 4d6+1

Move List

1 - Horn Attack - Normal
 1 - Defense Curl - Normal
 1 - Rollout - Rock
 1 - Bullet Punch - Steel
 1 - Clayball* - Ground [Ranged Tackle]
 4 - Rapid Spin - Normal
 8 - Lock-On - Normal
 12 - Bulldoze - Ground
 14 - Knock Off - Dark
 16 - Spark - Electric
 20 - Smart Strike - Steel
 24 - Endeavor - Normal
 28 - Stomping Tantrum - Ground
 30 - Wild Charge - Electric
 32 - Iron Head - Steel
 36 - Earthquake - Ground
 40 - Heavy Slam - Steel
 44 - Steamroller - Bug
 48 - Giga Impact - Normal
 52 - Steel Roller - Steel

TM/Tutor Moves

Attract, Body Press, Body Slam, Confide, Double Team, Double-Edge, Earth Power, Electric Terrain (N), Electro Ball (N), Facade, Flash Cannon, Frustration, Gyro Ball (N), Hard Press, Hidden Power, High Horsepower, Hyper Beam, Ice Fang, Ice Spinner, Iron Defense, Iron Tail, Metal Sound, Mud Shot, Mud-Slap, Protect, Rest, Return, Rock Slide, Rock Tomb, Round, Sandstorm, Scary Face, Sleep Talk, Stealth Rock, Steel Beam, Stone Edge, Substitute, Supercell Slam, Swagger, Take Down, Tera Blast, Thunder, Thunder Fang, Toxic, Volt Switch, Zen Headbutt

Iron Bundle



Base Stats

HP	6	Sp.ATK	12	Total:
ATK	8	Sp.DEF	6	57
DEF	11	SPD	14	

Basic Information

Type:	Ice / Water
Basic Ability 1:	Quark Drive
Adv Ability 1:	Hustle
Adv Ability 2:	Snow Cloak
Adv Ability 3:	Ice Jet
High Ability:	Beam Cannon

Evolution

1 - Iron Bundle

Other Information

Size:	2'0" / 0.6m (Small)	24.3 lbs / 11.0 kg (Weight Class 2)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Mountain, Taiga, Tundra	

Capabilities

Overland 4, Swim 6, Jump 3/4, Power 4, Breathless, Chilled, Glow, Magnetic, Naturewalk (Urban, Tundra), Wielder

Skill List

Athl 3d6+3, Acro 3d6, Combat 4d6+2, Stealth 3d6, Percep 4d6, Focus 4d6

Move List

1 - Present - Normal
 1 - Water Gun - Water
 1 - Whirlpool - Water
 4 - Powder Snow - Ice
 8 - Gust - Flying
 12 - Chilling Water - Water
 16 - Aurora Beam - Ice
 18 - Air Cutter - Flying
 20 - Helping Hand - Normal
 24 - Freeze Dry - Ice
 28 - Snipe Shot - Water
 32 - Ice Beam - Ice
 36 - Agility - Psychic
 38 - Flash Cannon - Steel
 40 - Snowscape - Ice
 44 - Hydro Pump - Water
 48 - Aurora Veil - Ice
 52 - Blizzard - Ice

TM/Tutor Moves

Acrobatics, Air Slash, Attract, **Avalanche**, Body Slam, Confide, Dark Pulse, Double Team, Dragon Pulse (N), Electric Terrain (N), Encore, Endure, Facade, Fling, **Flip Turn**, Frustration, Giga Impact, Hidden Power, Hyper Beam, **Ice Punch (N)**, **Ice Spinner**, **Icy Wind**, Moonblast, Play Rough, Protect, Rain Dance, Rest, Return, Round, Signal Beam, Sleep Talk, Substitute, Swagger, Swift, Take Down, Taunt, Tera Blast, Thief, Toxic, U-Turn, **Water Pulse**

Iron Hands



Base Stats

HP	15	Sp.ATK	5	Total:
ATK	14	Sp.DEF	7	57
DEF	11	SPD	5	

Basic Information

Type:	Fighting / Electric
Basic Ability 1:	Quark Drive
Adv Ability 1:	Sumo Stance
Adv Ability 2:	Guts
Adv Ability 3:	Galvanize
High Ability:	Iron Fist

Evolution

1 - Iron Hands

Other Information

Size:	5'11" / 1.8m (Medium)	839.3 lbs / 380.7 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain	

Capabilities

Overland 6, Swim 3, Jump 1/1, Power 14, Breathless, Glow, Magnetic, Reach

Skill List

Athl 5d6+2, Acro 1d6, Combat 5d6, Stealth 1d6, Percep 3d6, Focus 4d6+1

Move List

1 - Sand Attack - **Ground**
 1 - Tackle - **Normal**
 1 - Focus Energy - **Normal**
 1 - **Rock Smash** - **Fighting**
 1 - Bullet Punch - **Steel**
 4 - Fake Out - **Normal**
 6 - **Surge*** - **Electric** [Quick Attack]
 8 - Whirlwind - **Normal**
 12 - **Force Palm** - **Fighting**
 14 - **Spark** - **Electric**
 16 - Slam - **Normal**
 18 - **Arm Thrust** - **Fighting**
 20 - Seismic Toss - **Fighting**
 24 - **Thunder Punch** - **Electric**
 28 - Charge - **Electric**
 30 - **Brick Break** - **Fighting**
 32 - **Wild Charge** - **Electric**
 36 - Heavy Slam - **Steel**
 40 - Detect - **Fighting**
 44 - **Close Combat** - **Fighting**
 48 - Belly Drum - **Normal**
 52 - **Focus Punch** - **Fighting**

TM/Tutor Moves

Attract, **Body Press (N)**, Body Slam, Bulldoze, Confide, Double Team, Double-Edge, **Drain Punch**, Earthquake, Electric Terrain (N), Endure, Facade, Fire Punch (N), Fling, **Focus Blast**, Frustration, Giga Impact, Hard Press, Hidden Power, Hyper Beam, Ice Punch (N), Iron Defense, Iron Head, **Low Kick**, **Low Sweep**, Metronome, Play Rough, Protect, Rest, Return, **Reversal**, Rock Slide, Rock Tomb, Round, Scary Face, Sleep Talk, Stomping Tantrum, Substitute, **Supercell Slam**, Swagger, Swords Dance, Take Down, Tera Blast, **Thunder**, **Thunderbolt**, Toxic, **Volt Switch**

Iron Jugulis



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	8	Sp.DEF	8	57
DEF	9	SPD	11	

Basic Information

Type:	Dark / Flying
Basic Ability 1:	Quark Drive
Adv Ability 1:	Bully
Adv Ability 2:	Pride
Adv Ability 3:	Cluster Mind
High Ability:	Polycephaly

Evolution

1 - Iron Jugulis

Other Information

Size:	4'3" / 1.3m (Medium)	244.0 lbs / 111.0 kg (Weight Class 4)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain	

Capabilities

Overland 1, Swim 4, Sky 7, Levitate 5, Jump 2/2, Power 6, Blindsense, Breathless, Glow, Lifesense, Magnetic, Mindlock, Mountable 1, Stealth

Skill List

Athl 4d6+2, Acro 3d6, Combat 5d6, Stealth 2d6, Percep 5d6+2, Focus 4d6+1

Move List

1 - Work Up - Normal
 1 - Focus Energy - Normal
 1 - Gust - Flying
 1 - Disorient* - Dark [Confusion]
 4 - Roar - Normal
 8 - Fire Spin - Fire
 12 - Dragon Breath - Dragon
 14 - Air Cutter - Flying
 16 - Swift - Normal
 18 - Snarl - Dark
 20 - Taunt - Dark
 24 - Flame Burst - Fire
 28 - Tri Attack - Normal
 30 - Nasty Plot - Dark
 32 - Dark Pulse - Dark
 36 - Air Slash - Flying
 40 - Hyper Voice - Normal
 42 - Heat Wave - Fire
 44 - Dragon Pulse - Dragon
 48 - Hurricane - Flying
 50 - Draco Meteor - Dragon
 52 - Hyper Beam - Normal

TM/Tutor Moves

Acrobatics, Assurance (N), Attract, Body Slam, Charge Beam, Confide, Crunch (N), Double Team, Double-Edge, Dragon Cheer, Dragon Tail, Dual Wingbeat, Earth Power, Electric Terrain (N), Endure, Facade, Fire Blast (N), Fire Fang (N), Flamethrower, Flash Cannon, Fly, Focus Blast, Frustration, Giga Impact, Hidden Power, Hydro Pump (N), Iron Head, Knock Off (N), Lash Out, Metal Sound, Meteor Beam, Outrage (N), Protect, Rain Dance, Rest, Return, Rock Tomb, Round, Scary Face, Sleep Talk, Substitute, Sunny Day, Swagger, Tailwind, Take Down, Tera Blast, Throat Chop, Toxic, U-Turn, Zen Headbutt (N)

Iron Moth



Base Stats

HP	8	Sp.ATK	14	Total:
ATK	7	Sp.DEF	11	57
DEF	6	SPD	11	

Basic Information

Type: **Fire / Poison**

Basic Ability 1: Quark Drive

Adv Ability 1: Levitate

Adv Ability 2: Heat Mirage

Adv Ability 3: Brimstone

High Ability: Solar Power

Evolution

1 - Iron Moth

Other Information

Size: 3'11" / 1.2m 79.4 lbs / 36.0 kg
(Medium) (Weight Class 3)

Genders: Unknown

Diet: Ergovore, Phototroph

Habitat: Cave, Mountain

Capabilities

Overland 2, Swim 3, Sky 7, Jump 1/1, Power 3, Breathless, Firestarter, Glow, Heater, Lifesense, Magnetic

Skill List

Athl 3d6, Acro 3d6-1, Combat 3d6, Stealth 1d6+2, Percep 4d6+1, Focus 5d6+2

Move List

1 - Gust - **Flying**
 1 - Whirlwind - **Normal**
 1 - Ember - **Fire**
 1 - Acid Spray - **Poison**
 4 - Struggle Bug - **Bug**
 8 - Fire Spin - **Fire**
 12 - Take Down - **Normal**
 14 - Sludge - **Poison**
 16 - Shock Wave - **Electric**
 18 - Incinerate - **Fire**
 20 - Screech - **Normal**
 24 - Signal Beam - **Bug**
 28 - Sludge Bomb - **Poison**
 30 - Discharge - **Electric**
 32 - Fiery Dance - **Fire**
 36 - Metal Sound - **Steel**
 40 - Morning Sun - **Normal**
 42 - Sludge Wave - **Poison**
 44 - Hurricane - **Flying**
 48 - Bug Buzz - **Bug**
 52 - Overheat - **Fire**

TM/Tutor Moves

Acrobatics, Agility, Air Slash, Attract, Charge Beam, Confide, Confuse Ray, Dazzling Gleam, Double Team, Electric Terrain (N), Endure, Energy Ball, Facade, **Fire Blast**, **Flame Charge**, **Flamethrower**, **Flare Blitz**, Flash Cannon (N), Frustration, Giga Impact, **Heat Wave (N)**, Helping Hand, Hidden Power, Hyper Beam, Light Screen, Lunge, Meteor Beam, Pounce, Protect, Psychic, Rest, Return, Round, Sleep Talk, Solar Beam, Substitute, Sunny Day, Swagger, Swift, Tera Blast, Toxic, Toxic Spikes, U-Turn, **Venoshock**

Iron Thorns



Base Stats

HP	10	Sp.ATK	7	Total:
ATK	14	Sp.DEF	8	57
DEF	11	SPD	7	

Basic Information

Type:	Rock / Electric
Basic Ability 1:	Quark Drive
Adv Ability 1:	Stalwart
Adv Ability 2:	Battle Armor
Adv Ability 3:	Sand Stream
High Ability:	Iron Barbs

Evolution

1 - Iron Thorns

Other Information

Size:	5'3" / 1.6m (Large)	668.0 lbs / 303.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain	

Capabilities

Overland 6, Swim 3, Jump 1/2, Power 11, Breathless, Darkvision, Glow, Magnetic, Naturewalk (Mountain, Urban)

Skill List

Athl 5d6+2, Acro 1d6, Combat 5d6+1, Stealth 2d6, Percep 4d6+3, Focus 6d6+2

Move List

1 - Rock Throw - Rock
 1 - Iron Defense - Steel
 1 - Surge* - Electric [Quick Attack]
 4 - Screech - Normal
 8 - Sand Tomb - Ground
 12 - Rock Tomb - Rock
 16 - Bite - Dark
 18 - Fire Fang - Fire
 18 - Ice Fang - Ice
 18 - Thunder Fang - Electric
 20 - Charge - Electric
 24 - Smack Down - Rock
 26 - Sandstorm - Rock
 28 - Pin Missile - Bug
 30 - Stealth Rock - Rock
 32 - Wild Charge - Electric
 34 - Spiky Shield - Grass
 36 - Stone Edge - Rock
 40 - Megahorn - Bug
 44 - Earthquake - Ground
 48 - Rock Slide - Rock
 52 - Giga Impact - Normal

TM/Tutor Moves

Attract, Blizzard, Body Press, Body Slam, Breaking Swipe, Brick Break, Bulldoze, Charge Beam, Confide, Crunch, Curse, Dig, Double Team, Double-Edge, Dragon Claw, Dragon Dance, Dragon Tail, Earth Power, Eerie Impulse, Electric Terrain (N), Electro Ball, Electroweb, Endure, Facade, Fire Blast, Fire Punch, Flamethrower, Fling, Focus Blast, Frustration, Heavy Slam, Hidden Power, High Horsepower, Hyper Beam, Ice Beam, Ice Punch, Iron Head, Low Kick, Metal Claw, Meteor Beam, Power Gem, Protect, Rain Dance, Rest, Return, Rock Blast, Round, Scary Face, Sleep Talk, Snarl, Spikes, Stomping Tantrum, Substitute, Sunny Day, Supercell Slam, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, Thunder, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Volt Switch

Frigibax



Base Stats

HP	7	Sp.ATK	4	Total:
ATK	8	Sp.DEF	5	35
DEF	5	SPD	6	

Basic Information

Type:	Dragon / Ice
Basic Ability 1:	Thermal Exchange
Basic Ability 2:	Ice Body
Adv Ability 1:	Ice Jet
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Frigibax
- 2 - Arctibax Lv 20 Minimum
- 3 - Baxcailbur Lv 40 Minimum

Other Information

Size:	1'8" / 0.5m (Small)	37.5 lbs / 17 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 3, Naturewalk (Tundra), Chilled, Freezer, Underdog

Skill List

Athl 2d6, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 2d6, Focus 3d6+2

Move List

- 1 - Ice Shard - Ice
- 1 - Tackle - Normal
- 1 - Leer - Normal
- 4 - Metal Claw - Steel
- 7 - Roar - Normal
- 10 - Dragon Tail - Dragon
- 13 - Focus Energy - Normal
- 15 - Bite - Dark
- 18 - Hone Claws - Dark
- 22 - Ice Fang - Ice
- 25 - Breaking Swipe - Dragon
- 28 - Iron Head - Steel
- 30 - Dragon Claw - Dragon
- 33 - Icicle Crash - Ice
- 36 - Crunch - Dark
- 40 - Take Down - Normal
- 43 - Mountain Gale - Ice
- 47 - Snowscape - Ice
- 51 - Iron Tail - Steel
- 53 - Outrage - Dragon
- 55 - Sheer Cold - Ice

TM/Tutor Moves

Aerial Ace, Aqua Tail, Attract, **Avalanche**, **Blizzard**, Body Slam, Brick Break, Bulldoze (N), Confide, Dig, Double Team, **Draco Meteor**, **Dragon Breath (N)**, **Dragon Pulse**, **Dragon Rage**, **Dragon Rush**, Endure, Facade, False Swipe, **Freeze-Dry**, **Frost Breath**, Frustration, Helping Hand, Hidden Power, **Ice Beam (N)**, **Icicle Spear**, **Icy Wind (N)**, Protect, Rain Dance, Rest, Return, Round, **Scale Shot**, Sleep Talk, Stomping Tantrum, Substitute, Swagger, Swords Dance, Tera Blast, Thunder Fang, Toxic, **Triple Axel**, Zen Headbutt

Arctibax



Base Stats

HP	9	Sp.ATK	5	Total:
ATK	10	Sp.DEF	7	44
DEF	7	SPD	6	

Basic Information

Type:	Dragon / Ice
Basic Ability 1:	Thermal Exchange
Basic Ability 2:	Ice Body
Adv Ability 1:	Ice Jet
Adv Ability 2:	Slush Rush
High Ability:	Frostbite

Evolution

- 1 - Frigibax
- 2 - Arctibax Lv 20 Minimum
- 3 - Baxcailbur Lv 40 Minimum

Other Information

Size:	2'7" / 0.8m (Small)	66.1 lbs / 30.0 kg (Weight Class 3)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 4, Naturewalk (Tundra), Chilled, Freezer, Underdog

Skill List

Athl 3d6+2, Acro 3d6, Combat 3d6, Stealth 3d6+1, Percep 3d6+1, Focus 5d6+2

Move List

- 1 - Ice Shard - Ice
- 1 - Tackle - Normal
- 1 - Leer - Normal
- 4 - Metal Claw - Steel
- 7 - Roar - Normal
- 10 - Dragon Tail - Dragon
- 13 - Focus Energy - Normal
- 15 - Bite - Dark
- 18 - Hone Claws - Dark
- 22 - Ice Fang - Ice
- 25 - Breaking Swipe - Dragon
- 28 - Iron Head - Steel
- 30 - Dragon Claw - Dragon
- 33 - Icicle Crash - Ice
- 36 - Crunch - Dark
- 40 - Take Down - Normal
- 43 - Mountain Gale - Ice
- 47 - Snowscape - Ice
- 51 - Iron Tail - Steel
- 53 - Outrage - Dragon
- 55 - Sheer Cold - Ice

TM/Tutor Moves

Aerial Ace, Aqua Tail, Attract, **Avalanche**, **Blizzard**, Body Slam, Brick Break, Bulldoze (N), Confide, Dig, Double Team, **Draco Meteor**, **Dragon Breath (N)**, **Dragon Pulse**, **Dragon Rage**, **Dragon Rush**, Endure, Facade, False Swipe, **Freeze-Dry**, **Frost Breath**, Frustration, Helping Hand, Hidden Power, **Ice Beam (N)**, **Icicle Spear**, **Icy Wind (N)**, Protect, Rain Dance, Rest, Return, Round, **Scale Shot**, Sleep Talk, Stomping Tantrum, Substitute, Swagger, Swords Dance, Tera Blast, Thunder Fang, Toxic, **Triple Axel**, Zen Headbutt

Baxcalibur



Base Stats

HP	12	Sp.ATK	8	Total:
ATK	15	Sp.DEF	9	62
DEF	9	SPD	9	

Basic Information

Type:	Dragon / Ice	
Basic Ability 1:	Thermal Exchange	
Basic Ability 2:	Ice Body	
Adv Ability 1:	Ice Jet	
Adv Ability 2:	Slush Rush	
High Ability:	Frostbite	

Evolution

- 1 - Frigibax
- 2 - Arctibax Lv 20 Minimum
- 3 - **Baxcailbur** Lv 40 Minimum

Other Information

Size:	6'11" / 2.1m (Large)	463.0 lbs / 210.0 kg (Weight Class 5)
Genders:	50.0% Male	50.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 10, Swim 5, Jump 3/5, Power 6, Mountable 1, Chilled, Freezer, Naturewalk (Mountain, Tundra)

Skill List

Athl 5d6+2, Acro 4d6, Combat 4d6, Stealth 3d6+1, Percep 4d6+1, Focus 6d6+2

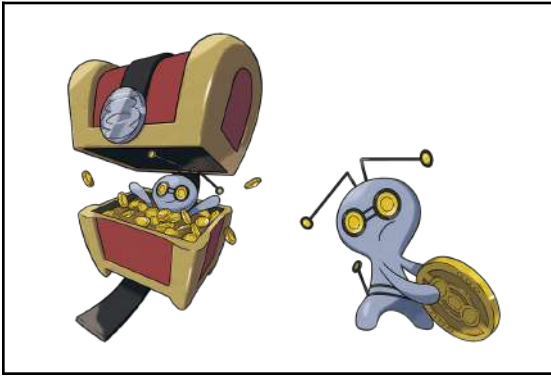
Move List

- Evo - Glaive Rush - Dragon
- 1 - Ice Shard - Ice
- 1 - Tackle - Normal
- 1 - Leer - Normal
- 4 - Metal Claw - Steel
- 7 - Roar - Normal
- 10 - Dragon Tail - Dragon
- 13 - Focus Energy - Normal
- 15 - Bite - Dark
- 18 - Hone Claws - Dark
- 22 - Ice Fang - Ice
- 25 - Breaking Swipe - Dragon
- 28 - Iron Head - Steel
- 30 - Dragon Claw - Dragon
- 33 - Icicle Crash - Ice
- 36 - Crunch - Dark
- 40 - Take Down - Normal
- 43 - Mountain Gale - Ice
- 47 - Snowscape - Ice
- 51 - Iron Tail - Steel
- 53 - Outrage - Dragon
- 55 - Sheer Cold - Ice

TM/Tutor Moves

Aerial Ace, Aqua Tail, Attract, **Avalanche**, **Blizzard**, Body Press, Body Slam, Brick Break, Bulldoze (N), Confide, Dig, Double Team, Double-Edge, **Draco Meteor**, **Dragon Breath (N)**, Dragon Cheer, Dragon Dance, **Dragon Pulse**, **Dragon Rage**, **Dragon Rush**, Earthquake, Endure, Facade, False Swipe, **Freeze-Dry**, **Frost Breath**, Frustration, Giga Impact, Heavy Slam (N), Helping Hand, Hidden Power, Hyper Beam, **Ice Beam (N)**, **Icicle Spear**, **Icy Wind (N)**, Lash Out, Protect, Rain Dance, Rest, Return, Round, **Scale Shot**, Scary Face, Sleep Talk, Stomping Tantrum, Substitute, Swagger, Swords Dance, Tera Blast, Thunder Fang, Toxic, **Triple Axel**, Zen Headbutt

Gimmighoul



Base Stats

HP	5	Sp.ATK	8	Total:
ATK	3	Sp.DEF	7	31
DEF	7	SPD	1	

Basic Information

Type:	Ghost
Basic Ability 1:	Treasure Hoard
Adv Ability 1:	Pickup
Adv Ability 2:	Battle Armor
Adv Ability 3:	Overcoat
High Ability:	Bulletproof

Evolution

- 1 - Gimmighoul
- 2 - Gholdengo Lv 25 Minimum

Other Information

Size:	1'0" / 0.3m (Small)	11.0 lbs / 5.0 kg (Weight Class 1)
Genders:	00.0% Male	00.0% Female
Diet:	Nullivore	
Habitat:	Ruins, Urban	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 3, Fortune, Phasing, Stealth, Scavenger, Dead Silent, Forme Change, Underdog

Skill List

Athl 1d6, Acro 1d6, Combat 1d6, Stealth 4d6+2, Percep 4d6+1, Focus 4d6+1

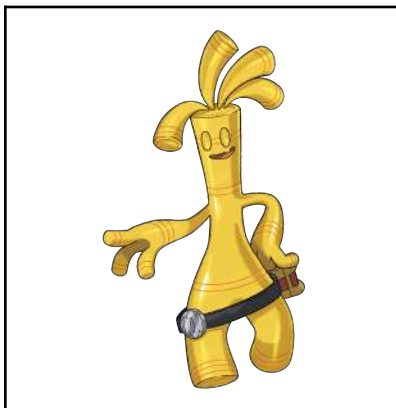
Move List

- 1 - Tackle - Normal
- 1 - Spook* - Ghost [Ember, -1SpD]
- 4 - Night Shade - Ghost
- 8 - Confuse Ray - Ghost
- 12 - Substitute - Normal
- 15 - Glint* - Steel [Chilling Water]
- 18 - Hex - Ghost
- 21 - Metal Sound - Steel
- 24 - Ancient Power - Rock
- 27 - Recover - Normal
- 29 - Shadow Ball - Ghost
- 31 - Flash Cannon - Steel
- 33 - Power Gem - Rock
- 35 - Nasty Plot - Dark
- 38 - Dazzling Gleam - Fairy
- 41 - Memento - Dark
- 45 - Beckon* - Ghost [New]

TM/Tutor Moves

Attract (N), Charge Beam, Confide, Double Team, Electro Ball, Endure, Facade, Fling, Focus Blast, Focus Punch, Frustration, Giga Impact, **Heavy Slam (N)**, Hidden Power, Hyper Beam, **Iron Head**, Light Screen, Low Kick, Low Sweep, **Poltergeist**, Protect, Psychic (N), Psyshock, Reflect, Rest, Return, Round, Sandstorm, Sleep Talk, **Steel Beam**, Swagger, Take Down, Tera Blast, Thief (N), Thunder, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Trick

Gholdengo



Base Stats

HP	9	Sp.ATK	13	Total:
ATK	6	Sp.DEF	9	55
DEF	10	SPD	8	

Basic Information

Type: Ghost / Steel

Basic Ability 1: Good as Gold

Adv Ability 1: Clear Body

Adv Ability 2: Confidence

Adv Ability 3: Friend Guard

High Ability: Dazzling

Evolution

- 1 - Gimmighoul
- 2 - **Gholdengo** Lv 25 Minimum

Other Information

Size: 3'11" / 1.2m 66.1 lbs / 30.0 kg
(Medium) (Weight Class 3)

Genders: 00.0% Male 00.0% Female

Diet: Nullivore

Habitat: Underground, Urban, Ruins

Capabilities

Overland 5, Swim 7, Levitate 5, Jump 1/1, Power 5, Fortune, Glow

Skill List

Athl 5d6, Acro 5d6, Combat 3d6, Stealth 1d6, Percep 4d6+1, Focus 5d6+1

Move List

- Evo - Mirror Shot - Steel**
- 1 - Tackle - Normal
- 1 - Spook* - Ghost [Ember, -1SpD]**
- 4 - Night Shade - Ghost
- 8 - Confuse Ray - Ghost
- 12 - Substitute - Normal
- 15 - Glint* - Steel [Chilling Water]**
- 18 - Hex - Ghost**
- 21 - Metal Sound - Steel
- 24 - Ancient Power - Rock
- 27 - Recover - Normal
- 29 - Shadow Ball - Ghost**
- 32 - Flash Cannon - Steel**
- 35 - Power Gem - Rock
- 37 - Nasty Plot - Dark
- 40 - Dazzling Gleam - Fairy
- 44 - Memento - Dark
- 48 - Make it Rain - Steel**
- 52 - Beckon* - Ghost [New]**

TM/Tutor Moves

Attract (N), Charge Beam, Confide, Double Team, Electro Ball, Endure, Facade, Fling, Focus Blast, Focus Punch, Frustration, Giga Impact, **Heavy Slam (N)**, Hidden Power, Hyper Beam, **Iron Head**, Light Screen, Low Kick, Low Sweep, **Poltergeist**, Protect, Psychic (N), Psyshock, Reflect, Rest, Return, Round, Sandstorm, Sleep Talk, **Steel Beam**, Swagger, Take Down, Tera Blast, Thief (N), Thunder, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Trick

Wo-Chien



Base Stats

HP	9	Sp.ATK	10	Total:
ATK	9	Sp.DEF	14	59
DEF	10	SPD	7	

Basic Information

Type:	Dark / Grass
Basic Ability 1:	Cursed Body
Basic Ability 2:	Tangling Hair
Adv Ability 1:	Grass Pelt
Adv Ability 2:	Forest Lord
High Ability:	Tablets of Ruin

Evolution

1 - Wo-Chien

Other Information

Size:	4'11" / 1.5m (Medium)	163.6 lbs / 74.2 kg (Weight Class 4)
Genders:	00.0% Male	00.0% Female
Diet:	Herbivore	
Habitat:	Forest, Marsh	

Capabilities

Overland 8, Swim 3, Jump 1/1, Power 9, Groundshaper, Mountable 1, Naturewalk (Grassland, Forest), Planter, Darkvision

Skill List

Athl 4d6, Acro 1d6, Combat 4d6+2, Stealth 5d6, Percep 3d6, Focus 6d6+2

Move List

1 - Absorb - Grass
 1 - Spite - Ghost
 1 - Mean Look - Normal
 4 - Tickle - Normal
 8 - Disorient* - Dark [Confusion]
 12 - Poison Powder - Poison
 12 - Stun Spore - Grass
 14 - Chilling Water - Water
 16 - Mega Drain - Grass
 18 - Growth - Normal
 20 - Snarl - Dark
 22 - Leech Seed - Grass
 24 - Terrain Pulse - Normal
 28 - Brine - Water
 32 - Dark Pulse - Dark
 34 - Ingrain - Grass
 36 - Giga Drain - Grass
 40 - Ruination - Dark
 40 - Synthesis - Grass
 44 - Muddy Water - Water
 46 - Hyper Beam - Normal
 48 - Petal Dance - Grass
 52 - Grassy Terrain - Grass
 56 - Wither* - Dark [New]
 60 - Leaf Storm - Grass

TM/Tutor Moves

Body Press, Body Slam, **Bullet Seed**, Earthquake, Endure, **Energy Ball**, Facade, Focus Blast, **Foul Play (N)**, Future Sight, Giga Impact, **Grass Knot**, Gyro Ball, Hex, Infestation, **Knock Off (N)**, **Lash Out**, Leech Life, Light Screen, **Magical Leaf**, Memento (N), Mud Shot (N), Mud-Slap, **Payback (N)**, Pollen Puff, **Power Whip (N)**, Protect, Psychic, Rain Dance, **Razor Leaf (N)**, Razor Shell (N), Reflect, Rest, Scary Face, **Seed Bomb**, Sleep Talk, Sludge Bomb (N), **Solar Beam**, **Solar Blade**, Substitute, Sunny Day, Take Down, Taunt, Tera Blast, Trailblaze, Twister, Zen Headbutt

Chien-Pao



Base Stats

HP	8	Sp.ATK	9	Total:
ATK	12	Sp.DEF	7	58
DEF	8	SPD	14	

Basic Information

Type:	Dark / Ice
Basic Ability 1:	Cruelty
Basic Ability 2:	Moxie
Adv Ability 1:	Tough Claws
Adv Ability 2:	Super Luck
High Ability:	Sword of Ruin

Evolution

1 - Chien-Pao

Other Information

Size:	6'3" / 1.9m (Large)	335.5 lbs / 152.2 kg (Weight Class 5)
Genders:	00.0% Male	00.0% Female
Diet:	Carnivore	
Habitat:	Mountain, Tundra	

Capabilities

Overland 8, Swim 3, Jump 2/3, Power 6, Darkvision, Naturewalk (Tundra), Stealth, Mountable 1, Freezer

Skill List

Athl 5d6+2, Acro 5d6+1, Combat 4d6+2, Stealth 5d6+1, Percep 5d6, Focus 3d6+2

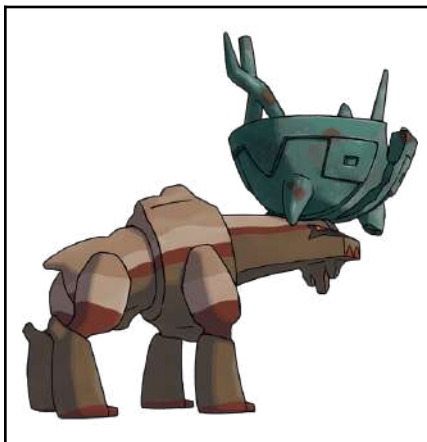
Move List

1 - Spite - Ghost
1 - Ice Shard - Ice
 1 - Mean Look - Normal
 4 - Scary Face - Normal
8 - Payback - Dark
 12 - Mist - Ice
 12 - Haze - Ice
 14 - Double Kick - Fighting
16 - Ice Fang - Ice
 18 - Swords Dance - Normal
20 - Sucker Punch - Dark
 22 - Fake Out - Normal
 24 - Slash - Normal
 28 - Low Sweep - Fighting
32 - Throat Chop - Dark
 34 - Double Team - Normal
36 - Icicle Crash - Ice
 40 - Ruination - Dark
 40 - Recover - Normal
 44 - Sacred Sword - Fighting
 46 - Thrash - Normal
48 - Mountain Gale - Ice
 52 - Snowscape - Ice
56 - Brutal Beatdown* - Dark [Close Combat]
60 - Icebreaker* - Ice [New]

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Slash, Attract, **Avalanche**, **Blizzard**, Brick Break, Confide, **Crunch (N)**, **Dark Pulse (N)**, Dragon Claw, Dual Chop, Endure, Facade, False Swipe, **Feint Attack**, **Freeze-Dry**, Frustration, Fury Cutter, Giga Impact, Hex, Hidden Power, Hyper Beam, **Ice Beam (N)**, **Ice Spinner**, **Icy Wind**, **Lash Out**, Leech Life, Memento (N), **Night Slash**, Outrage, **Powder Snow (N)**, Protect, Psychic, Psychic Fangs, Rain Dance, Rest, Return, Round, Sleep Talk, **Snarl**, Substitute, Swagger, Take Down, Taunt, Tera Blast, Toxic, X-Scissor, **Zantetsuken* (N)**

Ting-Lu



Base Stats

HP	16	Sp.ATK	6	Total:
ATK	11	Sp.DEF	8	59
DEF	13	SPD	5	

Basic Information

Type:	Dark / Ground	
Basic Ability 1:	Intimidate	
Basic Ability 2:	Frighten	
Adv Ability 1:	Rock Head	
Adv Ability 2:	Solid Rock	
High Ability:	Vessel of Ruin	

Evolution

1 - Ting-Lu

Other Information

Size:	8'10" / 2.7m (Large)	1542.6 lbs/699.7 kg (Weight Class 7)
Genders:	00.0% Male	00.0% Female
Diet:	Terravore	
Habitat:	Cave, Mountain	

Capabilities

Overland 8, Swim 3, Jump 2/2, Power 10, Mountable 1, Darkvision, Groundshaper, Tracker

Skill List

Athl 4d6+2, Acro 4d6+1, Combat 2d6+2, Stealth 1d6+2, Percep 5d6+2, Focus 5d6+2

Move List

1 - Mean Look - Normal
1 - Sand Tomb - Ground
1 - Clayball* - Ground [Ranged Tackle]
1 - Spite - Ghost
4 - Sand Attack - Ground
8 - Payback - Dark
12 - Spikes - Ground
14 - Smack Down - Rock
16 - Bulldoze - Ground
18 - Amnesia - Psychic
20 - Sucker Punch - Dark
22 - Taunt - Dark
24 - Stomp - Normal
28 - Stone Edge - Rock
32 - Throat Chop - Dark
34 - Whirlwind - Normal
36 - Stomping Tantrum - Ground
40 - Ruination - Dark
40 - Shore Up - Ground
44 - Rock Slide - Rock
46 - Thrash - Normal
48 - Earthquake - Ground
52 - Sandstorm - Rock
56 - Brutal Beatdown* - Dark [Close Combat]
60 - Fissure - Ground

TM/Tutor Moves

Aerial Ace, Aura Sphere, Beat Up (N), Body Press, Body Slam, Breaking Swipe, Close Combat, Counter, **Dark Pulse (N)**, Dig, Double-Edge, **Earth Power**, Endure, Facade, Fire Fang (N), Foresight (N), Giga Impact, Head Smash, Heat Crash, Heavy Slam, Hex, Hidden Power (N), Hyper Beam, Iron Head (N), Lash Out, Liquidation, Memento (N), **Mud Shot**, **Mud-Slap**, Protect, Rock Smash, Rock Tomb, Scary Face, **Snarl**, Stealth Rock, Submission, Substitute, Sunny Day, Take Down, Tera Blast, Thunder Fang, Tri Attack, Water Pulse, Wild Charge, Will-O-Wisp, Wish, Zen Headbutt

Chi-Yu



Base Stats

HP	6	Sp.ATK	14	Total:
ATK	8	Sp.DEF	12	58
DEF	8	SPD	10	

Basic Information

Type:	Dark / Fire
Basic Ability 1:	Magma Armor
Basic Ability 2:	Opportunist
Adv Ability 1:	Sniper
Adv Ability 2:	Heat Mirage
High Ability:	Beads of Ruin

Evolution

1 - Chi-Yu

Other Information

Size:	1'4" / 0.4m (Small)	10.8 lbs / 4.9 kg (Weight Class 1)
Genders:	00.0% Male	00.0% Female
Diet:	Terravore	
Habitat:	Cave, Mountain	

Capabilities

Overland 7, Swim 4, Burrow 7, Jump 2/3, Power 2, Darkvision, Egg Warmer, Firestarter, Groundshaper, Heater, Scavenger, Tremorsense

Skill List

Athl 4d6+2, Acro 4d6, Combat 3d6, Stealth 4d6, Percep 6d6, Focus 4d6+1

Move List

1 - Ember - Fire
 1 - Spite - Ghost
 1 - Mean Look - Normal
 4 - Smokescreen - Normal
 8 - Disorient* - Dark [Confusion]
 12 - Will-O-Wisp - Fire
 14 - Confusion - Psychic
 16 - Incinerate - Fire
 18 - Nasty Plot - Dark
 20 - Snarl - Dark
 22 - Confuse Ray - Ghost
 24 - Swift - Normal
 28 - Psybeam - Psychic
 32 - Dark Pulse - Dark
 34 - Swagger - Normal
 36 - Lava Plume - Fire
 40 - Ruination - Dark
 40 - Morning Sun - Normal
 44 - Psyshock - Psychic
 46 - Hyper Beam - Normal
 48 - Inferno - Fire
 52 - Sunny Day - Fire
 56 - Wither* - Dark [New]
 60 - Overheat - Fire

TM/Tutor Moves

Air Slash, Attract, Bounce (N), Burning Jealousy (N), Confide, Crunch, Dig, Double Team, Dragon Pulse, Earth Power, Endure, Energy Ball, Facade, Fire Blast, Fire Spin, Flame Charge (N), Flame Wheel (N), Flamethrower, Flare Blitz, Frustration, Giga Impact, Heat Wave, Hex, Hidden Power, Lash Out, Light Screen, Memento (N), Payback (N), Protect, Psychic, Reflect, Rest, Return, Rock Slide, Round, Scald (N), Scary Face, Sleep Talk, Substitute, Take Down, Tar Shot, Taunt, Temper Flare, Tera Blast, Toxic, Zen Headbutt

Roaring Moon



Base Stats

HP	11	Sp.ATK	6	Total:
ATK	14	Sp.DEF	10	60
DEF	7	SPD	12	

Basic Information

Type: **Dragon / Dark**

Basic Ability 1: Protosynthesis

Adv Ability 1: Rock Head

Adv Ability 2: Cruelty

Adv Ability 3: Aerilate

High Ability: Rocket

Evolution

1 - Roaring Moon

Other Information

Size: 6'7" / 2.0m 837.7 lbs / 380.0 kg
(Large) (Weight Class 6)

Genders: Unknown

Diet: Carnivore

Habitat: Cave, Mountain

Capabilities

Overland 6, Swim 4, Sky 9, Jump 2/3, Power 8, Mountable 1

Skill List

Athl 5d6+2, Acro 3d6, Combat 4d6+2, Stealth 1d6, Percep 3d6+1, Focus 4d6+3

Move List

1 - Draco Jet* - **Dragon** [Quick Attack]
 1 - Leer - **Normal**
 1 - Pursuit - **Dark**
 1 - Focus Energy - **Normal**
 4 - Flame Charge - **Fire**
 8 - Scary Face - **Normal**
 12 - Bite - **Dark**
 14 - Dual Chop - **Dragon**
 16 - Headbutt - **Normal**
 20 - Zen Headbutt - **Psychic**
 24 - Dragon Claw - **Dragon**
 28 - Night Slash - **Dark**
 32 - Dragon Dance - **Dragon**
 34 - Heat Crash - **Fire**
 36 - Throat Chop - **Dark**
 40 - Fly - **Flying**
 44 - Dragon Rush - **Dragon**
 48 - Roost - **Flying**
 50 - Brutal Beatdown* - **Dark** [Close Combat]
 52 - Double-Edge - **Normal**

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Slash, Attract, Body Press, Body Slam, **Breaking Swipe**, Brick Break, Confide, **Crunch**, **Dark Pulse**, Dig, Double Team, **Draco Meteor**, Dragon Cheer, **Dragon Pulse**, **Dragon Tail**, Earthquake, Endure, Facade, Fire Blast, Fire Fang, Fire Spin, Flamethrower, Frustration, Giga Impact, Heat Wave, Hidden Power, Hurricane, Hydro Pump, Hyper Beam, Hyper Voice, Iron Head, **Jaw Lock**, **Knock Off**, **Lash Out**, Metal Claw, Outrage, Protect, Rest, Return, Roar, Rock Slide, Round, **Scale Shot (N)**, Shadow Claw, Sleep Talk, Snarl, Stomping Tantrum, Stone Edge, Substitute, Sunny Day (N), Swagger, Tailwind, Take Down, Taunt, Tera Blast, Thunder Fang, Toxic, U-Turn, X-Scissor

Iron Valiant



Base Stats

HP	7	Sp.ATK	12	Total:
ATK	13	Sp.DEF	6	59
DEF	9	SPD	12	

Basic Information

Type:	Fighting / Fairy
Basic Ability 1:	Quark Drive
Adv Ability 1:	Download
Adv Ability 2:	Cruelty
Adv Ability 3:	Sharpness
High Ability:	Trace

Evolution

1 - Iron Valiant

Other Information

Size:	4'7" / 1.4m (Medium)	77.2 lbs / 35.0 kg (Weight Class 3)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Forest, Urban	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 7, Aura Reader, Breathless, Darkvision, Glow, Magnetic, Naturewalk (Urban), Stealth, Telekinetic, Telepath, Wielder

Skill List

Athl 4d6, Acro 2d6+2, Combat 6d6+4, Stealth 2d6, Percep 3d6+2, Focus 4d6+3

Move List

1 - Disable - **Normal**
 1 - Double Team - **Normal**
 1 - Shadow Sneak - **Ghost**
 1 - **Butterfly Knife*** - **Fairy** [Fury Cutter]
 1 - **Vacuum Wave** - **Fighting**
 4 - Feint - **Normal**
 8 - Confusion - **Psychic**
 12 - Hypnosis - **Psychic**
 14 - **Force Palm** - **Fighting**
 16 - **Draining Kiss** - **Fairy**
 20 - Knock Off - **Dark**
 24 - Magical Leaf - **Grass**
 26 - Psycho Cut - **Psychic**
 28 - **Aura Sphere** - **Fighting**
 30 - **Spirit Break** - **Fairy**
 32 - Wide Guard - **Rock**
 32 - Quick Guard - **Fighting**
 34 - Mystical Fire - **Fire**
 36 - **Sacred Sword** - **Fighting**
 40 - **Moonblast** - **Fairy**
 42 - Leaf Blade - **Grass**
 44 - Future Sight - **Psychic**
 48 - Destiny Bond - **Ghost**
 52 - **Close Combat** - **Fighting**

TM/Tutor Moves

Aerial Ace (N), Agility, Attract, **Brick Break**, Calm Mind, Charge Beam, Coaching, Confide, Confuse Ray, Cross Poison, **Dazzling Gleam (N)**, **Drain Punch**, Electric Terrain (N), Encore, Endure, Energy Ball, Expanding Force, Facade, False Swipe (N), Fire Punch, Fling, **Focus Blast**, Frustration, Giga Impact, Grass Knot, Helping Hand, Hex, Hidden Power, Hyper Beam, Hyper Voice, Ice Punch, Icy Wind, Imprison, Light Screen, Liquidation, **Low Kick**, Metronome, Misty Terrain, Poison Jab, Protect, Psybeam, Psych Up, Psychic (N), Psychic Terrain, Psyshock, Reflect, Rest, Return, Reversal, Round, Shadow Ball, Shadow Claw, Skill Swap, Sleep Talk, Stored Power, Substitute, Swagger, Swift, Swords Dance, Taunt, Tera Blast, Throat Chop, Thunder Punch, Thunder Wave, Thunderbolt, Toxic, Trick, Trick Room, X-Scissor, Zen Headbutt

Koraidon



Base Stats

HP	10	Sp.ATK	9	Total:
ATK	14	Sp.DEF	10	69
DEF	12	SPD	14	

Basic Information

Type:	Fighting / Dragon
Basic Ability 1:	Mold Breaker
Basic Ability 2:	Sprint
Adv Ability 1:	Regal Challenge
Adv Ability 2:	Noble Steed
High Ability:	Orichalcum Pulse

Evolution

1 - Koraidon

Other Information

Size:	8'2" / 2.5m (Large)	668.0 lbs / 303.0 kg (Weight Class 6)
Genders:	00.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Cave, Grassland	

Capabilities

Overland 10, Swim 7, Jump 5/6, Power 9, Sky 8, Mountable 4, Materializer, Wallclimber

Skill List

Athl 6d6, Acro 6d6, Combat 5d6, Stealth 2d6, Percep 3d6, Focus 2d6

Move List

1 - Sunny Day - Fire
1 - Rock Smash - Fighting
1 - Dragon Rage - Dragon
1 - Draco Jet* - Dragon [Quick Attack]
4 - Flame Charge - Fire
8 - Ancient Power - Rock
12 - Breaking Swipe - Dragon
16 - Force Palm - Fighting
20 - Agility - Psychic
24 - Dragon Claw - Dragon
26 - Brick Break - Fighting
28 - Fire Punch - Fire
32 - Drain Punch - Fighting
34 - Redline* - Dragon [New]
36 - Screech - Normal
38 - Collision Course - Fighting
40 - Counter - Fighting
44 - Outrage - Dragon
48 - Close Combat - Fighting
52 - Flare Blitz - Fire
56 - Giga Impact - Normal

TM/Tutor Moves

Acrobatics, Ancient Power, **Body Press (N)**, Body Slam, Bulk Up, Bulldoze, Crunch, Dig, Double-Edge, **Draco Meteor**, Dragon Cheer, Dragon Dance, **Dragon Pulse**, **Dragon Tail**, Dual Wingbeat, Endure, Facade, Fire Blast, Fire Fang, Fire Spin, Flamethrower (N), Focus Blast, **Focus Punch**, Heat Crash, Heat Wave, Heavy Slam, Helping Hand, Hyper Beam, Ice Fang, Iron Head (N), **Low Kick**, **Low Sweep**, Meteor Beam, Mud Shot, Mud-Slap, Overheat, Protect, Rest, **Reversal**, Roar, **Scale Shot**, Scary Face, Shadow Claw, Sleep Talk, Snarl, Solar Beam, Solar Blade, Stomping Tantrum, Substitute, Swords Dance, Take Down, Taunt, Temper Flare, Tera Blast, Thunder Fang, U-Turn, Uproar, Wild Charge, Zen Headbutt

Miraidon



Base Stats

HP	10	Sp.ATK	14	Total:
ATK	9	Sp.DEF	12	69
DEF	10	SPD	14	

Basic Information

Type:	Electric / Dragon
Basic Ability 1:	Surge Surfer
Basic Ability 2:	Electrodash
Adv Ability 1:	Accelerate
Adv Ability 2:	Noble Steed
High Ability:	Hadron Engine

Evolution

1 - Miraidon

Other Information

Size:	11'6" / 3.5m (Large)	529.1 lbs / 240.0 kg (Weight Class 6)
Genders:	00.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Cave, Urban	

Capabilities

Overland 10, Swim 7, Jump 5/6, Power 9, Sky 8, Mountable 4, Wallclimber, Zapper

Skill List

Athl 6d6, Acro 6d6, Combat 5d6, Stealth 2d6, Percep 3d6, Focus 2d6

Move List

1 - Electric Terrain - **Electric**
1 - Thunder Shock - **Electric**
1 - Dragon Rage - **Dragon**
1 - Draco Jet* - **Dragon** [Quick Attack]
4 - Ember - **Fire**
8 - Charge - **Electric**
12 - Dragon Breath - **Dragon**
16 - Shock Wave - **Electric**
20 - Agility - **Psychic**
24 - Dragon Pulse - **Dragon**
26 - Discharge - **Electric**
28 - Flamethrower - **Fire**
32 - Parabolic Charge - **Electric**
34 - Redline* - **Dragon** [New]
36 - Metal Sound - **Steel**
38 - Electro Drift - **Electric**
40 - Mirror Coat - **Psychic**
44 - Draco Meteor - **Dragon**
48 - Thunder - **Electric**
52 - Overheat - **Fire**
56 - Hyper Beam - **Normal**

TM/Tutor Moves

Acrobatics, Aerial Ace, Air Cutter, Air Slash (N), Attract, Body Slam, Calm Mind, **Charge Beam (N)**, Confide, Confuse Ray, Crunch, Dark Pulse, Dazzling Gleam, Double Team, Dragon Cheer, **Dragon Claw**, **Dragon Tail**, Earth Power, Eerie Impulse, **Electro Ball**, Endure, Facade, Flash Cannon (N), Focus Blast, Frustration, Future Sight, Giga Impact, Heavy Slam, Helping Hand, Hidden Power, Ice Beam, Light Screen, **Outrage (N)**, Power Gem, Protect, Psybeam, Reflect, Rest, Return, Round, Scary Face, Sleep Talk, Snarl, Solar Beam, Substitute, **Supercell Slam**, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, Thunder Wave, **Thunderbolt**, Toxic, U-Turn, **Volt Switch**, **Wild Charge**, Zen Headbutt

Walking Wake



Base Stats

HP	10	Sp.ATK	13	Total:
ATK	8	Sp.DEF	8	59
DEF	9	SPD	11	

Basic Information

Type:	Water / Dragon
Basic Ability 1:	Protosynthesis
Adv Ability 1:	Pressure
Adv Ability 2:	Pride
Adv Ability 3:	Empower
High Ability:	Vanguard

Evolution

1 - Walking Wake

Other Information

Size:	11'06" / 3.5m (Huge)	617.3lbs / 280kg (Weight Class 6)
Genders:	Unknown	
Diet:	Carnivore	
Habitat:	Beach, Grassland, Mountain	

Capabilities

Overland 9, Swim 8, Jump 3/3, Power 12, Mountable 2, Fountain, Naturewalk (Ocean)

Skill List

Athl 5d6+2, Acro 3d6, Combat 4d6+2, Stealth 1d6, Percep 3d6+1, Focus 5d6+3

Move List

1 - Water Gun - Water
1 - Draco Jet - Dragon
 1 - Roar - Normal
 1 - Leer - Normal
 4 - Bite - Dark
 8 - Fire Spin - Fire
10 - Dragon Breath - Dragon
 12 - Noble Roar - Normal
14 - Water Pulse - Water
16 - Twister - Dragon
 20 - Nasty Plot - Dark
 22 - Snarl - Dark
 24 - Flame Burst - Fire
 28 - Smokescreen - Normal
32 - Hydro Steam - Water
36 - Dragon Pulse - Dragon
 38 - Energy Ball - Grass
 40 - Flamethrower - Fire
 44 - Glare - Normal
48 - Hydro Pump - Water
 50 - Solar Beam - Grass
52 - Draco Meteor - Dragon

TM/Tutor Moves

Agility, **Aqua Jet (N)**, Attract, Aurora Beam (N), Blizzard, Body Slam, **Breaking Swipe (N)**, **Chilling Water**, Confide, Crunch, Double Team, Double-Edge, Dragon Cheer, **Dragon Claw**, Dragon Dance, **Dragon Rush (N)**, **Dragon Tail**, Endure, Facade, Fire Fang, **Flip Turn**, Frustration, Giga Impact, Hidden Power, Hone Claws (N), Hurricane, Hyper Beam, Knock Off, **Liquidation**, Low Kick, Mud Shot, **Outrage (N)**, Protect, Rain Dance, Rest, Return, Round, Scald, Scary Face, Sleep Talk, Substitute, Sunny Day (N), Surf, Swagger, Swift, Take Down, Tera Blast, Toxic, **Waterfall**, Weather Ball, **Whirlpool**

Gouging Fire



Base Stats

HP	11	Sp.ATK	7	Total:
ATK	12	Sp.DEF	9	60
DEF	12	SPD	9	

Basic Information

Type:	Fire / Dragon
Basic Ability:	Protosynthesis
Adv Ability 1:	Pressure
Adv Ability 2:	Weird Power
Adv Ability 3:	Tower Shield
High Ability:	Absorb Force

Evolution

1 - Gouging Fire

Other Information

Size:	11'06" / 3.5m (Huge)	1300.7 lbs / 590.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Herbivore, Carnivore	
Habitat:	Grassland, Forest, Mountain	

Capabilities

Overland 7, Swim 5, Jump 2/2, Power 10, Firestarter, Heater, Mountable 2, Naturewalk (Mountain)

Skill List

Athl 6d6+3, Acro 2d6, Combat 4d6, Stealth 2d6, Percep 4d6+2, Focus 5d6+2

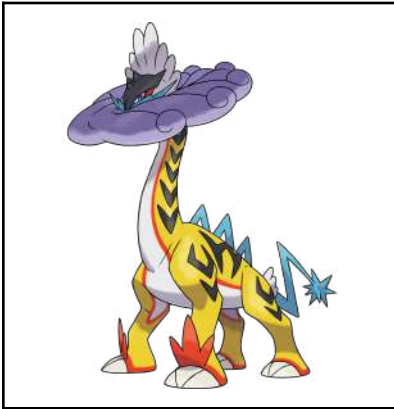
Move List

1 - Leer - Normal
 1 - Flame Charge - Fire
 1 - Draco Jet - Dragon
 4 - Howl - Normal
 8 - Stomp - Normal
 12 - Bite - Dark
 14 - Fire Fang - Fire
 16 - Dragon Tail - Dragon
 20 - Crush Claw - Normal
 22 - Crunch - Dark
 24 - Temper Flare - Fire
 28 - Dragon Claw - Dragon
 32 - Burning Bulwark - Fire
 36 - Dragon Rush - Dragon
 40 - Lava Plume - Fire
 40 - Flare Blitz - Fire
 44 - Morning Sun - Normal
 48 - Close Combat - Fighting
 48 - Brutal Beatdown* - Dark [Close Combat]
 50 - Raging Fury - Fire
 52 - Outrage - Dragon

TM/Tutor Moves

Ancient Power (N), Attract, Body Slam, **Breaking Swipe**, Bulldoze, Confide, Double Kick (N), Double Team, Double-Edge, **Draco Meteor (N)**, Dragon Cheer, Dragon Dance, **Dragon Pulse**, Earthquake, Endure, Facade, **Fire Blast (N)**, **Fire Spin**, **Flamethrower (N)**, Frustration, Giga Impact, **Heat Crash**, **Heat Wave**, Hidden Power, Hyper Beam, **Incinerate (N)**, Iron Head, Noble Roar (N), **Overheat**, Protect, Psychic Fangs, Rest, Return, Reversal, Roar, Round, **Scale Shot**, Scary Face, Scorching Sands, Sleep Talk, Smart Strike, Snarl (N), Stomping Tantrum, Stone Edge, Substitute, Sunny Day (N), Swagger, Take Down, Tera Blast, Thunder Fang, Toxic, Weather Ball, Wither (N)

Raging Bolt



Base Stats

HP	13	Sp.ATK	14	Total:
ATK	7	Sp.DEF	9	60
DEF	9	SPD	8	

Basic Information

Type:	Electric / Dragon
Basic Ability:	Protosynthesis
Adv Ability 1:	Pressure
Adv Ability 2:	Burning Blaze
Adv Ability 3:	Lightning Rod
High Ability:	Blow Away

Evolution

1 - Raging Bolt

Other Information

Size:	17'01" / 5.2m (Huge)	1058.2 lbs / 480.0 kg (Weight Class 6)
Genders:	Unknown	
Diet:	Herbivore, Carnivore	
Habitat:	Grassland, Mountain, Rainforest	

Capabilities

Overland 6, Swim 6, Jump 2/2, Power 13, Mountable 2, Naturewalk (Wetlands), Reach, Zapper

Skill List

Athl 6d6+3, Acro 3d6, Combat 5d6, Stealth 1d6, Percep 4d6+2, Focus 2d6

Move List

1 - Draco Jet - Dragon
 1 - Dragon Rage - Dragon
 1 - Thunder Shock - Electric
 4 - Electric Terrain - Electric
 8 - Gust - Flying
 10 - Dragon Breath - Dragon
 12 - Dragon Tail - Dragon
 14 - Shock Wave - Electric
 16 - Twister - Dragon
 20 - Air Slash - Flying
 22 - Discharge - Electric
 24 - Brine - Water
 28 - Charge - Electric
 32 - Thunderclap - Electric
 36 - Dragon Hammer - Dragon
 36 - Dragon Pulse - Dragon
 40 - Rising Voltage - Electric
 44 - Hurricane - Flying
 48 - Thunder - Electric
 50 - Hydro Pump - Water
 52 - Draco Meteor - Dragon

TM/Tutor Moves

Ancient Power (N), Attract, Body Press (N), Body Slam, **Breaking Swipe**, Calm Mind, **Charge Beam**, Confide, Crunch, Double Team, Double-Edge, Dragon Cheer, Earth Power, Earthquake (N), Eerie Impulse, **Electro Ball**, **Electroweb**, Endure, Facade, Fire Blast, Frustration, Giga Impact, Heavy Slam, Hidden Power, Hyper Beam, Hyper Voice, **Outrage**, Protect, Rest, Return, Roar, Round, Scary Face, Sleep Talk, Snarl, Solar Beam, Stomp (N), Stomping Tantrum, Substitute, Sunny Day (N), **Supercell Slam (N)**, Swagger, Take Down, Taunt, Tera Blast, **Thunder Fang**, Thunder Wave, **Thunderbolt**, Toxic, **Volt Switch**, Weather Ball, **Wild Charge (N)**, **Zap Cannon (N)**

Iron Leaves



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	13	Sp.DEF	11	59
DEF	9	SPD	10	

Basic Information

Type:	Grass / Psychic
Basic Ability 1:	Quark Drive
Adv Ability 1:	Radiant Beam
Adv Ability 2:	Inner Focus
Adv Ability 3:	Justified
High Ability:	Sharpness

Evolution

1 - Iron Leaves

Other Information

Size:	4'11" / 1.5m (Medium)	275.6lbs / 125kg (Weight Class 5)
Genders:	Unknown	
Diet:	Ergovore, Phototroph	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 8, Swim 4, Jump 3/3, Power 8, Mountable 1, Breathless, Darkvision, Glow, Magnetic, Naturewalk (Grassland, Urban), Telekinetic

Skill List

Athl 2d6, Acro 5d6+2, Combat 5d6, Stealth 2d6 , Percep 3d6+1, Focus 4d6+3

Move List

- 1 - Work Up - Normal
- 1 - Helping Hand - Normal
- 1 - Quick Attack - Normal
- 1 - Leer - Normal
- 1 - Psy Kick* - Psychic
- 4 - Trailblaze - Grass
- 8 - Double Kick - Fighting
- 12 - Quick Guard - Fighting
- 16 - Flash Step* - Psychic [New]
- 20 - Swords Dance - Normal
- 22 - Razor Leaf - Grass
- 24 - Retaliate - Normal
- 28 - Night Slash - Dark
- 32 - Psyblade - Psychic
- 34 - Imprison - Psychic
- 36 - Sacred Sword - Fighting
- 40 - Leaf Blade - Grass
- 44 - Ally Switch - Psychic
- 46 - Close Combat - Fighting
- 48 - Megahorn - Bug
- 50 - Solar Blade - Grass
- 52 - Occult Razor* - Psychic [New]

TM/Tutor Moves

Aerial Ace, Agility, Air Slash, Attract, Brick Break, Calm Mind, Coaching, Confide, Double Team, Double-Edge, Electric Terrain (N), Endure, Energy Ball, Facade, False Swipe, Focus Blast, Frustration, Giga Drain, Giga Impact, Grass Knot, Grassy Terrain, Gravity, Hidden Power, Hyper Beam, Iron Defense, Leaf Storm, Magical Leaf (N), Metal Sound, Protect, Psychic Terrain, Quash (N), Rest, Return, Reversal, Round, Scary Face, Sleep Talk, Smart Strike, Solar Beam, Substitute, Swagger, Swift, Take Down, Taunt, Tera Blast, Throat Chop, Toxic, Wild Charge, X-Scissor

Iron Boulder



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	12	Sp.DEF	11	59
DEF	8	SPD	12	

Basic Information

Type:	Rock / Psychic
Basic Ability:	Quark Drive
Adv Ability 1:	Thrust
Adv Ability 2:	Tower Shield
Adv Ability 3:	Justified
High Ability:	Sharpness

Evolution

1 - Iron Boulder

Other Information

Size:	4'11" / 1.5m (Large)	358.2 lbs / 162.5 kg (Weight Class 5)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Cave, Mountain, Urban	

Capabilities

Overland 6, Swim 2, Jump 4/3, Power 11, Breathless, Glow, Materializer, Mountable 1, Naturewalk (Mountain), Tremorsense

Skill List

Athl 6d6+6, Acro 4d6, Combat 5d6+3, Stealth 3d6, Percep 4d6, Focus 3d6

Move List

1 - Leer - Normal
1 - Rock Throw - Rock
 1 - Quick Attack - Normal
4 - Psy Kick* - Psychic [Tackle]
 8 - Horn Attack - Normal
 12 - Quick Guard - Fighting
16 - Rock Tomb - Rock
 20 - Swords Dance - Normal
 20 - Agility - Psychic
22 - Psycho Cut - Psychic
 24 - Slash - Normal
 28 - X-Scissor - Bug
32 - Mighty Cleave - Rock
 34 - Counter - Fighting
 36 - Sacred Sword - Fighting
 40 - Megahorn - Bug
44 - Rock Slide - Rock
 48 - Steel Roller - Steel
 50 - Close Combat - Fighting
52 - Occult Razor* - Psychic [New]

TM/Tutor Moves

Aerial Ace, Air Slash, Attract, Body Slam, Brick Break, Bulldoze, Confide, Double Team, Double-Edge, Earthquake, Electric Terrain (N), Endure, Facade, Frustration, Giga Impact (N), Hidden Power, Hyper Beam, Iron Defense, Iron Head, **Meteor Beam**, Poison Jab, Protect, **Psychic**, **Psyshock**, Rest, Return, **Rock Blast**, Round, Sandstorm, Scary Face, Sleep Talk, Solar Blade, **Stone Edge (N)**, Substitute, Swagger, Take Down, Taunt, Tera Blast, Throat Chop, Toxic, Wild Charge, **Zen Headbutt (N)**

Iron Crown



Base Stats

HP	9	Sp.ATK	12	Total:
ATK	7	Sp.DEF	11	59
DEF	10	SPD	10	

Basic Information

Type:	Steel / Psychic
Basic Ability:	Quark Drive
Adv Ability 1:	Intimidate
Adv Ability 2:	Inner Focus
Adv Ability 3:	Justified
High Ability:	Supremacy

Evolution

1 - Iron Crown

Other Information

Size:	5'03" / 1.6m (Medium)	343.9 lbs / 156.0 kg (Weight Class 5)
Genders:	Unknown	
Diet:	Ergovore	
Habitat:	Mountain, Urban	

Capabilities

Overland 7, Swim 5, Jump 4/4, Power 8, Breathless, Glow, Mountable 1, Naturewalk (Urban), Telekinetic

Skill List

Athl 4d6+3, Acro 5d6+3, Combat 5d6+3, Stealth 4d6, Percep 4d6, Focus 4d6+3

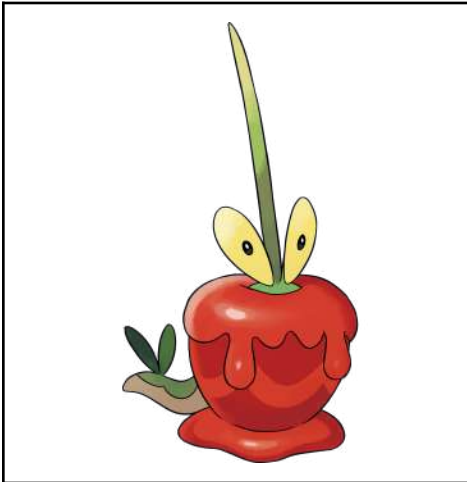
Move List

1 - Leer - Normal
 1 - Confusion - Psychic
 4 - Glint* - Steel [Chilling Water]
 8 - Thunder Shock - Electric
 12 - Quick Guard - Fighting
 16 - Psychoshock - Psychic
 20 - Iron Defense - Steel
 22 - Flash Cannon - Steel
 24 - Swift - Normal
 28 - Volt Switch - Electric
 32 - Tachyon Cutter - Steel
 34 - Psychic - Psychic
 36 - Aura Sphere - Fighting
 40 - Hyper Beam - Normal
 44 - Laser Focus - Normal
 46 - Thunder - Electric
 48 - Inferno - Fire
 50 - Future Sight - Psychic
 52 - Steel Beam - Steel

TM/Tutor Moves

Agility, Air Slash, Attract, Body Slam, Brick Break, Bulldoze, Calm Mind, Confide, Dazzling Gleam, Double Team, Double-Edge, Dragon Pulse, Electric Terrain (N), Endure, **Expanding Force**, Facade, Focus Blast, Frustration, Giga Impact, Gravity, Heavy Slam, Hidden Power, **Iron Head**, Metal Burst (N), **Metal Claw (N)**, Metal Sound, Protect, **Psychic Noise**, **Psycho Cut (N)**, Rest, Return, Round, Sacred Sword (N), Scary Face, Slash (N), Sleep Talk, **Smart Strike (N)**, Solar Blade, **Stored Power**, Substitute, Supercell Slam, Swagger, Swords Dance, Take Down, Tera Blast, Toxic, X-Scissor, **Zen Headbutt**

Dipplin



Base Stats

HP	8	Sp.ATK	10	Total:
ATK	8	Sp.DEF	8	49
DEF	11	SPD	4	

Basic Information

Type:	Grass / Dragon
Basic Ability 1:	Gluttony
Basic Ability 2:	Super Sweet Syrup
Adv Ability 1:	Ripen
Adv Ability 2:	Ballistic
High Ability:	Polycephaly

Evolution

- 1 - Applin
- 2 - **Dipplin** Lv 20 Minimum
- 3 - Hydrapple Lv 35 Minimum

Other Information

Size:	1'04' / 0.4m (Small)	9.7 lbs / 4.4 kg (Weight Class 1)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland	

Capabilities

Overland 5, Swim 2, Jump 1/1, Power 2,
Alluring, Naturewalk (Forest, Grassland), Stealth,
Sticky Hold

Skill List

Athl 2d6, Acro 1d6, Combat 3d6, Stealth 3d6,
Percep 4d6, Focus 3d6

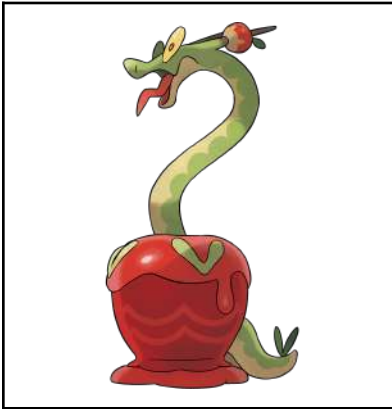
Move List

Evo - Double Hit - Normal
Evo - Syrup Bomb - Grass
 1 - Tackle - Normal
 1 - Recycle - Normal
 1 - Withdraw - Water
 1 - Astonish - Ghost
 1 - Sweet Scent - Normal
4 - Mega Drain - Grass
 7 - Growth - Normal
11 - Dragon Breath - Dragon
 14 - Protect - Normal
 16 - Infestation - Bug
20 - Dragon Tail - Dragon
 24 - Signal Beam - Bug
27 - Dragon Pulse - Dragon
30 - Energy Ball - Grass
 33 - Belch - Poison
37 - Leaf Tornado - Grass
 40 - Grassy Terrain - Grass
 44 - Substitute - Normal
47 - Leaf Storm - Grass
 50 - Recover - Normal

TM/Tutor Moves

Aqua Tail, Attract, Body Slam, Bug Bite, **Bullet Seed**,
Confide, Dazzling Gleam, Defense Curl, Double Team,
Draco Meteor, Dragon Cheer (N), Endure, Facade,
Frustration, **Giga Drain**, Giga Impact, **Grass Knot**,
Grassy Glide, Grassy Terrain, Gyro Ball, Hidden Power,
Hyper Beam, Misty Explosion, **Outrage**, Poison Tail (N),
Pollen Puff, Pounce, Protect, Recycle, Reflect, Rest,
Return, Rollout (N), Round, **Seed Bomb**, Shadow Ball,
Skitter Smack, Sleep Talk, **Solar Beam**, Substitute,
Sucker Punch, Sugar Rush (N), Sunny Day, Swagger,
Take Down, Tera Blast, Toxic, Weather Ball

Hydrapple



Base Stats

HP	11	Sp.ATK	12	Total:
ATK	8	Sp.DEF	8	54
DEF	11	SPD	4	

Basic Information

Type: **Grass** / **Dragon**

Basic Ability 1: Gluttony

Basic Ability 2: Super Sweet Syrup

Adv Ability 1: Ripen

Adv Ability 2: Regenerator

High Ability: Polychephaly

Evolution

- 1 - Applin
- 2 - Dipplin Lv 20 Minimum
- 3 - Hydrapple Lv 35 Minimum

Other Information

Size:	5'11" / 1.8m (Medium)	205.0 lbs / 93.0 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Herbivore	
Habitat:	Forest, Grassland	

Capabilities

Overland 5, Swim 3, Jump 1/1, Power 8, Alluring, Naturewalk (Forest, Grassland), Reach, Sticky Hold

Skill List

Athl 2d6+1, Acro 1d6, Combat 4d6, Stealth 2d6, Percep 5d6+2, Focus 5d6

Move List

Evo - Fickle Beam - **Dragon**
 1 - Syrup Bomb - **Grass**
 1 - Tackle - **Normal**
 1 - Recycle - **Normal**
 1 - Withdraw - **Water**
 1 - Astonish - **Ghost**
 1 - Sweet Scent - **Normal**
 4 - Mega Drain - **Grass**
 7 - Growth - **Normal**
 11 - Dragon Breath - **Dragon**
 14 - Protect - **Normal**
 16 - Infestation - **Bug**
 20 - Dragon Tail - **Dragon**
 24 - Signal Beam - **Bug**
 27 - Dragon Pulse - **Dragon**
 30 - Energy Ball - **Grass**
 33 - Belch - **Poison**
 37 - Leaf Tornado - **Grass**
 40 - Grassy Terrain - **Grass**
 44 - Substitute - **Normal**
 47 - Leaf Storm - **Grass**
 50 - Recover - **Normal**

TM/Tutor Moves

Aqua Tail, Attract, Body Press, Body Slam, **Breaking Swipe**, Bug Bite, **Bullet Seed**, Confide, Curse, Dazzling Gleam, Defense Curl, Double Edge, Double Team, **Draco Meteor**, Dragon Cheer (N), Earth Power, Earthquake, Endure, Facade, Frustration, **Giga Drain**, Giga Impact, **Grass Knot**, **Grassy Glide**, Grassy Terrain, Gyro Ball, Heavy Slam, Hidden Power, Hydro Pump, Hyper Beam, **Magical Leaf**, Misty Explosion, Nasty Plot, **Outrage**, Poison Tail (N), Pollen Puff, Pounce, Protect, Rain Dance, Recycle, Reflect, Rest, Return, Rollout (N), Round, **Seed Bomb**, Shadow Ball, Skitter Smack, Sleep Talk, **Solar Beam**, Substitute, Sucker Punch, Sugar Rush (N), Sunny Day, Swagger, Take Down, Tera Blast, Toxic, Uproar, Weather Ball

Poltchageist



Base Stats

HP	4	Sp.ATK	7	Total:
ATK	5	Sp.DEF	5	31
DEF	5	SPD	5	

Basic Information

Type: Grass / Ghost

Basic Ability 1: Hospitality

Basic Ability 2: Pastel Veil

Adv Ability 1: Water Absorb

Adv Ability 2: Soulstealer

High Ability: Heatproof

Evolution

- 1 - Poltchageist
- 2 - Sinistcha Lv 20 minimum

Other Information

Size: 0'04' / 0.1m 2.4 lbs / 1.1 kg
(Small) (Weight Class 1)

Genders: Unknown

Diet: Nullivore

Habitat: Forest, Grassland, Urban

Capabilities

Overland 2, Swim 1, Levitate 4, Jump 0/1, Power 1, Darkvision, Dead Silent, Fountain, Phasing, Underdog

Skill List

Athl 2d6, Acro 3d6, Combat 1d6, Stealth 4d6, Percep 3d6, Focus 3d6

Move List

- 1 - Astonish - Ghost
- 1 - Withdraw - Water
- 1 - Stun Spore - Grass
- 1 - Absorb - Grass
- 5 - Spook - Ghost
- 9 - Mega Drain - Grass
- 12 - Bubble - Water
- 15 - Ominous Wind - Ghost
- 18 - Life Dew - Water
- 21 - Rage Powder - Bug
- 24 - Hex - Ghost
- 27 - Scald - Water
- 30 - Giga Drain - Grass
- 33 - Shadow Ball - Ghost
- 36 - Pollen Puff - Bug
- 39 - Foul Play - Dark
- 42 - Strength Sap - Grass
- 45 - Leaf Storm - Grass
- 47 - Memento - Dark
- 50 - Hydro Pump - Water

TM/Tutor Moves

Attract, Belch, Calm Mind, Confide, Curse, Double Team, Draining Kiss, Ember, Endure, Energy Ball, Facade, Fairy Wind, Frustration, Grassy Glide, Grassy Terrain, Hidden Power, Hyper Beam, Imprison, Infestation, Iron Defense, Lava Plume, Leech Seed, Magical Leaf, Moonblast, Nasty Plot, Night Shade, Pain Split, Phantom Force, Poltergeist, Protect, Psych Up, Reflect, Rest, Return, Round, Sleep Powder, Sleep Talk, Sludge, Sludge Wave, Solar Beam, Spite, Substitute, Swagger, Tera Blast, Toxic, Trick Room, Uproar

Sinistcha



Base Stats

HP	7	Sp.ATK	12	Total:
ATK	6	Sp.DEF	8	51
DEF	11	SPD	7	

Basic Information

Type:	Grass / Ghost
Basic Ability 1:	Hospitality
Basic Ability 2:	Pastel Veil
Adv Ability 1:	Water Absorb
Adv Ability 2:	Soulstealer
High Ability:	Heatproof

Evolution

- 1 - Poltchageist
- 2 - Sinistcha Lv 20 minimum

Other Information

Size:	0'08' / 0.2m (Small)	4.9 lbs / 2.2 kg (Weight Class 1)
Genders:	Unknown	
Diet:	Nullivore	
Habitat:	Forest, Grassland, Urban	

Capabilities

Overland 2, Swim 1, Levitate 6, Jump 0/1, Power 1, Darkvision, Dead Silent, Fountain, Phasing

Skill List

Athl 3d6, Acro 4d6, Combat 2d6, Stealth 5d6, Percep 4d6, Focus 4d6

Move List

Evo - Matcha Gotcha - Grass

1 - Astonish - Ghost

1 - Withdraw - Water

1 - Stun Spore - Grass

1 - Absorb - Grass

5 - Spook - Ghost

9 - Mega Drain - Grass

12 - Bubble - Water

15 - Ominous Wind - Ghost

18 - Life Dew - Water

21 - Rage Powder - Bug

24 - Hex - Ghost

27 - Scald - Water

30 - Giga Drain - Grass

33 - Shadow Ball - Ghost

36 - Pollen Puff - Bug

39 - Foul Play - Dark

42 - Strength Sap - Grass

45 - Leaf Storm - Grass

47 - Memento - Dark

50 - Hydro Pump - Water

TM/Tutor Moves

Attract, Belch, Calm Mind, Confide, Curse, Double Team, Draining Kiss, Ember, Endure, **Energy Ball**, Facade, Fairy Wind, Frustration, **Grassy Glide**, Grassy Terrain, Hidden Power, Hyper Beam, Imprison, Infestation (N), Iron Defense, Lava Plume, Leech Seed, **Magical Leaf**, Moonblast, Nasty Plot, Night Shade, Pain Split, **Phantom Force**, **Poltergeist**, Protect, Reflect, Psych Up, Rest, Return, Round, Sleep Powder, Sleep Talk, Sludge, Sludge Wave, **Solar Beam**, Spite, Substitute, Swagger, Tera Blast, Toxic, Trick Room, Uproar

Okidogi



Base Stats

HP	9	Sp.ATK	6	Total:
ATK	13	Sp.DEF	7	56
DEF	12	SPD	8	

Basic Information

Type:	Poison / Fighting
Basic Ability 1:	Poison Touch
Adv Ability 1:	Guard Dog
Adv Ability 2:	Bully
Adv Ability 3:	Cruelty
High Ability:	Toxic Chain

Evolution

1 - Okidogi

Other Information

Size:	5'11" / 1.8m (Medium)	203.3 lbs / 92.2 kg (Weight Class 4)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 8, Swim 4, Jump 3/2, Power 12,
Naturewalk (Mountain, Urban) Intoxicator,
Tracker

Skill List

Athl 5d6, Acro 3d6, Combat 5d6+1, Stealth 2d6,
Percep 3d6, Focus 3d6

Move Listee

1 - Bite - Dark
1 - Rock Smash - Fighting
1 - Poison Sting - Poison
 6 - Howl - Normal
 9 - Poison Gas - Poison
12 - Poison Fang - Poison
 15 - Cut - Normal
17 - Force Palm - Fighting
 20 - Taunt - Dark
 22 - Bulk Up - Fighting
 24 - Brutal Swing - Dark
27 - Poison Jab - Poison
 30 - Crunch - Dark
33 - Brick Break - Fighting
 36 - Body Slam - Normal
 39 - Counter - Fighting
42 - Gunk Shot - Poison
 45 - Brutal Beatdown* - Dark [Close Combat]
48 - Superpower - Fighting
 51 - Giga Impact - Normal

TM/Tutor Moves

Attract, **Body Press (N)**, Close Combat, Confide, Curse, Dig, Double Team, Double-Edge, **Drain Punch (N)**, Endure, Facade, Fire Fang, Fire Punch, Fling, **Focus Blast**, **Focus Punch**, Frustration, Hard Press, Hidden Power, High Horsepower, Hyper Beam, Ice Fang, Ice Punch, Iron Head, Knock Off, Lash Out, **Low Kick**, **Low Sweep**, Metal Claw, Outrage (N), **Poison Tail**, Protect, Psychic Fangs, Rest, Return, **Reversal**, Roar, Rock Tomb, Round, Scary Face, Shadow Claw, Sleep Talk, **Sludge Bomb**, **Sludge Wave**, Snarl, Spite, Stomping Tantrum, Substitute, Swagger, Take Down, Tera Blast, Thief (N), Throat Chop, Thunder Fang, Thunder Punch, Toxic, **Upper Hand**, Uproar

Munkidori



Base Stats

HP	9	Sp.ATK	13	Total:
ATK	7	Sp.DEF	9	56
DEF	7	SPD	11	

Basic Information

Type:	Poison / Psychic
Basic Ability 1:	Poison Touch
Adv Ability 1:	Frisk
Adv Ability 2:	Prankster
Adv Ability 3:	Cruelty
High Ability:	Toxic Chain

Evolution

1 - Munkidori

Other Information

Size:	3'03' / 1.0m (Small)	26,9 lbs / 12.2 kg (Weight Class 2)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Forest, Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 4,
Naturewalk (Forest, Mountain) Intoxicator,
Stealth, Telekinetic

Skill List

Athl 2d6, Acro 4d6+2, Combat 3d6, Stealth
4d6+1, Percep 5d6, Focus 5d6

Move List

1 - Disorient* - Dark [Confusion]
1 - Confusion - **Psychic**
1 - Smog - **Poison**
6 - Helping Hand - Normal
9 - Poison Gas - **Poison**
12 - Clear Smog - **Poison**
15 - Magical Leaf - **Grass**
17 - Psybeam - **Psychic**
20 - Torment - Dark
22 - Nasty Plot - Dark
24 - Snarl - Dark
27 - Sludge Bomb - **Poison**
30 - Dark Pulse - Dark
33 - Psychic - **Psychic**
36 - Energy Ball - **Grass**
39 - Mirror Coat - **Psychic**
42 - Sludge Wave - **Poison**
45 - Wither* - Dark [New]
48 - Future Sight - **Psychic**
51 - Leaf Storm - **Grass**

TM/Tutor Moves

Acid Spray, Attract, Aura Sphere, Baton Pass, Calm Mind, Confide, Confuse Ray (N), Double Team, Endure, Facade, Fling, Focus Blast, Frustration, Giga Impact, Grass Knot, **Gunk Shot**, Hex (N), Hidden Power, Hyper Beam, Imprison, Lash Out, Light Screen, Metronome, Mud Bomb, Mud-Slap, Night Shade, **Poison Jab**, Poltergeist, Protect, Psych Up, **Psychic Noise**, Psychic Terrain, **Psyshock (N)**, Rest, Return, Round, Shadow Ball, Shadow Claw, Signal Beam, Sleep Talk, Spite (N), **Stored Power**, Substitute, Swagger, Swift, Taunt, Tera Blast, Thief (N), Toxic, Trailblaze, Trick, U-Turn, Uproar, Vacuum Wave, **Venoshock (N)**, Water Pulse

Fezandipiti



Base Stats

HP	9	Sp.ATK	7	Total:
ATK	9	Sp.DEF	13	56
DEF	8	SPD	10	

Basic Information

Type:	Poison / Fairy
Basic Ability 1:	Poison Touch
Adv Ability 1:	Technician
Adv Ability 2:	Dazzling
Adv Ability 3:	Cruelty
High Ability:	Toxic Chain

Evolution

1 - Fezandipiti

Other Information

Size:	4'07' / 1.4m (Medium)	66,4 lbs / 30.1 kg (Weight Class 3)
Genders:	100.0% Male	00.0% Female
Diet:	Omnivore	
Habitat:	Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 6, Sky 9, Swim 2, Jump 1/3, Power 5, Guster, Intoxicator

Skill List

Athl 3d6, Acro 4d6, Combat 3d6, Stealth 3d6, Percep 5d6, Focus 4d6

Move List

1 - Thief - Dark
1 - Butterfly Knife* - Fairy [Fury Cutter]
1 - Poison Sting - Poison
6 - Attract - Normal
9 - Poison Gas - Poison
12 - Poison Tail - Poison
15 - Pluck - Flying
17 - Crush - Fairy
20 - Flatter - Dark
22 - Agility - Psychic
24 - Brutal Swing - Dark
27 - Cross Poison - Poison
30 - Throat Chop - Dark
33 - Play Rough - Fairy
36 - Drill Peck - Flying
39 - Roost - Flying
42 - Gunk Shot - Poison
45 - Brutal Beatdown* - Dark [Close Combat]
48 - Fey Wild* - Fairy [Superpower]
51 - Brave Bird - Flying

TM/Tutor Moves

Acid Spray, Acrobatics, Aerial Ace (N), Air Cutter, Air Slash (N), **Alluring Voice**, Blaze Kick, Calm Mind, Charm, Confide, Dark Pulse, **Dazzling Gleam (N)**, **Disarming Voice (N)**, Double Kick (N), Double Team, Dual Wingbeat (N), Endure, Facade, Flash Step*, Fly, Frustration, Giga Impact, Heat Wave, Hex, Hidden Power, Hurricane, Hyper Beam, Icy Wind, Lash Out, Light Screen, Nasty Plot, **Poison Jab**, Protect, Psy Kick*, Psych Up, Psychic, Rest, Return, Round, Shadow Ball, Shadow Claw, Skitter Smack, Sleep Talk, **Sludge Bomb (N)**, Spite, Steel Wing, Substitute, Swagger, Swift, Swords Dance, Tailwind, Take Down, Taunt, Tera Blast, Toxic, U-Turn, Uproar, **Venoshock**

Ogerpon



Base Stats

HP	8	Sp.ATK	6	Total:
ATK	12	Sp.DEF	10	55
DEF	8	SPD	11	

Basic Information

Type:	Grass
Basic Ability:	Embodiment Aspect
Adv Ability 1:	Sturdy
Adv Ability 2:	Needles
Adv Ability 3:	Accelerate
High Ability:	Tera Cudgel

Evolution

1 - Ogerpon

Other Information

Size:	3'11" / 1.2m (Small)	87.7 lbs / 39.8 kg (Weight Class 3)
Genders:	00.0% Male	100.0% Female
Diet:	Omnivore	
Habitat:	Cave, Mountain, Urban	
Egg Groups:	Undiscovered	

Capabilities

Overland 7, Swim 4, Jump 1/1, Power 7, Naturewalk (Mountain), Stealth, Wielder

Skill List

Athl 5d6, Acro 3d6, Combat 4d6+3, Stealth 4d6, Percep 3d6, Focus 3d6

Move List

1 - Vine Whip - Grass
1 - Leech Seed - Grass
1 - Quick Attack - Normal
1 - Rock Smash - Fighting
5 - Focus Energy - Normal
10 - Growth - Normal
15 - Needle Arm - Grass
18 - Low Sweep - Fighting
20 - Slam - Normal
23 - Brutal Swing - Dark
26 - Follow Me - Normal
28 - Sky Uppercut - Fighting
30 - Ivy Cudgel - Grass
33 - Throat Chop - Dark
37 - Spiky Shield - Grass
40 - Counter - Fighting
42 - Assurance - Dark
45 - Power Whip - Grass
47 - Synthesis - Grass
50 - Superpower - Fighting
52 - Wood Hammer - Grass

TM/Tutor Moves

Attract, Brick Break, Bullet Seed, Charm, Confide, Double Kick (N), Double Team, Encore, Endure, Energy Ball, Facade, False Swipe, Fling, Frustration, Giga Drain, Giga Impact, Grass Knot, Grassy Glide, Grassy Terrain, Helping Hand, Hidden Power, Horn Leech (N), Knock Off, Lash Out, Leaf Storm, Low Kick, Low Sweep, Magical Leaf, Play Rough, Protect, Rain Dance, Rest, Retaliate (N), Return, Reversal, Rock Tomb, Round, Sandstorm, Scary Face (N), Seed Bomb, Sleep Talk, Solar Beam, Solar Blade, Spikes, Stomping Tantrum, Substitute, Sunny Day, Swagger, Swords Dance, Take Down, Taunt, Tera Blast, Toxic, Trailblaze, U-Turn, Zen Headbutt

Ursaluna (Bloodmoon)



Base Stats

HP	11	Sp.ATK	14	Total:
ATK	7	Sp.DEF	7	56
DEF	12	SPD	5	

Basic Information

Type:	Normal / Ground	
Basic Ability 1:	Pride	
Basic Ability 2:	Bulletproof	
Adv Ability 1:	Mud Dweller	
Adv Ability 2:	Frighten	
High Ability:	Mind's Eye	

Evolution

- 1 - Teddiursa
- 2 - Ursaring Lv 20 Minimum
- 3 - **Bloodmoon Ursaluna** Lv 35 Minimum

Other Information

Size:	8'10' / 2.7m (Large)	727.5 lbs / 333 kg (Weight Class 6)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Cave, Mountain, Wetlands	

Capabilities

Overland 7, Swim 4, Jump 2/2, Power 8, Darkvision, Groundshaper, Mountable 1, Naturewalk (Wetlands), Tracker

Skill List

Athl 5d6+3, Acro 2d6, Combat 5d6, Stealth 2d6, Percep 4d6+3, Focus 4d6

Move List

Evo - Earth Power - **Ground**
 Evo - Uproar - **Normal**
 1 - Scratch - **Normal**
 1 - Clayball* - **Ground** [Ranged Tackle]
 1 - Leer - **Normal**
 4 - Lick - **Ghost**
 8 - Double Kick - **Fighting**
 12 - Bite - **Dark**
 15 - Covet - **Normal**
 17 - Play Nice - **Normal**
 19 - Bulldoze - **Ground**
 22 - Brutal Swing - **Dark**
 25 - Slash - **Normal**
 28 - Revenge - **Fighting**
 31 - Rest - **Psychic**
 31 - Snore - **Normal**
 34 - Scary Face - **Normal**
 36 - Snarl - **Dark**
 38 - Moonblast - **Fairy**
 41 - Blood Moon - **Normal**
 43 - Moonlight - **Fairy**
 46 - Muddy Water - **Water**
 49 - Hyper Voice - **Normal**
 52 - Mudslide* - **Ground** [Rock Slide+]

TM/Tutor Moves

Attract, Avalanche, Belly Drum, Body Press, **Body Slam**, Brick Break, Calm Mind, Confide, Counter, Crunch, **Dig**, Double-Edge, Double Team, **Earthquake**, Endure, Facade, Fake Tears, Fire Punch, Fling, Focus Blast, Focus Punch, **Frustration**, **Giga Impact**, Gunk Shot, Hard Press, Heavy Slam, Helping Hand, **Hidden Power**, **High Horsepower**, **Hyper Beam**, Ice Punch, Low Kick, Metal Claw, **Mud Shot**, Protect, Rain Dance, **Return**, Roar, Rock Slide, Rock Tomb, Round, Seed Bomb, Shadow Claw, Sleep Talk, Smack Down, Stomping Tantrum, Stone Edge, Substitute, Sunny Day, Swagger, **Swift**, Swords Dance, **Take Down**, Taunt, **Tera Blast**, Thief, Thunder Punch, Thunderbolt, Toxic, Trailblaze, **Uproar**, Vacuum Wave, Wither*, Yawn

Archaludon



Base Stats

HP	9	Sp.ATK	13	Total:
ATK	11	Sp.DEF	7	62
DEF	13	SPD	9	

Basic Information

Type:	Steel / Dragon	
Basic Ability 1:	Light Metal / Heavy Metal	
Adv Ability 1:	Stamina	
Adv Ability 2:	Stalwart	
Adv Ability 3:	Sturdy	
High Ability:	Clear Body	

Evolution

- 1 - Duraludon
- 2 - Archaludon Lv 35 Minimum

Other Information

Size:	6'0' / 2.0m (Large)	123.3 lbs / 60 kg (Weight Class 4)
Genders:	50.0% Male	50.0% Female
Diet:	Ergovore	
Habitat:	Mountain	

Capabilities

Overland 8, Swim 3, Jump 1/2, Power 10, Naturewalk (Mountain)

Skill List

Athl 5d6+2, Acro 2d6, Combat 5d6, Stealth 3d6, Percep 4d6, Focus 5d6

Move List (This Movelist also replaces Duraludon's)

- Evo - Electro Shot - Electric
- 1 - Glint* - Steel [Chilling Water]
- 1 - Leer - Normal
- 6 - Vacuum Wave - Fighting
- 9 - Hone Claws - Dark
- 12 - Dragon Tail - Dragon
- 14 - Metal Claw - Steel
- 17 - Focus Energy - Normal
- 20 - Slash - Normal
- 22 - Breaking Swipe - Dragon
- 25 - Body Press - Fighting
- 28 - Flash Cannon - Steel
- 30 - Dragon Pulse - Dragon
- 33 - Hard Press - Steel
- 36 - Thunderbolt - Electric
- 38 - Aura Sphere - Fighting
- 41 - Hyper Beam - Normal
- 44 - Dragon Dance - Dragon
- 46 - Steel Beam - Steel
- 49 - Mirror Coat - Psychic
- 51 - Outrage - Dragon

TM/Tutor Moves

Attract, Body Slam, Brick Break, Confide, Dark Pulse, Double Edge, Double Team, **Draco Meteor**, Dragon Cheer, **Dragon Claw (N)**, Earthquake, Endure, Facade, Foul Play, Frustration, Giga Impact, **Gyro Ball**, **Heavy Slam**, Hidden Power, **Iron Defense**, **Iron Head**, Laser Focus (N), Light Screen, Metal Burst (N), Metal Sound, Meteor Beam, Night Slash, Protect, Reflect, Rest, Return, Roar, Rock Slide, Rock Smash (N), Rock Tomb, Round, Scary Face, Sleep Talk, Smack Down, Snarl, Solar Beam, Stealth Rock, **Steel Roller**, Stomping Tantrum, Stone Edge, Substitute, Swagger, Swords Dance, Take Down, Tera Blast, Thunder, Thunder Wave, Toxic

Terapagos



Base Stats

HP	10	Sp.ATK	11	Total:
ATK	10	Sp.DEF	11	62
DEF	11	SPD	9	

Basic Information

Type:	Normal
Basic Ability 1:	Tera Shell
Adv Ability 1:	Stellar Blast
Adv Ability 2:	Weird Power
Adv Ability 3:	Shell Armor
High Ability:	Teraform Zero

Evolution

1 - Terapagos

Other Information

Size:	1'0" / 0.3m (Small)	35.3 lbs / 16.0 kg (Weight Class 2)
Genders:	50.0% Male	50.0% Female
Diet:	Omnivore	
Habitat:	Cave	

Capabilities

Overland 6, Swim 4, Jump 1/1, Power 8, Sky 4, Glow, Tera Shift

Skill List

Athl 4d6, Acro 2d6, Combat 4d6, Stealth 2d6, Percep 4d6, Focus 5d6

Move List

1 - Withdraw - Water
 1 - Rapid Spin - Normal
 1 - Echoed Voice - Normal
 4 - Rock Polish - Rock
 8 - Ancient Power - Rock
 12 - Cosmic Power - Psychic
 16 - Tri Attack - Normal
 20 - Headbutt - Normal
 22 - Protect - Normal
 24 - Flash Cannon - Steel
 28 - Earth Power - Ground
 30 - Tera Starstorm - Normal
 32 - Double-Edge - Normal
 36 - Mirror Shot - Steel
 40 - Meteor Beam - Rock
 44 - Mudslide - Ground
 48 - Mirror Coat - Psychic

TM/Tutor Moves

Attract, Aura Sphere, Body Press, Body Slam, Bug Buzz, Calm Mind, Confide, Crunch, Dark Pulse, Dazzling Gleam, Double Team, Dragon Pulse, Earthquake, Endure, Energy Ball, **Facade**, Flamethrower, Flare Blitz, Frustration, **Giga Impact**, Gravity, Gyro Ball (N), Heat Crash, Heavy Slam (N), Hidden Power, **Hyper Beam**, Ice Beam, Ice Spinner, Iron Head (N), Power Gem (N), Rain Dance, Rest, **Return**, Roar, Rock Slide (N), **Round**, Scorching Sands, Shell Smash (N), Sleep Talk, Solar Beam, Stealth Rock, Stone Edge (N), Stored Power, Substitute, Sunny Day, Supercell Slam, Surf, Swagger, **Take Down**, **Tera Blast (N)**, Thunder, Thunderbolt, Toxic, Water Pulse, **Weather Ball**, Wild Charge, Zen Headbutt

Pecharunt



Base Stats

HP	9	Sp.ATK	9	Total:
ATK	9	Sp.DEF	9	61
DEF	16	SPD	9	

Basic Information

Type: **Poison / Ghost**

Basic Ability 1: Poison Puppeteer

Adv Ability 1: Levitate

Adv Ability 2: Prankster

Adv Ability 3: Shell Armor

High Ability: Corrosion

Evolution

1 - Pecharunt

Other Information

Size: 1'0' / 0.3m 0.7 lbs / 0.3 kg
(Small) (Weight Class 1)

Genders: Unknown

Diet: Unknown

Habitat: Unknown

Capabilities

Overland 4, Swim 3, Levitate 6, Jump 0/0, Power 2, Intoxicator

Skill List

Athl 1d6, Acro 2d6, Combat 1d6, Stealth 4d6+1, Percep 2d6, Focus 6d6+2

Move List

1 - Smog - **Poison**
 1 - Spook* - **Ghost** [Ember]
 1 - Poison Gas - **Poison**
 1 - Memento - **Dark**
 1 - Fake Tears - **Dark**
 4 - Withdraw - **Water**
 8 - Confusion - **Psychic**
 10 - Clear Smog - **Poison**
 13 - Parting Shot - **Dark**
 15 - Psybeam - **Psychic**
 18 - Hex - **Ghost**
 21 - Venoshock - **Poison**
 24 - Toxic - **Poison**
 28 - Shadow Ball - **Ghost**
 31 - Malignant Chain - **Poison**
 34 - Seed Bomb - **Grass**
 38 - Destiny Bond - **Ghost**
 41 - Psychic - **Psychic**
 44 - Beckon* - **Ghost** [New]
 48 - Nasty Plot - **Dark**
 51 - Recover - **Normal**

TM/Tutor Moves

Acid Spray, **Astonish (N)**, Attract, Brick Break, Confide, Curse, Dazzling Gleam, Defense Curl (N), Double Team, Endure, Extrasensory (N), Facade, Foul Play, Frustration, Giga Drain, **Gunk Shot (N)**, Hidden Power, Imprison, Mean Look (N), Night Shade, **Phantom Force**, **Poison Fang (N)**, **Poltergeist (N)**, Protect, Rest, Return, Rock Slide, Rollout (N), Round, **Shadow Punch (N)**, Sleep Talk, **Sludge Bomb**, **Sludge Wave**, Spite, Substitute, Surf, Swagger, Tera Blast