

SNORLAX

#143

GEN I - KANTO



VERY LAZY. JUST EATS AND SLEEPS. AS ITS ROTUND BULK BUILDS, IT BECOMES STEADILY MORE SLOTHFUL.

**SNEASEL**

#215

GEN II - JOHTO



ITS PAWS CONCEAL SHARP CLAWS. IF ATTACKED, IT SUD-DENLY EXTENDS THE CLAWS AND STARTLES ITS ENEMY.

**UMBREON**

#197

GEN II - JOHTO



WHEN AGITATED, THIS POKÉMON PROTECTS ITSELF BY SPRAYING POISONOUS SWEAT FROM ITS PORES.

**HOUNDOUR**

#228

GEN II - JOHTO



IT USES DIFFERENT KINDS OF CRIES FOR COMMUNICATING WITH OTHERS OF ITS KIND AND FOR PURSUING ITS PREY.

**MURKROW**

#198

GEN II - JOHTO



FEARED AND LOATHED BY MANY, IT IS BELIEVED TO BRING MISFORTUNE TO ALL THOSE WHO SEE IT AT NIGHT.

**MAWILE**

#303

GEN III - HOENN



MAWHILE'S HUGE JAWS ARE ACTUALLY STEEL HORNS THAT HAVE BEEN TRANSFORMED. ITS DOCILE-LOOKING FACE SERVES TO LULL ITS FOE INTO

UNOWN

#201

GEN II - JOHTO



THEIR SHAPES LOOK LIKE HIEROGLYPHS ON ANCIENT TAB-LETS. IT IS SAID THAT THE TWO ARE SOMEHOW RELATED.

SPOINK

GEN III - HOENN

#325



SPOINK BOUNCES AROUND ON ITS TAIL. THE SHOCK OF ITS BOUNCING MAKES ITS HEART PUMP. AS A RESULT, THIS POKÉMON CANNOT AFFORD TO STOP.

**BANETTE**

GEN III - HOENN

#354



BANETTE GENERATES ENERGY FOR LAYING STRONG CURSES BY STICKING PINS INTO ITS OWN BODY. THIS POKÉMON WAS ORIGINALLY A PITIFUL PLUSH DOLL.

**SEVIPER**

GEN III - HOENN

#336



SEVIPER SHARES A GENERATIONS-LONG FEUD WITH ZANGOOSE. THE SCARS ON ITS BODY ARE EVIDENCE OF VICIOUS BATTLES. THIS POKÉMON ATTACKS USING

**CLAYDOL**

GEN III - HOENN

#344



CLAYDOL ARE SAID TO BE DOLLS OF MUD MADE BY PRIMITIVE HUMANS AND BROUGHT TO LIFE BY EXPOSURE TO A MYSTERIOUS RAY. THIS POKÉMON MOVES

**SHUPPET**

GEN III - HOENN

#353



SHUPPET IS ATTRACTED BY FEELINGS OF JEALOUSY AND VINDICTIVENESS. IF SOMEONE DEVELOPS STRONG FEELINGS OF VENGEANCE, THIS POKÉMON WILL

**DUSKULL**

GEN III - HOENN

#355



DUSKULL CAN PASS THROUGH ANY WALL NO MATTER HOW THICK IT MAY BE. ONCE THIS POKÉMON CHOOSES A TARGET, IT WILL DOGGEDLY PURSUE THE INTENDED

**DUSCLOPS**

GEN III - HOENN

#356



DUSCLOPS'S BODY IS COMPLETELY HOLLOW - THERE IS NOTHING AT ALL INSIDE. IT IS SAID THAT ITS BODY IS LIKE A BLACK HOLE. THIS POKÉMON WILL

**HONCHKROW**

GEN IV - SINNOH

#430



BECOMING ACTIVE AT NIGHT, IT IS KNOWN TO SWARM WITH NUMEROUS MURKROW IN TOW.



CHATOT

GEN IV - SINNOH

#441



NORMAL
 FLYING

IT CAN LEARN AND SPEAK HUMAN WORDS.
IF THEY GATHER, THEY ALL LEARN THE
SAME SAYING.

MUNCHLAX

GEN IV - SINNOH

#446



NORMAL

IT WOLFS DOWN ITS WEIGHT IN FOOD
ONCE A DAY, SWALLOWING FOOD WHOLE
WITH ALMOST NO CHEWING.



MUNCHLAX

SNORLAX

GIRATINA-ALTERED

GEN IV - SINNOH

#487



GHOST
 DRAGON
 LEGENDARY

A POKÉMON THAT IS SAID TO LIVE IN A
WORLD ON THE REVERSE SIDE OF OURS.
IT APPEARS IN AN ANCIENT CEMETERY.

DARKRAI

GEN IV - SINNOH

#491



DARK
 MYTHICAL

IT CAN LULL PEOPLE TO SLEEP AND MAKE
THEM DREAM. IT IS ACTIVE DURING
NIGHTS OF THE NEW MOON.

WEAVILE

GEN IV - SINNOH

#461



DARK
 ICE

THEY LIVE IN COLD REGIONS, FORMING
GROUPS OF FOUR OR FIVE THAT HUNT
PREY WITH IMPRESSIVE COORDINATION.



SNEASEL

WEAVILE

SNEASLER

DUSKNOIR

GEN IV - SINNOH

#477

GHOST



THE ANTENNA ON ITS HEAD CAPTURES
RADIO WAVES FROM THE WORLD OF
SPIRITS THAT COMMAND IT TO TAKE
PEOPLE THERE.



DUSKULL

DUSCLOPS

DUSKNOIR

BLITZLE

GEN V - UNOVA

#522



ELECTRIC

WHEN THUNDERCLOUDS COVER THE SKY,
IT WILL APPEAR. IT CAN CATCH LIGHTNING
WITH ITS MANE AND STORE THE
ELECTRICITY.



BLITZLE

ZEBSTRIKA

ZEBSTRIKA

GEN V - UNOVA

#523

ELECTRIC



THEY HAVE LIGHTNING-LIKE MOVEMENTS.
WHEN ZEBSTRIKA RUN AT FULL SPEED,
THE SOUND OF THUNDER
REVERBERATES.



BLITZLE

ZEBSTRIKA

SIGILYPH

GEN V - UNOVA

#561



THEY NEVER VARY THE ROUTE THEY FLY, BECAUSE THEIR MEMORIES OF GUARDING AN ANCIENT CITY REMAIN STEADFAST.

YAMASK

GEN V - UNOVA

#562



EACH OF THEM CARRIES A MASK THAT USED TO BE ITS FACE WHEN IT WAS HUMAN. SOMETIMES THEY LOOK AT IT AND CRY.

**ZEKROM**

GEN V - UNOVA

#644



CONCEALING ITSELF IN LIGHTNING CLOUDS, IT FLEES THROUGHOUT THE UNOVA REGION. IT CREATES ELECTRICITY IN ITS TAIL.

SCATTERBUG

GEN VI - KALOS

#664



WHEN UNDER ATTACK FROM BIRD POKÉMON, IT SPEWS A POISONOUS BLACK POWDER THAT CAUSES PARALYSIS ON CONTACT.

**LAMPENT**

GEN V - UNOVA

#608



THIS OMINOUS POKÉMON IS FEARED. THROUGH CITIES IT WANDERS, SEARCHING FOR THE SPIRITS OF THE FALLEN.

**CHANDELURE**

GEN V - UNOVA

#609



IT ABSORBS A SPIRIT, WHICH IT THEN BURNS. BY WAVING THE FLAMES ON ITS ARMS, IT PUTS ITS FOES INTO A HYPNOTIC TRANCE.

**ZEKROM**

GEN V - UNOVA

#644

SCATTERBUG

GEN VI - KALOS

#664



WHEN UNDER ATTACK FROM BIRD POKÉMON, IT SPEWS A POISONOUS BLACK POWDER THAT CAUSES PARALYSIS ON CONTACT.

**SPEWPA**

GEN VI - KALOS

#665



IT LIVES HIDDEN WITHIN THICKET SHADOWS. WHEN PREDATORS ATTACK, IT QUICKLY BRISTLES THE FUR COVERING ITS BODY IN AN EFFORT TO THREATEN

**PIKIKEK**

GEN VII - ALOLA

#731



IT CAN PECK AT A RATE OF 16 TIMES A SECOND TO DRILL HOLES IN TREES. IT USES THE HOLES FOR FOOD STORAGE AND FOR NESTING.



TRUMBEAK

#732

GEN VII - ALOLA

 NORMAL
 FLYING

IT EATS BERRIES AND STORES THEIR SEEDS IN ITS BEAK. WHEN IT ENCOUNTERS ENEMIES OR PREY, IT FIRES OFF ALL THE SEEDS IN A BURST.



PIKIKEK → TRUMBEAK → TOUCANNON

TOUCANNON

#733

GEN VII - ALOLA

 NORMAL
 FLYING

WHEN IT BATTLES, ITS BEAK HEATS UP. THE TEMPERATURE CAN EASILY EXCEED 212 DEGREES FAHRENHEIT, CAUSING SEVERE BURNS WHEN IT HITS.



PIKIKEK → TRUMBEAK → TOUCANNON

PYUKUMUKU

#771

GEN VII - ALOLA



WATER

IT'S COVERED IN A SLIME THAT KEEPS ITS SKIN MOIST, ALLOWING IT TO STAY ON LAND FOR DAYS WITHOUT DRYING UP.

XURKITREE

#796

GEN VII - ALOLA



ELECTRIC

ONE OF THE MYSTERIOUS LIFE-FORMS KNOWN AS ULTRA BEASTS. ASTONISHING ELECTRIC SHOCKS EMANATE FROM ITS ENTIRE BODY, ACCORDING TO

SALANDIT

#757

GEN VII - ALOLA

 POISON
 FIRE

IT BURNS ITS BODILY FLUIDS TO CREATE A POISONOUS GAS. WHEN ITS ENEMIES BECOME DISORIENTED FROM INHALING THE GAS, IT ATTACKS THEM.



SALANDIT → SALAZZLE

SALAZZLE

#758

GEN VII - ALOLA

 POISON
 FIRE

FOR SOME REASON, ONLY FEMALES HAVE BEEN FOUND. IT CREATES A REVERSE HAREM OF MALE SALANDIT THAT IT LIVES WITH.



SALANDIT → SALAZZLE

PYUKUMUKU

#771

GEN VII - ALOLA

WATER



IT'S COVERED IN A SLIME THAT KEEPS ITS SKIN MOIST, ALLOWING IT TO STAY ON LAND FOR DAYS WITHOUT DRYING UP.

XURKITREE

#796

GEN VII - ALOLA



ELECTRIC

ONE OF THE MYSTERIOUS LIFE-FORMS KNOWN AS ULTRA BEASTS. ASTONISHING ELECTRIC SHOCKS EMANATE FROM ITS ENTIRE BODY, ACCORDING TO

GUZZLORD

#799

GEN VII - ALOLA

 DARK
 DRAGON

IT HAS GOBBLED MOUNTAINS AND SWALLOWED WHOLE BUILDINGS, ACCORDING TO REPORTS. IT'S ONE OF THE ULTRA BEASTS.

NECROZMA

#800

GEN VII - ALOLA

 PSYCHIC
 LEGENDARY

REMINISCENT OF THE ULTRA BEASTS, THIS LIFE-FORM, APPARENTLY ASLEEP UNDERGROUND, IS THOUGHT TO HAVE COME FROM ANOTHER WORLD IN

ROLYCOLY

GEN VIII - GALAR

#837



ROCK



MOST OF ITS BODY HAS THE SAME COMPOSITION AS COAL. FITTINGLY, THIS POKÉMON WAS FIRST DISCOVERED IN COAL MINES ABOUT 400 YEARS AGO.



OVERQWIL

GEN VIII - GALAR

#904



DARK



POISON



ITS LANCELIKE SPIKES AND SAVAGE TEMPERAMENT HAVE EARNED IT THE NICKNAME "SEA FIEND." IT SLURPS UP POISON TO NOURISH ITSELF.



CARKOL

GEN VIII - GALAR

#838



ROCK



FIRE

IT FORMS COAL INSIDE ITS BODY. COAL DROPPED BY THIS POKÉMON ONCE HELPED FUEL THE LIVES OF PEOPLE IN THE GALAR REGION.



COALOSSAL

GEN VIII - GALAR

#839



ROCK



FIRE

IT'S USUALLY PEACEFUL, BUT THE VANDALISM OF MINES ENRAGES IT. OFFENDERS WILL BE INCINERATED WITH FLAMES THAT REACH 2,700 DEGREES



SPECTRIER

GEN VIII - GALAR

#897



GHOST



LEGENDARY

IT PROBES ITS SURROUNDINGS WITH ALL ITS SENSES SAVE ONE—IT DOESN'T USE ITS SENSE OF SIGHT. SPECTRIER'S KICKS ARE SAID TO SEPARATE SOUL FROM

WATTREL

GEN IX - PALDEA

#940



ELECTRIC



FLYING

WHEN ITS WINGS CATCH THE WIND, THE BONES WITHIN PRODUCE ELECTRICITY. THIS POKÉMON DIVES INTO THE OCEAN, CATCHING PREY BY ELECTROCUTING



TOEDSCRUEL

GEN IX - PALDEA

#949



GROUND



GRASS

THESE POKÉMON GATHER INTO GROUPS AND FORM COLONIES DEEP WITHIN FORESTS. THEY ABSOLUTELY HATE IT WHEN STRANGERS APPROACH.



KINGAMBIT

GEN IX - PALDEA

#983



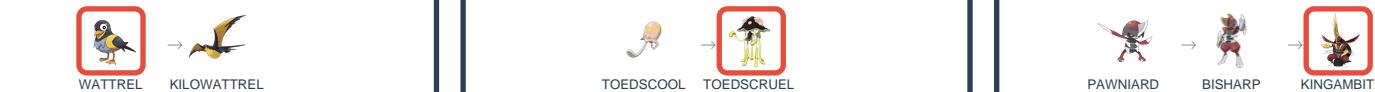
DARK



STEEL



ONLY A BISHARP THAT STANDS ABOVE ALL OTHERS IN ITS VAST ARMY CAN EVOLVE INTO KINGAMBIT.



OKIDOGI

#1014

GEN IX - PALDEA



POISON
FIGHTING
LEGENDARY

AFTER ALL ITS MUSCLES WERE STIMULATED BY THE TOXIC CHAIN AROUND ITS NECK, OKIDOGI TRANSFORMED AND GAINED A POWERFUL

MUNKIDORI

#1015

GEN IX - PALDEA



POISON
PSYCHIC
LEGENDARY

THE CHAIN IS MADE FROM TOXINS THAT ENHANCE CAPABILITIES. IT STIMULATED MUNKIDORI'S BRAIN AND CAUSED THE POKÉMON'S PSYCHIC POWERS TO

FEZANDIPITI

#1016

GEN IX - PALDEA



POISON
FAIRY
LEGENDARY

FEZANDIPITI OWES ITS BEAUTIFUL LOOKS AND LOVELY VOICE TO THE TOXIC STIMULANTS EMANATING FROM THE CHAIN WRAPPED AROUND ITS BODY.

SQUIRTLE

#007

GEN I - KANTO



WATER

AFTER BIRTH, ITS BACK SWELLS AND HARDENS INTO A SHELL. POWERFULLY SPRAYS FOAM FROM ITS MOUTH.

**WARTORTLE**

#008

GEN I - KANTO

WATER



OFTEN HIDES IN WATER TO STALK UNWARY PREY. FOR SWIMMING FAST, IT MOVES ITS EARS TO MAINTAIN BALANCE.

**BLASTOISE**

#009

GEN I - KANTO

WATER



A BRUTAL POKÉMON WITH PRESSURIZED WATER JETS ON ITS SHELL. THEY ARE USED FOR HIGH SPEED TACKLES.

NIDORAN-F

#029

GEN I - KANTO

POISON



ALTHOUGH SMALL, ITS VENOMOUS BARBS RENDER THIS POKÉMON DANGEROUS. THE FEMALE HAS SMALLER HORNS.

**NIDORINA**

#030

GEN I - KANTO

POISON



THE FEMALE'S HORN DEVELOPS SLOWLY. PREFERS PHYSICAL ATTACKS SUCH AS CLAWING AND BITING.



NIDOQUEEN

#031

GEN I - KANTO



ITS HARD SCALES PROVIDE STRONG PROTECTION. IT USES ITS HEFTY BULK TO EXECUTE POWERFUL MOVES.



NIDORAN-F

NIDORINA



NIDOQUEEN

ODDISH

#043

GEN I - KANTO



DURING THE DAY, IT KEEPS ITS FACE BURIED IN THE GROUND. AT NIGHT, IT WANDERS AROUND SOWING ITS SEEDS.



ODDISH

GLOOM

VILEPLUME

BELLOSOM

POLIWAG

#060

GEN I - KANTO



ITS NEWLY GROWN LEGS PREVENT IT FROM RUNNING. IT APPEARS TO PREFER SWIMMING THAN TRYING TO STAND.



POLIWAG

POLIWHIRL

POLIWRATH

POLITOED

POLIWHIRL

#061

GEN I - KANTO



CAPABLE OF LIVING IN OR OUT OF WATER. WHEN OUT OF WATER, IT SWEATS TO KEEP ITS BODY SLIMY.



POLIWAG

POLIWHIRL

POLIWRATH

POLITOED

GLOOM

#044

GEN I - KANTO



THE FLUID THAT OOZES FROM ITS MOUTH ISN'T DROOL. IT IS A NECTAR THAT IS USED TO ATTRACT PREY.



ODDISH

GLOOM

VILEPLUME

BELLOSOM

GOLDUCK

#055

GEN I - KANTO



OFTEN SEEN SWIMMING ELEGANTLY BY LAKE SHORES. IT IS OFTEN MISTAKEN FOR THE JAPANESE MONSTER, KAPPA.



PSYDUCK

GOLDUCK

POLIWAG

#060

GEN I - KANTO



ITS NEWLY GROWN LEGS PREVENT IT FROM RUNNING. IT APPEARS TO PREFER SWIMMING THAN TRYING TO STAND.



POLIWAG

POLIWHIRL

POLIWRATH

POLITOED

POLIWHIRL

#061

GEN I - KANTO



CAPABLE OF LIVING IN OR OUT OF WATER. WHEN OUT OF WATER, IT SWEATS TO KEEP ITS BODY SLIMY.



POLIWAG

POLIWHIRL

POLIWRATH

POLITOED

POLIWRATH

#062

GEN I - KANTO



AN ADEPT SWIMMER AT BOTH THE FRONT CRAWL AND BREAST STROKE. EASILY OVERTAKES THE BEST HUMAN SWIMMERS.



POLIWAG

POLIWHIRL

POLIWRATH

POLITOED

TENTACOOL

#072

GEN I - KANTO



DRIFTS IN SHALLOW SEAS. ANGLERS WHO HOOK THEM BY ACCIDENT ARE OFTEN PUNISHED BY ITS STINGING ACID.



TENTACOOL

TENTACRUEL

TENTACRUEL

#073

GEN I - KANTO



WATER

POISON

THE TENTACLES ARE NORMALLY KEPT SHORT. ON HUNTS, THEY ARE EXTENDED TO ENSNARE AND IMMOBILIZE PREY.



TENTACOOL → TENTACRUEL

GYARADOS

#130

GEN I - KANTO



WATER

FLYING

ONCE IT BEGINS TO RAMPAGE, A GYARADOS WILL BURN EVERYTHING DOWN, EVEN IN A HARSH STORM.



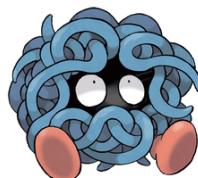
MAGIKARP → GYARADOS

TANGELA

#114

GEN I - KANTO

GRASS



THE WHOLE BODY IS SWATHED WITH WIDE VINES THAT ARE SIMILAR TO SEAWEED. ITS VINES SHAKE AS IT WALKS.



TANGELA → TANGROWTH

LAPRAS

#131

GEN I - KANTO



WATER

ICE

A POKÉMON THAT HAS BEEN OVERHUNTED ALMOST TO EXTINCTION. IT CAN FERRY PEOPLE ACROSS THE WATER.

HORSEA

#116

GEN I - KANTO

WATER



KNOWN TO SHOOT DOWN FLYING BUGS WITH PRECISION BLASTS OF INK FROM THE SURFACE OF THE WATER.



HORSEA → SEADRA → KINGDRA

SEADRA

#117

GEN I - KANTO

WATER



CAPABLE OF SWIMMING BACKWARDS BY RAPIDLY FLAPPING ITS WING-LIKE PECTORAL FINS AND STOUT TAIL.



HORSEA → SEADRA → KINGDRA

GYARADOS

#130

GEN I - KANTO

WATER

FLYING

ONCE IT BEGINS TO RAMPAGE, A GYARADOS WILL BURN EVERYTHING DOWN, EVEN IN A HARSH STORM.



MAGIKARP → GYARADOS

LAPRAS

#131

GEN I - KANTO

WATER

ICE

A POKÉMON THAT HAS BEEN OVERHUNTED ALMOST TO EXTINCTION. IT CAN FERRY PEOPLE ACROSS THE WATER.

VAPOREON

#134

GEN I - KANTO

WATER



LIVES CLOSE TO WATER. ITS LONG TAIL IS RIDGED WITH A FIN WHICH IS OFTEN MISTAKEN FOR A MERMAID'S.

**OMANYTE**

#138

GEN I - KANTO

ROCK

WATER



ALTHOUGH LONG EXTINCT, IN RARE CASES, IT CAN BE GENETICALLY RESURRECTED FROM FOSSILS.



OMANYTE → OMASTAR

OMASTAR
GEN I - KANTO

A PREHISTORIC POKÉMON THAT DIED OUT WHEN ITS HEAVY SHELL MADE IT IMPOSSIBLE TO CATCH PREY.

**TOTODILE**
GEN II - JOHTO

ITS WELL-DEVELOPED JAWS ARE POWERFUL AND CAPABLE OF CRUSHING ANYTHING. EVEN ITS TRAINER MUST BE CAREFUL.



#139

**ARTICUNO**
GEN I - KANTO

A LEGENDARY BIRD POKÉMON THAT IS SAID TO APPEAR TO DOOMED PEOPLE WHO ARE LOST IN ICY MOUNTAINS.



#144

DRATINI
GEN I - KANTO

LONG CONSIDERED A MYTHICAL POKÉMON UNTIL RECENTLY WHEN A SMALL COLONY WAS FOUND LIVING UNDERWATER.



#147

**DRAGONAIR**
GEN I - KANTO

A MYSTICAL POKÉMON THAT EXUDES A GENTLE AURA. HAS THE ABILITY TO CHANGE CLIMATE CONDITIONS.



#148

CROCONAW
GEN II - JOHTO

IF IT LOSES A FANG, A NEW ONE GROWS BACK IN ITS PLACE. THERE ARE ALWAYS 48 FANGS LINING ITS MOUTH.

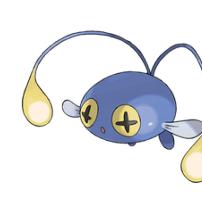
#159

**FERALIGATR**
GEN II - JOHTO

WHEN IT BITES WITH ITS MASSIVE AND POWERFUL JAWS, IT SHAKES ITS HEAD AND SAVAGELY TEARS ITS VICTIM UP.



#160

**CHINCHOU**
GEN II - JOHTO

CHINCHOU BLINK THEIR SHINING ANTENNAE AT ONE ANOTHER TO CLAIM THEIR RESPECTIVE TURF.



#170

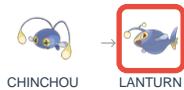
LANTURN

#171

GEN II - JOHTO



THE LIGHT IT EMITS IS SO BRIGHT THAT IT CAN ILLUMINATE THE SEA'S SURFACE FROM A DEPTH OF OVER THREE MILES.



CHINCHOU

LANTURN

MARILL

#183

GEN II - JOHTO



THE TIP OF ITS TAIL, WHICH CONTAINS OIL THAT IS LIGHTER THAN WATER, LETS IT SWIM WITHOUT DROWNING.



AZURILL

MARILL

AZUMARILL

AZUMARILL

#184

GEN II - JOHTO



IT LIVES IN WATER VIRTUALLY ALL DAY LONG. ITS BODY COLOR AND PATTERN ACT AS CAMOUFLAGE THAT MAKES IT TOUGH FOR ENEMIES TO SPOT IN WATER.



AZURILL

MARILL

AZUMARILL

JUMPLUFF

#189

GEN II - JOHTO



ONCE IT CATCHES THE WIND, IT DEFTLY CONTROLS ITS COTTON-PUFF SPORES TO FLOAT, EVEN AROUND THE WORLD.



HOPPIP

SKIPLOM

JUMPLUFF

WOOPER

#194

GEN II - JOHTO



THIS POKÉMON LIVES IN COLD WATER. IT WILL LEAVE THE WATER TO SEARCH FOR FOOD WHEN IT GETS COLD OUTSIDE.



WOOPER

QUAGSIRE

CLOEDSIRE

QUAGSIRE

#195

GEN II - JOHTO



THIS CAREFREE POKÉMON HAS AN EASY-GOING NATURE. WHILE SWIMMING, IT ALWAYS BUMPS INTO BOAT HULLS.



WOOPER

QUAGSIRE

CLOEDSIRE

WOBBUFET

#202

GEN II - JOHTO



IT HATES LIGHT AND SHOCK. IF ATTACKED, IT INFLATES ITS BODY TO PUMP UP ITS COUNTER-STRIKE.



WYNAUT

WOBBUFET

HERACROSS

#214

GEN II - JOHTO



IT IS USUALLY DOCILE, BUT IF IT IS DISTURBED WHILE SIPPING HONEY, IT CHASES OFF THE INTRUDER WITH ITS HORN.

KINGDRA

#230

GEN II - JOHTO



WATER

DRAGON

IT IS SAID THAT IT USUALLY HIDES IN UNDERWATER CAVES. IT CAN CREATE WHIRLPOOLS BY YAWNING.



HORSEA

SEADRA

KINGDRA

MARSHTOMP

#259

GEN III - HOENN



WATER

GROUND

THE SURFACE OF MARSHTOMP'S BODY IS ENVELOPED BY A THIN, STICKY FILM THAT ENABLES IT TO LIVE ON LAND. THIS POKÉMON PLAYS IN MUD ON BEACHES



MUDKIP

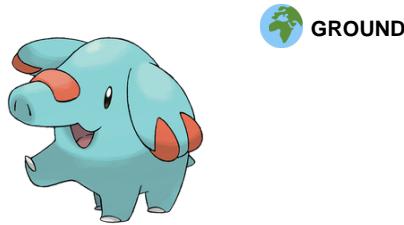
MARSHTOMP

SWAMPERT

PHANPY

#231

GEN II - JOHTO



GROUND

IT SWINGS ITS LONG SNOOT AROUND PLAYFULLY, BUT BECAUSE IT IS SO STRONG, THAT CAN BE DANGEROUS.



PHANPY

DONPHAN

SWAMPERT

#260

GEN III - HOENN



WATER

GROUND

SWAMPERT IS VERY STRONG. IT HAS ENOUGH POWER TO EASILY DRAG A BOULDER WEIGHING MORE THAN A TON. THIS POKÉMON ALSO HAS POWERFUL



MUDKIP

MARSHTOMP

SWAMPERT

SUICUNE

#245

GEN II - JOHTO



WATER

LEGENDARY

IT RACES AROUND THE WORLD TO PURIFY FOUL WATER. IT DASHES AWAY WITH THE NORTH WIND.

MUDKIP

#258

GEN III - HOENN



WATER

THE FIN ON MUDKIP'S HEAD ACTS AS HIGHLY SENSITIVE RADAR. USING THIS FIN TO SENSE MOVEMENTS OF WATER AND AIR, THIS POKÉMON CAN DETERMINE



MUDKIP

MARSHOMP

SWAMPERT

TAILLOW

#276

GEN III - HOENN



NORMAL

FLYING

TAILLOW COURAGEOUSLY STANDS ITS GROUND AGAINST FOES, HOWEVER STRONG THEY MAY BE. THIS GUTSY POKÉMON WILL REMAIN DEFIANT EVEN



TAILLOW

SWELLOW

SWELLOW

#277

GEN III - HOENN



NORMAL

FLYING

SWELLOW FLIES HIGH ABOVE OUR HEADS, MAKING GRACEFUL ARCS IN THE SKY. THIS POKÉMON DIVES AT A STEEP ANGLE AS SOON AS IT SPOTS ITS PREY. THE



TAILLOW

SWELLOW

SURSKIT

#283

GEN III - HOENN

 BUG
 WATER

FROM THE TIPS OF ITS FEET, SURSKIT SECRETES AN OIL THAT ENABLES IT TO WALK ON WATER AS IF IT WERE SKATING. THIS POKÉMON FEEDS ON MICROSCOPIC



SURSKIT → MASQUERAIN

MASQUERAIN

#284

GEN III - HOENN

 BUG
 FLYING

MASQUERAIN INTIMIDATES ENEMIES WITH THE EYELIKE PATTERNS ON ITS ANTENNAS. THIS POKÉMON FLAPS ITS FOUR WINGS TO FREELY FLY IN ANY



MASQUERAIN → LOUDRED

AZURILL

#298

GEN III - HOENN

 NORMAL
 FAIRY

A POKÉMON THAT LIVES BY WATER. IT MOVES QUICKLY ON LAND BY BOUNCING ON ITS BIG TAIL.



AZURILL → MARILL → AZUMARILL

MEDITITE

#307

GEN III - HOENN

 FIGHTING
 PSYCHIC

MEDITITE UNDERTAKES RIGOROUS MENTAL TRAINING DEEP IN THE MOUNTAINS. HOWEVER, WHENEVER IT MEDITATES, THIS POKÉMON ALWAYS



MEDITITE → MEDICHAM

LOUDRED

#294

GEN III - HOENN



NORMAL

LOUDRED'S BELLOWING CAN COMPLETELY DECIMATE A WOOD-FRAME HOUSE. IT USES ITS VOICE TO PUNISH ITS FOES. THIS POKÉMON'S ROUND EARS



WHISMUR → LOUDRED → EXPLUD

EXPLUD

#295

GEN III - HOENN



NORMAL

EXPLUD TRIGGERS EARTHQUAKES WITH THE TREMORS IT CREATES BY BELLOWING. IF THIS POKÉMON VIOLENTLY INHALES FROM THE PORTS ON ITS BODY,



WHISMUR → LOUDRED → EXPLUD

AZUMARILL

#298

GEN III - HOENN

 NORMAL
 FAIRY

A POKÉMON THAT LIVES BY WATER. IT MOVES QUICKLY ON LAND BY BOUNCING ON ITS BIG TAIL.



AZUMARILL → MARILL → AZUMARILL

MEDITITE

#307

GEN III - HOENN

 FIGHTING
 PSYCHIC

MEDITITE UNDERTAKES RIGOROUS MENTAL TRAINING DEEP IN THE MOUNTAINS. HOWEVER, WHENEVER IT MEDITATES, THIS POKÉMON ALWAYS

SHARpedo

#319

GEN III - HOENN

 WATER
 DARK

NICKNAMED "THE BULLY OF THE SEA," SHARPEDO IS WIDELY FEARED. ITS CRUEL FANGS GROW BACK IMMEDIATELY IF THEY SNAP OFF. JUST ONE OF THESE POKÉMON



CARVANHA → SHARPEDO

WAILMER

#320

GEN III - HOENN



WATER

WAILMER'S NOSTRILS ARE LOCATED ABOVE ITS EYES. THIS PLAYFUL POKÉMON LOVES TO STARTLE PEOPLE BY FORCEFULLY SNORTING OUT SEAWATER



WAILMER → WAILORD

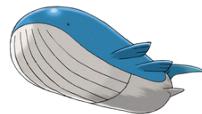
WAILORD

#321

GEN III - HOENN



WATER



WAILORD IS THE LARGEST OF ALL IDENTIFIED POKÉMON UP TO NOW. THIS GIANT POKÉMON SWIMS LANGUOROUSLY IN THE VAST OPEN SEA, EATING MASSIVE



WAILMER → WAILORD

CHIMECHO

#358

GEN III - HOENN



PSYCHIC



CHIMECHO MAKES ITS CRIES ECHO INSIDE ITS HOLLOW BODY. WHEN THIS POKÉMON BECOMES ENRAGED, ITS CRIES RESULT IN ULTRASONIC WAVES THAT HAVE THE



CHINGLING → CHIMECHO

SWABLU

#333

GEN III - HOENN



NORMAL

FLYING



SWABLU HAS LIGHT AND FLUFFY WINGS THAT ARE LIKE COTTONY CLOUDS. THIS POKÉMON IS NOT FRIGHTENED OF PEOPLE. IT LANDS ON THE HEADS OF



SWABLU → ALTARIA

WYNAUT

#360

GEN III - HOENN



PSYCHIC



WYNAUT CAN ALWAYS BE SEEN WITH A BIG, HAPPY SMILE ON ITS FACE. LOOK AT ITS TAIL TO DETERMINE IF IT IS ANGRY. WHEN ANGERED, THIS POKÉMON WILL BE



WYNAUT → WOBBUFFET

ALTARIA

#334

GEN III - HOENN



DRAGON

FLYING



ALTARIA DANCES AND WHEELS THROUGH THE SKY AMONG BILLOWING, COTTON-LIKE CLOUDS. BY SINGING MELODIES IN ITS CRYSTAL-CLEAR VOICE,



SWABLU → ALTARIA

WHISCASH

#340

GEN III - HOENN



WATER



WHISCASH IS EXTREMELY TERRITORIAL. JUST ONE OF THESE POKÉMON WILL CLAIM A LARGE POND AS ITS EXCLUSIVE TERRITORY. IF A FOE APPROACHES IT, IT

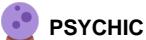


BARBOACH → WHISCASH

CHIMECHO

#358

GEN III - HOENN



PSYCHIC



CHIMECHO MAKES ITS CRIES ECHO INSIDE ITS HOLLOW BODY. WHEN THIS POKÉMON BECOMES ENRAGED, ITS CRIES RESULT IN ULTRASONIC WAVES THAT HAVE THE



CHINGLING → CHIMECHO

WYNAUT

#360

GEN III - HOENN



PSYCHIC



WYNAUT CAN ALWAYS BE SEEN WITH A BIG, HAPPY SMILE ON ITS FACE. LOOK AT ITS TAIL TO DETERMINE IF IT IS ANGRY. WHEN ANGERED, THIS POKÉMON WILL BE



WYNAUT → WOBBUFFET

SPHEAL

#363

GEN III - HOENN



ICE

WATER



SPHEAL IS MUCH FASTER ROLLING THAN WALKING TO GET AROUND. WHEN GROUPS OF THIS POKÉMON EAT, THEY ALL CLAP AT ONCE TO SHOW THEIR



SPHEAL → SEALEO → WALREIN

SEALEO

#364

GEN III - HOENN



ICE

WATER



SEALEO HAS THE HABIT OF ALWAYS JUGGLING ON THE TIP OF ITS NOSE ANYTHING IT SEES FOR THE FIRST TIME. THIS POKÉMON OCCASIONALLY



SPHEAL → SEALEO → WALREIN

WALREIN

GEN III - HOENN



IT SWIMS THROUGH ICY SEAS WHILE SHATTERING ICE FLOES WITH ITS LARGE TUSKS. IT IS PROTECTED BY ITS THICK BLUBBER.

ICE

WATER

#365



SPHEAL → SEALEO → WALREIN

CLAMPERL

GEN III - HOENN



WATER

#366

CLAMPERL'S STURDY SHELL IS NOT ONLY GOOD FOR PROTECTION - IT IS ALSO USED FOR CLAMPING AND CATCHING PREY. A FULLY GROWN CLAMPERL'S



CLAMPERL → HUNTAIL → GOREBYSS

HUNTAIL

GEN III - HOENN



WATER

#367

HUNTAIL'S PRESENCE WENT UNNOTICED BY PEOPLE FOR A LONG TIME BECAUSE IT LIVES AT EXTREME DEPTHS IN THE SEA. THIS POKÉMON'S EYES CAN SEE CLEARLY



CLAMPERL → HUNTAIL → GOREBYSS

BAGON

GEN III - HOENN

DRAGON



DREAMING OF ONE DAY FLYING, IT PRACTICES BY LEAPING OFF CLIFFS EVERY DAY.



BAGON → SHELON → SALAMENCE

SALAMENCE

GEN III - HOENN

DRAGON

FLYING



SALAMENCE CAME ABOUT AS A RESULT OF A STRONG, LONG-HELD DREAM OF GROWING WINGS. IT IS SAID THAT THIS POWERFUL DESIRE TRIGGERED A



BAGON → SHELON → SALAMENCE

BELDUM

GEN III - HOENN

STEEL

PSYCHIC



INSTEAD OF BLOOD, A POWERFUL MAGNETIC FORCE COURSES THROUGHOUT BELDUM'S BODY. THIS POKÉMON COMMUNICATES WITH OTHERS



BELDUM → METANG → METAGROSS

METANG

GEN III - HOENN

STEEL

PSYCHIC



WHEN TWO BELDUM FUSE TOGETHER, METANG IS FORMED. THE BRAINS OF THE BELDUM ARE JOINED BY A MAGNETIC NERVOUS SYSTEM. BY LINKING ITS



BELDUM → METANG → METAGROSS

METAGROSS

GEN III - HOENN

STEEL

PSYCHIC



METAGROSS HAS FOUR BRAINS IN TOTAL. COMBINED, THE FOUR BRAINS CAN BREEZE THROUGH DIFFICULT CALCULATIONS FASTER THAN A



BELDUM → METANG → METAGROSS

REGICE

GEN III - HOENN

#378



REGICE'S BODY WAS MADE DURING AN ICE AGE. THE DEEP-FROZEN BODY CAN'T BE MELTED, EVEN BY FIRE. THIS POKÉMON CONTROLS FRIGID AIR OF

LATIOS

GEN III - HOENN

#381



LATIOS HAS THE ABILITY TO MAKE ITS FOE SEE AN IMAGE OF WHAT IT HAS SEEN OR IMAGINES IN ITS HEAD. THIS POKÉMON IS INTELLIGENT AND UNDERSTANDS HUMAN

KYOGRE

GEN III - HOENN

#382



KYOGRE HAS THE POWER TO CREATE MASSIVE RAIN CLOUDS THAT COVER THE ENTIRE SKY AND BRING ABOUT TORRENTIAL DOWNPOURS. THIS

PIPLUP

GEN IV - SINNOH

#393



BECAUSE IT IS VERY PROUD, IT HATES ACCEPTING FOOD FROM PEOPLE. ITS THICK DOWN GUARDS IT FROM COLD.

**PRINPLUP**

GEN IV - SINNOH

#394



IT LIVES ALONE, AWAY FROM OTHERS. APPARENTLY, EVERY ONE OF THEM BELIEVES IT IS THE MOST IMPORTANT.

**EMPOLEON**

GEN IV - SINNOH

#395



THE THREE HORNS THAT EXTEND FROM ITS BEAK ATTEST TO ITS POWER. THE LEADER HAS THE BIGGEST HORNS.

**SHINX**

GEN IV - SINNOH

#403



ALL OF ITS FUR DAZZLES IF DANGER IS SENSED. IT FLEES WHILE THE FOE IS MOMENTARILY BLINDED.

**LUXIO**

GEN IV - SINNOH

#404



ITS CLAWS LOOSE ELECTRICITY WITH ENOUGH AMPERAGE TO CAUSE FAINTING. THEY LIVE IN SMALL GROUPS.



LUXRAY

GEN IV - SINNOH



ELECTRIC

IT HAS EYES THAT CAN SEE THROUGH ANYTHING. IT SPOTS AND CAPTURES PREY HIDING BEHIND OBJECTS.



SHINX → LUXIO → LUXRAY

CRANIDOS

GEN IV - SINNOH



ROCK

IT LIVED IN JUNGLES AROUND 100 MILLION YEARS AGO. ITS SKULL IS AS HARD AS IRON.



CRANIDOS → RAMPARDOS

GABITE

GEN IV - SINNOH

 DRAGON
GROUND

THERE IS A LONG-HELD BELIEF THAT MEDICINE MADE FROM ITS SCALES WILL HEAL EVEN INCURABLE ILLNESSES.



GIBLE → GABITE → GARCHOMP

GARCHOMP

GEN IV - SINNOH

 DRAGON
GROUND

WHEN IT FOLDS UP ITS BODY AND EXTENDS ITS WINGS, IT LOOKS LIKE A JET PLANE. IT FLIES AT SONIC SPEED.



GIBLE → GABITE → GARCHOMP

RAMPARDOS

GEN IV - SINNOH



ROCK

ITS POWERFUL HEAD BUTT HAS ENOUGH POWER TO SHATTER EVEN THE MOST DURABLE THINGS UPON IMPACT.



CRANIDOS → RAMPARDOS

RIOLU

#409

GEN IV - SINNOH



FIGHTING

THE AURA THAT EMANATES FROM ITS BODY INTENSIFIES TO ALERT OTHERS IF IT IS AFRAID OR SAD.



RIOLU → LUCARIO

GIBLE

GEN IV - SINNOH

 DRAGON
GROUND

IT NESTS IN SMALL, HORIZONTAL HOLES IN CAVE WALLS. IT POUNCES TO CATCH PREY THAT STRAY TOO CLOSE.



GIBLE → GABITE → GARCHOMP

LUCARIO

#448

GEN IV - SINNOH

 FIGHTING
STEEL

IT HAS THE ABILITY TO SENSE THE AURAS OF ALL THINGS. IT UNDERSTANDS HUMAN SPEECH.



RIOLU → LUCARIO

CROAGUNK

#453

GEN IV - SINNOH



POISON

FIGHTING

ITS CHEEKS HOLD POISON SACS. IT TRIES TO CATCH FOES OFF GUARD TO JAB THEM WITH TOXIC FINGERS.



CROAGUNK → TOXICROAK

TOXICROAK

#454

GEN IV - SINNOH



POISON

FIGHTING

ITS KNUCKLE CLAWS SECRETE A TOXIN SO VILE THAT EVEN A SCRATCH COULD PROVE FATAL.



CROAGUNK → TOXICROAK

FINNEON

#456

GEN IV - SINNOH

WATER



AFTER LONG EXPOSURE TO SUNLIGHT, THE PATTERNS ON ITS TAIL FINS SHINE VIVIDLY WHEN DARKNESS ARRIVES.



FINNEON → LUMINEON

LUMINEON

#457

GEN IV - SINNOH

WATER



IT LIVES ON THE DEEP-SEA FLOOR. IT ATTRACTS PREY BY FLASHING THE PATTERNS ON ITS FOUR TAIL FINS.



FINNEON → LUMINEON

MANTYKE

#458

GEN IV - SINNOH



WATER

FLYING

A FRIENDLY POKÉMON THAT CAPTURES THE SUBTLE FLOWS OF SEAWATER USING ITS TWO ANTENNAE.



MANTYKE → MANTINE

TANGROWTH

#465

GEN IV - SINNOH

GRASS



IT ENSNAres PREY BY EXTENDING ARMS MADE OF VINES. LOSING ARMS TO PREDATORS DOES NOT TROUBLE IT.



TANGELA → TANGROWTH

GLACEON

#471

GEN IV - SINNOH

ICE



AS A PROTECTIVE TECHNIQUE, IT CAN COMPLETELY FREEZE ITS FUR TO MAKE ITS HAIRS STAND LIKE NEEDLES.

**AZELF**

#482

GEN IV - SINNOH

PSYCHIC

LEGENDARY

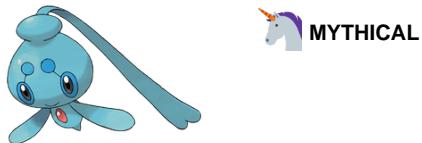


KNOWN AS "THE BEING OF WILLPOWER." IT SLEEPS AT THE BOTTOM OF A LAKE TO KEEP THE WORLD IN BALANCE.

PHIONE

#489

GEN IV - SINNOH



IT DRIFTS IN WARM SEAS. IT ALWAYS RETURNS TO WHERE IT WAS BORN, NO MATTER HOW FAR IT MAY HAVE DRIFTED.



PHIONE → MANAPHY

MANAPHY

#490

GEN IV - SINNOH



BORN ON A COLD SEAFLOOR, IT WILL SWIM GREAT DISTANCES TO RETURN TO ITS BIRTHPLACE.



PHIONE → MANAPHY

OSHAWOTT

#501

GEN V - UNOVA



IT FIGHTS USING THE SCALCHOP ON ITS STOMACH. IN RESPONSE TO AN ATTACK, IT RETALIATES IMMEDIATELY BY SLASHING.



OSHAWOTT → DEWOTT → SAMUROTT

DEWOTT

#502

GEN V - UNOVA



STRICT TRAINING IS HOW IT LEARNS ITS FLOWING DOUBLE-SCALCHOP TECHNIQUE.



OSHAWOTT → DEWOTT → SAMUROTT

SAMUROTT

#503

GEN V - UNOVA



ONE SWING OF THE SWORD INCORPORATED IN ITS ARMOR CAN FELL AN OPPONENT. A SIMPLE GLARE FROM ONE OF THEM QUIETS EVERYBODY.

**PANPOUR**

#515

GEN V - UNOVA



THE WATER STORED INSIDE THE TUFT ON ITS HEAD IS FULL OF NUTRIENTS. PLANTS THAT RECEIVE ITS WATER GROW LARGE.



PANPOUR → SIMIPOUR

SIMIPOUR

#516

GEN V - UNOVA



THE TUFT ON ITS HEAD HOLDS WATER. WHEN THE LEVEL RUNS LOW, IT REPLENISHES THE TUFT BY SIPHONING UP WATER WITH ITS TAIL.



PANPOUR → SIMIPOUR

ROGGENROLA

#524

GEN V - UNOVA



ITS EAR IS HEXAGONAL IN SHAPE. COMPRESSED UNDERGROUND, ITS BODY IS AS HARD AS STEEL.



ROGGENROLA → BOLDORE → GIGALITH

BOLDORE

#525

GEN V - UNOVA



WHEN IT OVERFLOWS WITH POWER, THE ORANGE CRYSTAL ON ITS BODY GLOWS. IT LOOKS FOR UNDERGROUND WATER IN CAVES.



ROGGENROLA BOLDORE GIGALITH

GIGALITH

#526

GEN V - UNOVA



COMPRESSING THE ENERGY FROM ITS INTERNAL CORE LETS IT FIRE OFF AN ATTACK CAPABLE OF BLOWING AWAY A MOUNTAIN.



ROGGENROLA BOLDORE GIGALITH

WOOBAT

#527

GEN V - UNOVA



FLYING

ITS HABITAT IS DARK FORESTS AND CAVES. IT EMITS ULTRASONIC WAVES FROM ITS NOSE TO LEARN ABOUT ITS SURROUNDINGS.



WOOBAT SWOOBAT

SWOOBAT

#528

GEN V - UNOVA



FLYING

IT EMITS SOUND WAVES OF VARIOUS FREQUENCIES FROM ITS NOSE, INCLUDING SOME POWERFUL ENOUGH TO DESTROY ROCKS.



WOOBAT SWOOBAT

TYMPOLE

#535

GEN V - UNOVA



THEY WARN OTHERS OF DANGER BY VIBRATING THEIR CHEEKS TO CREATE A HIGH-PITCHED SOUND.



TYMPOLE PALPITOAD SEISMITOAD

PALPITOAD

#536

GEN V - UNOVA



WHEN THEY VIBRATE THE BUMPS ON THEIR HEADS, THEY CAN MAKE WAVES IN WATER OR EARTHQUAKE-LIKE VIBRATIONS ON LAND.



TYMPOLE PALPITOAD SEISMITOAD

SEISMITOAD

#537

GEN V - UNOVA



THEY SHOOT PARALYZING LIQUID FROM THEIR HEAD BUMPS. THEY USE VIBRATION TO HURT THEIR OPPONENTS.



TYMPOLE PALPITOAD SEISMITOAD

SAWK

#539

GEN V - UNOVA



THE SOUND OF SAWK PUNCHING BOULDERS AND TREES CAN BE HEARD ALL THE WAY FROM THE MOUNTAINS WHERE THEY TRAIN.

TIRTOUGA
GEN V - UNOVA

#564



RESTORED FROM A FOSSIL, THIS POKÉMON CAN DIVE TO DEPTHS BEYOND HALF A MILE.

**ELEKTRIK**
GEN V - UNOVA

#603



ELECTRIC



THEY COIL AROUND FOES AND SHOCK THEM WITH ELECTRICITY-GENERATING ORGANS THAT SEEM SIMPLY TO BE CIRCULAR PATTERNS.

**CARRACOSTA**
GEN V - UNOVA

#565



THEY CAN LIVE BOTH IN THE OCEAN AND ON LAND. A SLAP FROM ONE OF THEM IS ENOUGH TO OPEN A HOLE IN THE BOTTOM OF A TANKER.

**DUCKLETT**
GEN V - UNOVA

#580



THESE BIRD POKÉMON ARE EXCELLENT DIVERS. THEY SWIM AROUND IN THE WATER EATING THEIR FAVORITE FOOD--PEAT MOSS.

**KARRABLAST**
GEN V - UNOVA

#588



THESE MYSTERIOUS POKÉMON EVOLVE WHEN THEY RECEIVE ELECTRICAL STIMULATION WHILE THEY ARE IN THE SAME PLACE AS SHELMET.

**ELEKTROSS**
GEN V - UNOVA

#604



ELECTRIC



THEY CRAWL OUT OF THE OCEAN USING THEIR ARMS. THEY WILL ATTACK PREY ON SHORE AND IMMEDIATELY DRAG IT INTO THE OCEAN.

**ELGYEM**
GEN V - UNOVA

#605



PSYCHIC



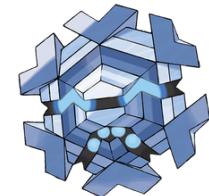
IT USES ITS STRONG PSYCHIC POWER TO SQUEEZE ITS OPPONENT'S BRAIN, CAUSING UNENDURABLE HEADACHES.

**CRYOGONAL**
GEN V - UNOVA

#615



ICE



WHEN ITS BODY TEMPERATURE GOES UP, IT TURNS INTO STEAM AND VANISHES. WHEN ITS TEMPERATURE LOWERS, IT RETURNS TO ICE.

DEINO

GEN V - UNOVA

#633



DARK

DRAGON

IT TENDS TO BITE EVERYTHING, AND IT IS NOT A PICKY EATER. APPROACHING IT CARELESSLY IS DANGEROUS.



DEINO → ZWEILOUS → HYDREIGON

ZWEILOUS

GEN V - UNOVA

#634



DARK

DRAGON

AFTER IT HAS EATEN UP ALL THE FOOD IN ITS TERRITORY, IT MOVES TO ANOTHER AREA. ITS TWO HEADS DO NOT GET ALONG.



DEINO → ZWEILOUS → HYDREIGON

HYDREIGON

GEN V - UNOVA

#635



DARK

DRAGON

THIS BRUTAL POKÉMON TRAVELS THE SKIES ON ITS SIX WINGS. ANYTHING THAT MOVES SEEMS LIKE A FOE TO IT, TRIGGERING ITS ATTACK.



DEINO → ZWEILOUS → HYDREIGON

COBALION

GEN V - UNOVA

#638



STEEL

FIGHTING

LEGENDARY

THIS LEGENDARY POKÉMON BATTLED AGAINST HUMANS TO PROTECT POKÉMON. ITS PERSONALITY IS CALM AND COMPOSED.

THUNDURUS-INCARNATE #642

GEN V - UNOVA



ELECTRIC
 FLYING
 LEGENDARY

COUNTLESS CHARRED REMAINS MAR THE LANDSCAPE OF PLACES THROUGH WHICH THUNDURUS HAS PASSED.

FROAKIE

GEN VI - KALOS

#656



WATER

IT SECRETES FLEXIBLE BUBBLES FROM ITS CHEST AND BACK. THE BUBBLES REDUCE THE DAMAGE IT WOULD OTHERWISE TAKE WHEN ATTACKED.



FROAKIE → FROGADIER → GRENINJA

FROGADIER

GEN VI - KALOS

#657



WATER

IT CAN THROW BUBBLE-COVERED PEBBLES WITH PRECISE CONTROL, HITTING EMPTY CANS UP TO A HUNDRED FEET AWAY.



FROAKIE → FROGADIER → GRENINJA

GRENINJA

GEN VI - KALOS

#658



WATER

DARK

IT CREATES THROWING STARS OUT OF COMPRESSED WATER. WHEN IT SPINS THEM AND THROWS THEM AT HIGH SPEED, THESE STARS CAN SPLIT METAL IN



FROAKIE → FROGADIER → GRENINJA

MEOWSTIC-MALE #678

GEN VI - KALOS



PSYCHIC

WHEN IN DANGER, IT RAISES ITS EARS AND RELEASES ENOUGH PSYCHIC POWER TO GRIND A 10-TON TRUCK INTO DUST.



CLAWITZER #693

GEN VI - KALOS



WATER

THEIR ENORMOUS CLAWS LAUNCH CANNONBALLS OF WATER POWERFUL ENOUGH TO PIERCE TANKER HULLS.



INKAY #686

GEN VI - KALOS



DARK

PSYCHIC

OPPONENTS WHO STARE AT THE FLASHING OF THE LIGHT-EMITTING SPOTS ON ITS BODY BECOME DAZED AND LOSE THEIR WILL TO FIGHT.



AMAURA #698

GEN VI - KALOS



ROCK

ICE

THIS ANCIENT POKÉMON WAS RESTORED FROM PART OF ITS BODY THAT HAD BEEN FROZEN IN ICE FOR OVER 100 MILLION YEARS.



MALAMAR #687

GEN VI - KALOS



DARK

PSYCHIC

IT WIELDS THE MOST COMPELLING HYPNOTIC POWERS OF ANY POKÉMON, AND IT FORCES OTHERS TO DO WHATEVER IT WANTS.



AURORUS #699

GEN VI - KALOS



ROCK

ICE

THE DIAMOND-SHAPED CRYSTALS ON ITS BODY EXPEL AIR AS COLD AS -240 DEGREES FAHRENHEIT, SURROUNDING ITS ENEMIES AND ENCASING THEM IN ICE.



CLAUNCHER #692

GEN VI - KALOS



WATER

THEY KNOCK DOWN FLYING PREY BY FIRING COMPRESSED WATER FROM THEIR MASSIVE CLAWS LIKE SHOOTING A PISTOL.



BERGMITE #712

GEN VI - KALOS



ICE

IT BLOCKS OPPONENTS' ATTACKS WITH THE ICE THAT SHIELDS ITS BODY. IT USES COLD AIR TO REPAIR ANY CRACKS WITH NEW ICE.



AVALUGG

#713

GEN VI - KALOS



ICE

ITS ICE-COVERED BODY IS AS HARD AS STEEL. ITS CUMBERSOME FRAME CRUSHES ANYTHING THAT STANDS IN ITS WAY.

**PRIMARINA**

#730

GEN VII - ALOLA



WATER



FAIRY

IT CONTROLS ITS WATER BALLOONS WITH SONG. THE MELODY IS LEARNED FROM OTHERS OF ITS KIND AND IS PASSED DOWN FROM ONE GENERATION TO THE

**XERNEAS**

#716

GEN VI - KALOS



FAIRY



LEGENDARY

LEGENDS SAY IT CAN SHARE ETERNAL LIFE. IT SLEPT FOR A THOUSAND YEARS IN THE FORM OF A TREE BEFORE ITS REVIVAL.

VIKAVOLT

#738

GEN VII - ALOLA



BUG



ELECTRIC

IT ZIPS AROUND, ON SHARP LOOKOUT FOR AN OPENING. IT CONCENTRATES ELECTRICAL ENERGY WITHIN ITS LARGE JAWS AND USES IT TO ZAP ITS ENEMIES.

**POPLIO**

#728

GEN VII - ALOLA



WATER

THIS POKÉMON SNORTS BODY FLUIDS FROM ITS NOSE, BLOWING BALLOONS TO SMASH INTO ITS FOES. IT'S FAMOUS FOR BEING A HARD WORKER.

**BRIONNE**

#729

GEN VII - ALOLA



WATER

A SKILLFUL DANCER, IT CREATES A SEQUENCE OF WATER BALLOONS AS IT DANCES, AND BRISKLY BOMBARDS ITS ENEMIES.

**WISHIWASHI-SOLO**

#746

GEN VII - ALOLA



WATER

WHEN IT'S IN TROUBLE, ITS EYES MOISTEN AND BEGIN TO SHINE. THE SHINING LIGHT ATTRACTS ITS COMRADES, AND THEY STAND TOGETHER AGAINST

MAREANIE

#747

GEN VII - ALOLA



POISON



WATER

IT PLUNGES THE POISON SPIKE ON ITS HEAD INTO ITS PREY. WHEN THE PREY HAS WEAKENED, MAREANIE DEALS THE FINISHING BLOW WITH ITS 10 TENTACLES.



TOXAPEX

#748

GEN VII - ALOLA



POISON



WATER



TOXAPEX CRAWLS ALONG THE OCEAN FLOOR ON ITS 12 LEGS. IT LEAVES A TRAIL OF CORSOLA BITS SCATTERED IN ITS WAKE.

**SOBBLE**

#816

GEN VIII - GALAR



WATER



WHEN SCARED, THIS POKÉMON CRIES. ITS TEARS PACK THE CHEMICAL PUNCH OF 100 ONIONS, AND ATTACKERS WON'T BE ABLE TO RESIST WEEPING.

**KOMALA**

#775

GEN VII - ALOLA



NORMAL



IT IS BORN ASLEEP, AND IT DIES ASLEEP. ALL ITS MOVEMENTS ARE APPARENTLY NO MORE THAN THE RESULTS OF IT TOSSING AND TURNING IN ITS DREAMS.

**COSMOG**

#789

GEN VII - ALOLA



PSYCHIC



LEGENDARY



ITS BODY IS GASEOUS AND FRAIL. IT SLOWLY GROWS AS IT COLLECTS DUST FROM THE ATMOSPHERE.

**COSMOEM**

#790

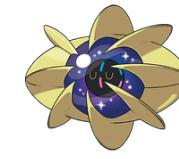
GEN VII - ALOLA



PSYCHIC



LEGENDARY



MOTIONLESS AS IF DEAD, ITS BODY IS FAINTLY WARM TO THE TOUCH. IN THE DISTANT PAST, IT WAS CALLED THE COCOON OF THE STARS.

**DRIZZLE**

#817

GEN VIII - GALAR



WATER



A CLEVER COMBATANT, THIS POKÉMON BATTLES USING WATER BALLOONS CREATED WITH MOISTURE SECRETED FROM ITS PALMS.

**INTELEON**

#818

GEN VIII - GALAR



WATER



IT HAS MANY HIDDEN CAPABILITIES, SUCH AS FINGERTIPS THAT CAN SHOOT WATER AND A MEMBRANE ON ITS BACK THAT IT CAN USE TO GLIDE THROUGH THE AIR.

**ROOKIDEE**

#821

GEN VIII - GALAR



FLYING



IT WILL BRAVELY CHALLENGE ANY OPPONENT, NO MATTER HOW POWERFUL. THIS POKÉMON BENEFITS FROM EVERY BATTLE—EVEN A DEFEAT INCREASES ITS



CORVISQUIRE #822

GEN VIII - GALAR



FEATHER FLYING

SMART ENOUGH TO USE TOOLS IN BATTLE, THESE POKÉMON HAVE BEEN SEEN PICKING UP ROCKS AND FLINGING THEM OR USING ROPES TO WRAP UP



ROOKIDEE CORVISQUIRE CORVIKNIGHT

BLIPBUG #824

GEN VIII - GALAR



WORM BUG

A CONSTANT COLLECTOR OF INFORMATION, THIS POKÉMON IS VERY SMART. VERY STRONG IS WHAT IT ISN'T.



BLIPBUG DOTTLER ORBEETLE

CRAMORANT #845

GEN VIII - GALAR



FEATHER FLYING
WATER

IT'S SO STRONG THAT IT CAN KNOCK OUT SOME OPPONENTS IN A SINGLE HIT, BUT IT ALSO MAY FORGET WHAT IT'S BATTLING MIDFIGHT.

GRAPPLUCT #853

GEN VIII - GALAR



FIST FIGHTING

A BODY MADE UP OF NOTHING BUT MUSCLE MAKES THE GRAPPLING MOVES THIS POKÉMON PERFORMS WITH ITS TENTACLES TREMENDOUSLY POWERFUL.



CLOBBOPUS GRAPPLUCT

EISCU-E-ICE #875

GEN VIII - GALAR



SNOW ICE

IT DRIFTED IN ON THE FLOW OF OCEAN WATERS FROM A FRIGID PLACE. IT KEEPS ITS HEAD ICED CONSTANTLY TO MAKE SURE IT STAYS NICE AND COLD.

ARCTOZOLT #881

GEN VIII - GALAR



THUNDER ELECTRIC
SNOW ICE

THE SHAKING OF ITS FREEZING UPPER HALF IS WHAT GENERATES ITS ELECTRICITY. IT HAS A HARD TIME WALKING AROUND.

ARCTOVISH #883

GEN VIII - GALAR



WATER SNOW ICE

THOUGH IT'S ABLE TO CAPTURE PREY BY FREEZING ITS SURROUNDINGS, IT HAS TROUBLE EATING THE PREY AFTERWARD BECAUSE ITS MOUTH IS ON TOP OF ITS

ZACIAN #888

GEN VIII - GALAR



WING FAIRY
METAL LEGENDARY

KNOWN AS A LEGENDARY HERO, THIS POKÉMON ABSORBS METAL PARTICLES, TRANSFORMING THEM INTO A WEAPON IT USES TO BATTLE.

QUAXWELL

#913

GEN IX - PALDEA



WATER

THESE POKÉMON CONSTANTLY RUN THROUGH SHALLOW WATERS TO TRAIN THEIR LEGS, THEN COMPETE WITH EACH OTHER TO SEE WHICH OF THEM KICKS

**PALAFIN-ZERO**

#964

GEN IX - PALDEA



WATER

THIS POKÉMON CHANGES ITS APPEARANCE IF IT HEARS ITS ALLIES CALLING FOR HELP. PALAFIN WILL NEVER SHOW ANYBODY ITS MOMENT OF

**QUAQUAVAL**

#914

GEN IX - PALDEA

WATER
FIGHTING

A SINGLE KICK FROM A QUAQUAVAL CAN SEND A TRUCK ROLLING. THIS POKÉMON USES ITS POWERFUL LEGS TO PERFORM STRIKING DANCES FROM FAR-OFF LANDS.

**GLIMMET**

#969

GEN IX - PALDEA

ROCK
POISON

IT ABSORBS NUTRIENTS FROM CAVE WALLS. THE PETALS IT WEARS ARE MADE OF CRYSTALLIZED POISON.

**CERULEDGE**

#937

GEN IX - PALDEA

FIRE
GHOST

THE FIERY BLADES ON ITS ARMS BURN FIERCELY WITH THE LINGERING RESENTMENT OF A SWORD WIELDER WHO FELL BEFORE ACCOMPLISHING THEIR

**FINIZEN**

#963

GEN IX - PALDEA



WATER

IT LIKES PLAYING WITH OTHERS OF ITS KIND USING THE WATER RING ON ITS TAIL. IT USES ULTRASONIC WAVES TO SENSE THE EMOTIONS OF OTHER LIVING

**PALAFIN-ZERO**

#964

GEN IX - PALDEA



WATER

THIS POKÉMON CHANGES ITS APPEARANCE IF IT HEARS ITS ALLIES CALLING FOR HELP. PALAFIN WILL NEVER SHOW ANYBODY ITS MOMENT OF

**GLIMMORA**

#970

GEN IX - PALDEA

ROCK
POISON

WHEN THIS POKÉMON DETECTS DANGER, IT WILL OPEN UP ITS CRYSTALLINE PETALS AND FIRE BEAMS FROM ITS CONICAL BODY.

**DONDOZO**

#977

GEN IX - PALDEA



WATER

THIS POKÉMON IS A GLUTTON, BUT IT'S BAD AT GETTING FOOD. IT TEAMS UP WITH A TATSUGIRI TO CATCH PREY.

IRON-JUGULIS

#993

GEN IX - PALDEA

 DARK FLYING

IT RESEMBLES A CERTAIN POKÉMON INTRODUCED IN A PARANORMAL MAGAZINE, DESCRIBED AS THE OFFSPRING OF A HYDREIGON THAT FELL

MIRAITON

#1008

GEN IX - PALDEA

 ELECTRIC DRAGON LEGENDARY

MUCH REMAINS UNKNOWN ABOUT THIS CREATURE. IT RESEMBLES CYCLIZAR, BUT IT IS FAR MORE RUTHLESS AND POWERFUL.

TERAPAGOS

#1024

GEN IX - PALDEA

 NORMAL LEGENDARY

TERAPAGOS PROTECTS ITSELF USING ITS POWER TO TRANSFORM ENERGY INTO HARD CRYSTALS. THIS POKÉMON IS THE SOURCE OF THE TERASTAL

WEEDLE

#013

GEN I - KANTO

 BUG POISON

OFTEN FOUND IN FORESTS, EATING LEAVES. IT HAS A SHARP VENOMOUS STINGER ON ITS HEAD.

**WALKING-WAKE**

#1009

GEN IX - PALDEA

 WATER DRAGON

THIS FEROCIOUS CREATURE IS SHROUDED IN MYSTERY. IT'S NAMED AFTER AN AQUATIC MONSTER MENTIONED IN AN OLD EXPEDITION JOURNAL.

IRON-CROWN

#1023

GEN IX - PALDEA

 STEEL PSYCHIC

IT RESEMBLES A MYSTERIOUS OBJECT INTRODUCED IN A PARANORMAL MAGAZINE AS A CUTTING-EDGE WEAPON SHAPED LIKE A COBALION.

PIDGEY

#016

GEN I - KANTO

 NORMAL FLYING

A COMMON SIGHT IN FORESTS AND WOODS. IT FLAPS ITS WINGS AT GROUND LEVEL TO KICK UP BLINDING SAND.

**PIDGEOTTO**

#017

GEN I - KANTO

 NORMAL FLYING

VERY PROTECTIVE OF ITS SPRAWLING TERRITORIAL AREA, THIS POKÉMON WILL FIERCELY PECK AT ANY INTRUDER.



PIDGEOT

#018

GEN I - KANTO


🐾 NORMAL
羽毛 FLYING

WHEN HUNTING, IT SKIMS THE SURFACE OF WATER AT HIGH SPEED TO PICK OFF UNWARY PREY SUCH AS MAGIKARP.



PIDGEY → PIDGEOTTO → PIDGEOT

RATICATE

#020

GEN I - KANTO


🐾 NORMAL

IT USES ITS WHIS-KERS TO MAINTAIN ITS BALANCE. IT APPARENTLY SLOWS DOWN IF THEY ARE CUT OFF.



RATTATA → RATICATE

VULPIX

#037

GEN I - KANTO


🔥 FIRE

AT THE TIME OF BIRTH, IT HAS JUST ONE TAIL. THE TAIL SPLITS FROM ITS TIP AS IT GROWS OLDER.



VULPIX → NINETALES

SPEAROW

#021

GEN I - KANTO


🐾 NORMAL
羽毛 FLYING

IT FLAPS ITS SMALL WINGS BUSILY TO FLY. USING ITS BEAK, IT SEARCHES IN GRASS FOR PREY.



SPEAROW → FEAROW

FEAROW

#022

GEN I - KANTO


🐾 NORMAL
羽毛 FLYING

WITH ITS HUGE AND MAGNIFICENT WINGS, IT CAN KEEP ALOFT WITHOUT EVER HAVING TO LAND FOR REST.



SPEAROW → FEAROW

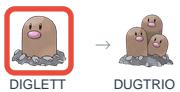
DIGLETT

#050

GEN I - KANTO


โลก GROUND

LIVES ABOUT ONE YARD UNDERGROUND WHERE IT FEEDS ON PLANT ROOTS. IT SOMETIMES APPEARS ABOVE GROUND.

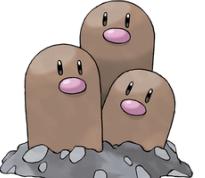


DIGLETT → DUGTRIO

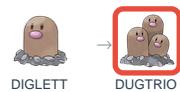
DUGTRIO

#051

GEN I - KANTO


โลก GROUND

A TEAM OF DIGLETT TRIPLETS. IT TRIGGERS HUGE EARTHQUAKES BY BURROWING 60 MILES UNDERGROUND.



DIGLETT → DUGTRIO

MANKEY

#056

GEN I - KANTO


拳 FIGHTING

EXTREMELY QUICK TO ANGER. IT COULD BE DOCILE ONE MOMENT THEN THRASHING AWAY THE NEXT INSTANT.



MANKEY → PRIMEAPE → ANNIHILAPE

PRIMEAPE
GEN I - KANTO

#057



ALWAYS FURIOUS AND TENACIOUS TO BOOT. IT WILL NOT ABANDON CHASING ITS QUARRY UNTIL IT IS CAUGHT.



MANKEY → PRIMEAPE → ANNIHILAPE

GROWLITHE
GEN I - KANTO

#058



VERY PROTECTIVE OF ITS TERRITORY. IT WILL BARK AND BITE TO REPEL INTRUDERS FROM ITS SPACE.



GROWLITHE → ARCANINE

KADABRA
GEN I - KANTO

#064



IT EMITS SPECIAL ALPHA WAVES FROM ITS BODY THAT INDUCE HEADACHES JUST BY BEING CLOSE BY.



ABRA → KADABRA → ALAKAZAM

ARCANINE
GEN I - KANTO

#059



A POKÉMON THAT HAS BEEN ADMIRED SINCE THE PAST FOR ITS BEAUTY. IT RUNS AGILELY AS IF ON WINGS.



GROWLITHE → ARCANINE

ALAKAZAM
GEN I - KANTO

#065



ITS BRAIN CAN OUT-PERFORM A SUPER-COMPUTER. ITS INTELLIGENCE QUOTIENT IS SAID TO BE 5,000.



ABRA → KADABRA → ALAKAZAM

ABRA
GEN I - KANTO

#063



USING ITS ABILITY TO READ MINDS, IT WILL IDENTIFY IMPENDING DANGER AND TELEPORT TO SAFETY.



ABRA → KADABRA → ALAKAZAM

GEODUDE
GEN I - KANTO

#074



FOUND IN FIELDS AND MOUNTAINS. MISTAKING THEM FOR BOULDERS, PEOPLE OFTEN STEP OR TRIP ON THEM.



GEODUDE → GRAVELER → GOLEM

GRAVELER
GEN I - KANTO

#075



ROLLS DOWN SLOPES TO MOVE. IT ROLLS OVER ANY OBSTACLE WITHOUT SLOWING OR CHANGING ITS DIRECTION.



GEODUDE → GRAVELER → GOLEM

GOLEM

#076

GEN I - KANTO



ROCK

GROUND

ITS BOULDER-LIKE BODY IS EXTREMELY HARD. IT CAN EASILY WITHSTAND DYNAMITE BLASTS WITHOUT DAMAGE.



GEODUDE

GRAVELER

GOLEM

CUBONE

#104

GEN I - KANTO



GROUND

BECAUSE IT NEVER REMOVES ITS SKULL HELMET, NO ONE HAS EVER SEEN THIS POKÉMON'S REAL FACE.



CUBONE

MAROWAK

FARFETCH'D

#083

GEN I - KANTO



NORMAL

FLYING

THE SPRIG OF GREEN ONIONS IT HOLDS IS ITS WEAPON. IT IS USED MUCH LIKE A METAL SWORD.



FARFETCH'D

SIRFETCH'D

MAROWAK

#105

GEN I - KANTO



GROUND

THE BONE IT HOLDS IS ITS KEY WEAPON. IT THROWS THE BONE SKILLFULLY LIKE A BOOMERANG TO KO TARGETS.



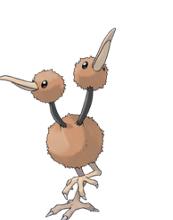
CUBONE

MAROWAK

DODUO

#084

GEN I - KANTO



NORMAL

FLYING

A BIRD THAT MAKES UP FOR ITS POOR FLYING WITH ITS FAST FOOT SPEED. LEAVES GIANT FOOTPRINTS.



DODUO

DODRIO

DODRIO

#085

GEN I - KANTO



NORMAL

FLYING

USES ITS THREE BRAINS TO EXECUTE COMPLEX PLANS. WHILE TWO HEADS SLEEP, ONE HEAD STAYS AWAKE.



DODUO

DODRIO

HITMONLEE

#106

GEN I - KANTO



FIGHTING



WHEN IN A HURRY, ITS LEGS LENGTHEN PROGRESSIVELY. IT RUNS SMOOTHLY WITH EXTRA LONG, LOPING STRIDES.



TYROGUE

HITMONLEE

HITMONCHAN

HITMONTOP

HITMONCHAN

#107

GEN I - KANTO

FIGHTING



WHILE APPARENTLY DOING NOTHING, IT FIRES PUNCHES IN LIGHTNING FAST VOLLEYS THAT ARE IMPOSSIBLE TO SEE.

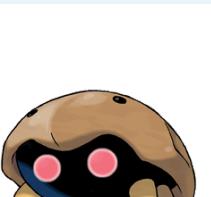


TYROGUE

HITMONLEE

HITMONCHAN

HITMONTOP

KANGASKHAN GEN I - KANTO  #115	STARYU GEN I - KANTO  #120	PINSIR GEN I - KANTO  #127	TAUROS GEN I - KANTO  #128
 NORMAL THE INFANT RARELY VENTURES OUT OF ITS MOTHER'S PROTECTIVE POUCH UNTIL IT IS 3 YEARS OLD.	 WATER IF ITS BODY IS TORN, IT CAN GROW BACK IF THE RED CORE REMAINS. THE CORE FLASHES AT MIDNIGHT.  STARYU → STARMIE	 BUG IF IT FAILS TO CRUSH THE VICTIM IN ITS PINCERS, IT WILL SWING IT AROUND AND TOSS IT HARD.	 NORMAL WHEN IT TARGETS AN ENEMY, IT CHARGES FURIOUSLY WHILE WHIPPING ITS BODY WITH ITS LONG TAILS.
EEVEE GEN I - KANTO  #133	KABUTO GEN I - KANTO  #140	KABUTOPS GEN I - KANTO  #141	DRAGONITE GEN I - KANTO  #149
 NORMAL ITS GENETIC CODE IS IRREGULAR. IT MAY MUTATE IF IT IS EXPOSED TO RADIATION FROM ELEMENT STONES. 	 ROCK / WATER A POKÉMON THAT WAS RESURRECTED FROM A FOSSIL FOUND IN WHAT WAS ONCE THE OCEAN FLOOR EONS AGO.  KABUTO → KABUTOPS	 ROCK / WATER ITS SLEEK SHAPE IS PERFECT FOR SWIMMING. IT SLASHES PREY WITH ITS CLAWS AND DRAINS THE BODY FLUIDS.  KABUTO → KABUTOPS	 DRAGON / FLYING AN EXTREMELY RARELY SEEN MARINE POKÉMON. ITS INTELLIGENCE IS SAID TO MATCH THAT OF HUMANS.  DRATINI → DRAGONAIR → DRAGONITE

SENTRET

#161

GEN II - JOHTO



NORMAL

A VERY CAUTIOUS POKÉMON, IT RAISES ITSELF UP USING ITS TAIL TO GET A BETTER VIEW OF ITS SURROUNDINGS.



FURRET

FURRET

#162

GEN II - JOHTO



NORMAL

IT MAKES A NEST TO SUIT ITS LONG AND SKINNY BODY. THE NEST IS IMPOSSIBLE FOR OTHER POKÉMON TO ENTER.

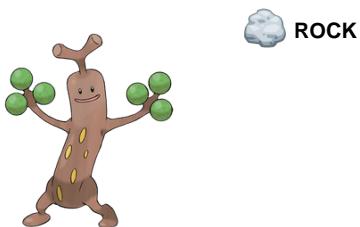


FURRET

SUDOWOODO

#185

GEN II - JOHTO



ROCK

ALTHOUGH IT ALWAYS PRETENDS TO BE A TREE, ITS COMPOSITION APPEARS TO BE CLOSER TO A ROCK THAN A PLANT.



BONSLY → SUDOWOODO

TEDDIURSA

#216

GEN II - JOHTO



NORMAL

IF IT FINDS HONEY, ITS CRESCENT MARK GLOWS. IT ALWAYS LICKS ITS PAWS BECAUSE THEY ARE SOAKED WITH HONEY.



TEDDIURSA → URSARING → URSALUNA

HOOHTOOT

#163

GEN II - JOHTO



NORMAL

FLYING

IT ALWAYS STANDS ON ONE FOOT. IT CHANGES FEET SO FAST, THE MOVEMENT CAN RARELY BE SEEN.



HOOTOOT → NOCTOWL

NOCTOWL

#164

GEN II - JOHTO



NORMAL

FLYING

ITS EYES ARE SPECIALLY ADAPTED. THEY CONCENTRATE EVEN FAINT LIGHT AND ENABLE IT TO SEE IN THE DARK.



HOOTOOT → NOCTOWL

SUDOWOODO

#185

GEN II - JOHTO

ROCK

ALTHOUGH IT ALWAYS PRETENDS TO BE A TREE, ITS COMPOSITION APPEARS TO BE CLOSER TO A ROCK THAN A PLANT.



BONSLY → SUDOWOODO

TEDDIURSA

#216

GEN II - JOHTO



NORMAL

IF IT FINDS HONEY, ITS CRESCENT MARK GLOWS. IT ALWAYS LICKS ITS PAWS BECAUSE THEY ARE SOAKED WITH HONEY.



TEDDIURSA → URSARING → URSALUNA

URSARING

#217

GEN II - JOHTO



NORMAL

ALTHOUGH IT IS A GOOD CLIMBER, IT PREFERS TO SNAP TREES WITH ITS FORELEGS AND EAT FALLEN BERRIES.



TEDDIURSA → URSARING → URSALUNA

SWINUB

#220

GEN II - JOHTO



ICE

GROUND

IT RUBS ITS SNOUT ON THE GROUND TO FIND AND DIG UP FOOD. IT SOMETIMES DISCOVERS HOT SPRINGS.



SWINUB → PILOSINE → MAMOSINE

PILOSwine

#221

GEN II - JOHTO



BECAUSE THE LONG HAIR ALL OVER ITS BODY OBSCURES ITS SIGHT, IT JUST KEEPS CHARGING REPEATEDLY.



SWINUB PILOSWINE MAMOSWINE

ZIGZAGOON

#263

GEN III - HOENN



ZIGZAGOON RESTLESSLY WANDERS EVERYWHERE AT ALL TIMES. THIS POKÉMON DOES SO BECAUSE IT IS VERY CURIOUS. IT BECOMES INTERESTED IN



ZIGZAGOON LINOONE OBSTAGOON

STANTLER

#234

GEN II - JOHTO



THE CURVED ANTTERS SUBTLY CHANGE THE FLOW OF AIR TO CREATE A STRANGE SPACE WHERE REALITY IS DISTORTED.



STANTLER WYRDEER

SEEDOT

#273

GEN III - HOENN



SEEDOT ATTACHES ITSELF TO A TREE BRANCH USING THE TOP OF ITS HEAD. IT SUCKS MOISTURE FROM THE TREE WHILE HANGING OFF THE BRANCH. THE MORE



SEEDOT NUZLEAF SHIFTRY

HITMONTOP

#237

GEN II - JOHTO



IF YOU BECOME ENCHANTED BY ITS SMOOTH, ELEGANT, DANCE-LIKE KICKS, YOU MAY GET DRILLED HARD.



TYROGUE HITMONLEE HITMONCHAN HITMONTOP

ENTEI

#244

GEN II - JOHTO



VOLCANOES ERUPT WHEN IT BARKS. UNABLE TO RESTRAIN ITS EXTREME POWER, IT RACES HEADLONG AROUND THE LAND.

ZIGZAGOON

#263

GEN III - HOENN



ZIGZAGOON RESTLESSLY WANDERS EVERYWHERE AT ALL TIMES. THIS POKÉMON DOES SO BECAUSE IT IS VERY CURIOUS. IT BECOMES INTERESTED IN



ZIGZAGOON LINOONE OBSTAGOON

SEEDOT

#273

GEN III - HOENN



SEEDOT ATTACHES ITSELF TO A TREE BRANCH USING THE TOP OF ITS HEAD. IT SUCKS MOISTURE FROM THE TREE WHILE HANGING OFF THE BRANCH. THE MORE



SEEDOT NUZLEAF SHIFTRY

NUZLEAF

#274

GEN III - HOENN



NUZLEAF LIVE IN DENSELY OVERGROWN FORESTS. THEY OCCASIONALLY VENTURE OUT OF THE FOREST TO STARTLE PEOPLE. THIS POKÉMON DISLIKES HAVING



SEEDOT NUZLEAF SHIFTRY

SHIFTRY

#275

GEN III - HOENN



IT LIVES QUIETLY IN THE DEEP FOREST. IT IS SAID TO CREATE CHILLY WINTER WINDS WITH THE FANS IT HOLDS.



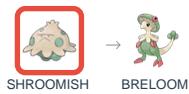
SEEDOT NUZLEAF SHIFTRY

SHROOMISH #285

GEN III - HOENN



SHROOMISH LIVE IN DAMP SOIL IN THE DARK DEPTHS OF FORESTS. THEY ARE OFTEN FOUND KEEPING STILL UNDER FALLEN LEAVES. THIS POKÉMON FEEDS

**HARIYAMA** #297

GEN III - HOENN



IT HAS THE HABIT OF CHALLENGING OTHERS WITHOUT HESITATION TO TESTS OF STRENGTH. IT'S BEEN KNOWN TO STAND ON TRAIN TRACKS AND STOP

**SLAKOTH** #287

GEN III - HOENN



SLAKOTH LOLLS AROUND FOR OVER TWENTY HOURS EVERY DAY. BECAUSE IT MOVES SO LITTLE, IT DOES NOT NEED MUCH FOOD. THIS POKÉMON'S SOLE

**TORKOAL** #324

GEN III - HOENN



YOU CAN TELL HOW IT'S FEELING BY THE SMOKE SPOUTING FROM ITS SHELL. TREMENDOUS VELOCITY IS A SIGN OF GOOD HEALTH.

SLAKING #289

GEN III - HOENN



SLAKING SPENDS ALL DAY LYING DOWN AND LOLLING ABOUT. IT EATS GRASS GROWING WITHIN ITS REACH. IF IT EATS ALL THE GRASS IT CAN REACH, THIS

**SPINDA** #327

GEN III - HOENN



NO TWO SPINDA HAVE THE SAME PATTERN OF SPOTS. ITS TOTTERING STEP FOULS THE AIM OF FOES.

TRAPINCH #328

GEN III - HOENN



TRAPINCH'S NEST IS A SLOPED, BOWL-LIKE PIT DUG IN SAND. THIS POKÉMON PATIENTLY WAITS FOR PREY TO TUMBLE DOWN THE PIT. ITS GIANT



BALTOY

GEN III - HOENN



#343

BALTOY MOVES WHILE SPINNING AROUND ON ITS ONE FOOT. PRIMITIVE WALL PAINTINGS DEPICTING THIS POKÉMON LIVING AMONG PEOPLE WERE

**MONFERNO**

GEN IV - SINNOH



#391

TO INTIMIDATE ATTACKERS, IT STRETCHES THE FIRE ON ITS TAIL TO MAKE ITSELF APPEAR BIGGER.

**FEEBAS**

GEN III - HOENN



#349

FEEBAS'S FINS ARE RAGGED AND TATTERED FROM THE START OF ITS LIFE. BECAUSE OF ITS SHODDY APPEARANCE, THIS POKÉMON IS LARGELY IGNORED. IT

**REGIROCK**

GEN III - HOENN



#377

ITS ENTIRE BODY IS MADE OF ROCK. IF ANY PART CHIPS OFF IN BATTLE, IT ATTACHES ROCKS TO REPAIR ITSELF.

CHIMCHAR

GEN IV - SINNOH



#390

IT AGILELY SCALES SHEER CLIFFS TO LIVE ATOP CRAGGY MOUNTAINS. ITS FIRE IS PUT OUT WHEN IT SLEEPS.

**INFERNAPE**

GEN IV - SINNOH



#392

IT USES A SPECIAL KIND OF MARTIAL ARTS INVOLVING ALL ITS LIMBS. ITS FIRE NEVER GOES OUT.

**STARLY**

GEN IV - SINNOH



#396

THEY FLOCK IN GREAT NUMBERS. THOUGH SMALL, THEY FLAP THEIR WINGS WITH GREAT POWER.

**STARAVIA**

GEN IV - SINNOH



#397

IT FLIES AROUND FORESTS AND FIELDS IN SEARCH OF BUG POKÉMON. IT STAYS WITHIN A HUGE FLOCK.



STARAPTOR #398

GEN IV - SINNOH

 NORMAL
 FLYING

IT HAS A SAVAGE NATURE. IT WILL COURAGEOUSLY CHALLENGE FOES THAT ARE MUCH LARGER.

**BIDOOF** #399

GEN IV - SINNOH



NORMAL

WITH NERVES OF STEEL, NOTHING CAN PERTURB IT. IT IS MORE AGILE AND ACTIVE THAN IT APPEARS.

**BIBAREL** #400

GEN IV - SINNOH

 NORMAL
 WATER

IT MAKES ITS NEST BY DAMMING STREAMS WITH BARK AND MUD. IT IS KNOWN AS AN INDUSTRIOUS WORKER.

**BUIZEL** #418

GEN IV - SINNOH



WATER

IT HAS A FLOTATION SAC THAT IS LIKE AN INFLATABLE COLLAR. IT FLOATS ON WATER WITH ITS HEAD OUT.

**FLOATZEL** #419

GEN IV - SINNOH



WATER

IT FLOATS USING ITS WELL-DEVELOPED FLOTATION SAC. IT ASSISTS IN THE RESCUES OF DROWNING PEOPLE.

**BUNEARY** #427

GEN IV - SINNOH



NORMAL

IT SLAMS FOES BY SHARPLY UNCOILING ITS ROLLED EARS. IT STINGS ENOUGH TO MAKE A GROWN-UP CRY IN PAIN.

**LOPUNNY** #428

GEN IV - SINNOH



NORMAL

AN EXTREMELY CAUTIOUS POKÉMON. IT CLOAKS ITS BODY WITH ITS FLUFFY EAR FUR WHEN IT SENSES DANGER.

**BONSLY** #438

GEN IV - SINNOH

ROCK



IT LOOKS AS IF IT IS ALWAYS CRYING. IT IS ACTUALLY ADJUSTING ITS BODY'S FLUID LEVELS BY ELIMINATING EXCESS.



HIPPOPOTAS

#449

GEN IV - SINNOH



IT LIVES IN ARID PLACES. INSTEAD OF PERSPIRATION, IT EXPELS GRAINY SAND FROM ITS BODY.



HIPPOPOTAS → HIPPOWDON

PATRAT

#504

GEN V - UNOVA



USING FOOD STORED IN CHEEK POUCHES, THEY CAN KEEP WATCH FOR DAYS. THEY USE THEIR TAILS TO COMMUNICATE WITH OTHERS.



PATRAT → WATCHOG

HIPPOWDON

#450

GEN IV - SINNOH



IT BLASTS INTERNALLY STORED SAND FROM PORTS ON ITS BODY TO CREATE A TOWERING TWISTER FOR ATTACK.



HIPPOPOTAS → HIPPOWDON

WATCHOG

#505

GEN V - UNOVA



WHEN THEY SEE AN ENEMY, THEIR TAILS STAND HIGH, AND THEY SPIT THE SEEDS OF BERRIES STORED IN THEIR CHEEK POUCHES.



PATRAT → WATCHOG

MAMOSWINE

#473

GEN IV - SINNOH



ITS IMPRESSIVE TUSKS ARE MADE OF ICE. THE POPULATION THINNED WHEN IT TURNED WARM AFTER THE ICE AGE.



SWINUB → PILOSWINE → MAMOSWINE

HEATRAN

#485

GEN IV - SINNOH



LEGENDARY

IT DWELLS IN VOLCANIC CAVES. IT DIGS IN WITH ITS CROSS-SHAPED FEET TO CRAWL ON CEILINGS AND WALLS.

PATRAT

#504

GEN V - UNOVA



USING FOOD STORED IN CHEEK POUCHES, THEY CAN KEEP WATCH FOR DAYS. THEY USE THEIR TAILS TO COMMUNICATE WITH OTHERS.



PATRAT → WATCHOG

WATCHOG

#505

GEN V - UNOVA



WHEN THEY SEE AN ENEMY, THEIR TAILS STAND HIGH, AND THEY SPIT THE SEEDS OF BERRIES STORED IN THEIR CHEEK POUCHES.



PATRAT → WATCHOG

LILLIPUP

#506

GEN V - UNOVA



IT FACES STRONG OPPONENTS WITH GREAT COURAGE. BUT, WHEN AT A DISADVANTAGE IN A FIGHT, THIS INTELLIGENT POKÉMON FLEES.



LILLIPUP → HERDIER → STOUTLAND

CONKELDURR

#534

GEN V - UNOVA



IT IS THOUGHT THAT CONKELDURR TAUGHT HUMANS HOW TO MAKE CONCRETE MORE THAN 2,000 YEARS AGO.



TIMBURN → GURDURR → CONKELDURR

SANDILE

#551

GEN V - UNOVA

GROUND

DARK



THEY LIVE BURIED IN THE SANDS OF THE DESERT. THE SUN-WARMED SANDS PREVENT THEIR BODY TEMPERATURE FROM DROPPING.

**STUNFISK**

#618

GEN V - UNOVA

GROUND

ELECTRIC



ITS SKIN IS VERY HARD, SO IT IS UNHURT EVEN IF STEPPED ON BY SUMO WRESTLERS. IT SMILES WHEN TRANSMITTING ELECTRICITY.

KROKOROK

#552

GEN V - UNOVA

GROUND

DARK



THEY LIVE IN GROUPS OF A FEW INDIVIDUALS. PROTECTIVE MEMBRANES SHIELD THEIR EYES FROM SANDSTORMS.

**BOUFFALANT**

#626

GEN V - UNOVA

NORMAL



THEIR FLUFFY FUR ABSORBS DAMAGE, EVEN IF THEY STRIKE FOES WITH A FIERCE HEADBUTT.

SAWSBUCK

#586

GEN V - UNOVA

NORMAL

GRASS



THEY MIGRATE ACCORDING TO THE SEASONS. PEOPLE CAN TELL THE SEASON BY LOOKING AT SAWSBUCK'S HORNS.

**VULLABY**

#629

GEN V - UNOVA

DARK

FLYING



THEIR WINGS ARE TOO TINY TO ALLOW THEM TO FLY. THEY GUARD THEIR POSTERIORS WITH BONES THAT WERE GATHERED BY MANDIBUZZ.

**BEHEEYEM**

#606

GEN V - UNOVA

PSYCHIC



IT CAN MANIPULATE AN OPPONENT'S MEMORY. APPARENTLY, IT COMMUNICATES BY FLASHING ITS THREE DIFFERENT-COLORED FINGERS.

**MANDIBUZZ**

#630

GEN V - UNOVA

DARK

FLYING



IT MAKES A NEST OUT OF BONES IT FINDS. IT GRABS WEAKENED PREY IN ITS TALONS AND HAULS IT TO ITS NEST OF BONES.



LANDORUS-INCARNATE #645

GEN V - UNOVA



GROUND

FLYING

LEGENDARY

LANDS VISITED BY LANDORUS GRANT SUCH BOUNTIFUL CROPS THAT IT HAS BEEN HAILED AS "THE GUARDIAN OF THE FIELDS."

BUNNELBY #659

GEN VI - KALOS



NORMAL

THEY USE THEIR LARGE EARS TO DIG BURROWS. THEY WILL DIG THE WHOLE NIGHT THROUGH.

**SKIDDO #672**

GEN VI - KALOS

GRASS



THOUGHT TO BE ONE OF THE FIRST POKÉMON TO LIVE IN HARMONY WITH HUMANS, IT HAS A PLACID DISPOSITION.

**DIGGERSBY #660**

GEN VI - KALOS



NORMAL

GROUND

WITH THEIR POWERFUL EARS, THEY CAN HEFT BOULDERS OF A TON OR MORE WITH EASE. THEY CAN BE A BIG HELP AT CONSTRUCTION SITES.

**LITLEO #667**

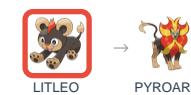
GEN VI - KALOS

FIRE

NORMAL



THE STRONGER THE OPPONENT IT FACES, THE MORE HEAT SURGES FROM ITS MANE AND THE MORE POWER FLOWS THROUGH ITS BODY.

**PYROAR #668**

GEN VI - KALOS

FIRE

NORMAL



THE MALE WITH THE LARGEST MANE OF FIRE IS THE LEADER OF THE PRIDE.

**GOGOAT #673**

GEN VI - KALOS

GRASS



IT CAN TELL HOW ITS TRAINER IS FEELING BY SUBTLE SHIFTS IN THE GRIP ON ITS HORNS. THIS EMPATHIC SENSE LETS THEM RUN AS IF ONE BEING.

**HONEDGE #679**

GEN VI - KALOS

STEEL

GHOST



APPARENTLY THIS POKÉMON IS BORN WHEN A DEPARTED SPIRIT INHABITS A SWORD. IT ATTACHES ITSELF TO PEOPLE AND DRINKS THEIR LIFE FORCE.



DOUBLADE #680

GEN VI - KALOS



STEEL

GHOST

WHEN HONEDGE EVOLVES, IT DIVIDES INTO TWO SWORDS, WHICH COOPERATE VIA TELEPATHY TO COORDINATE ATTACKS AND SLASH THEIR ENEMIES TO RIBBONS.



HONEDGE → DOUBLADE → AEGISLASH

AEGISLASH-SHIELD #681

GEN VI - KALOS



STEEL

GHOST

GENERATIONS OF KINGS WERE ATTENDED BY THESE POKÉMON, WHICH USED THEIR SPECTRAL POWER TO MANIPULATE AND CONTROL PEOPLE AND



HONEDGE → DOUBLADE → AEGISLASH

BINACLE #688

GEN VI - KALOS



ROCK

WATER

TWO BINACLE LIVE TOGETHER ON ONE ROCK. WHEN THEY FIGHT, ONE OF THEM WILL MOVE TO A DIFFERENT ROCK.



BINACLE → BARBARACLE

BARBARACLE #689

GEN VI - KALOS



ROCK

WATER

WHEN THEY EVOLVE, TWO BINACLE MULTIPLY INTO SEVEN. THEY FIGHT WITH THE POWER OF SEVEN BINACLE.



BINACLE → BARBARACLE

SKRELP #690

GEN VI - KALOS



POISON

WATER

CAMOUFLAGED AS ROTTEN KELP, THEY SPRAY LIQUID POISON ON PREY THAT APPROACHES UNAWARES AND THEN FINISH IT OFF.



SKRELPS → DRAGALGE

DRAGALGE #691

GEN VI - KALOS



POISON

DRAGON

THEIR POISON IS STRONG ENOUGH TO EAT THROUGH THE HULL OF A TANKER, AND THEY SPIT IT INDISCRIMINATELY AT ANYTHING THAT ENTERS THEIR



SKRELPS → DRAGALGE

TYRUNT #696

GEN VI - KALOS



ROCK

DRAGON

THIS POKÉMON WAS RESTORED FROM A FOSSIL. IF SOMETHING HAPPENS THAT IT DOESN'T LIKE, IT THROWS A TANTRUM AND RUNS WILD.



TYRUNT → TYRANTRUM

PHANTUMP #708

GEN VI - KALOS



GHOST

GRASS

THESE POKÉMON ARE CREATED WHEN SPIRITS POSSESS ROTTEN TREE STUMPS. THEY PREFER TO LIVE IN ABANDONED FORESTS.



PHANTUMP → TREVENANT

TREVENANT

#709

GEN VI - KALOS



IT CAN CONTROL TREES AT WILL. IT WILL TRAP PEOPLE WHO HARM THE FOREST, SO THEY CAN NEVER LEAVE.



PHANTUMP

TREVENANT

ROWLET

#722

GEN VII - ALOLA



THIS WARY POKÉMON USES PHOTOSYNTHESIS TO STORE UP ENERGY DURING THE DAY, WHILE BECOMING ACTIVE AT NIGHT.



ROWLET

DARTRIX

DECIDUEYE

PUMPKABOO-AVERAGE

#710

GEN VI - KALOS



THE PUMPKIN BODY IS INHABITED BY A SPIRIT TRAPPED IN THIS WORLD. AS THE SUN SETS, IT BECOMES RESTLESS AND ACTIVE.



PUMPKABOO

GOURGEIST

DARTRIX

#723

GEN VII - ALOLA



A BIT OF A DANDY, IT SPENDS ITS FREE TIME PREENING ITS WINGS. ITS PREOCCUPATION WITH ANY DIRT ON ITS PLUMAGE CAN LEAVE IT UNABLE TO



ROWLET

DARTRIX

DECIDUEYE

GOURGEIST-AVERAGE

#711

GEN VI - KALOS



SINGING IN EERIE VOICES, THEY WANDER TOWN STREETS ON THE NIGHT OF THE NEW MOON. ANYONE WHO HEARS THEIR SONG IS CURSED.



PUMPKABOO

GOURGEIST

VOLCANION

#721

GEN VI - KALOS



IT LETS OUT BILLOWS OF STEAM AND DISAPPEARS INTO THE DENSE FOG. IT'S SAID TO LIVE IN MOUNTAINS WHERE HUMANS DO NOT TREAD.

YUNGOOS

#734

GEN VII - ALOLA



WITH ITS SHARP FANGS, IT WILL BITE ANYTHING. IT DID NOT ORIGINALLY LIVE IN ALOLA BUT WAS IMPORTED FROM ANOTHER REGION.



YUNGOOS

GUMSHOOS

GUMSHOOS

#735

GEN VII - ALOLA



WHEN IT FINDS A TRACE OF ITS PREY, IT PATIENTLY STAKES OUT THE LOCATION...BUT IT'S ALWAYS SNOOZING BY NIGHTFALL.



YUNGOO



GUMSHOOS

ROCKRUFF

#744

GEN VII - ALOLA



IT'S CONSIDERED TO BE A GOOD POKÉMON FOR BEGINNERS BECAUSE OF ITS FRIENDLINESS, BUT ITS DISPOSITION GROWS ROUGHER AS IT GROWS UP.



ROCKRUFF



LYCANROC

LYCANROC-MIDDAY

#745

GEN VII - ALOLA



ITS QUICK MOVEMENTS CONFUSE ITS ENEMIES. WELL EQUIPPED WITH CLAWS AND FANGS, IT ALSO USES THE SHARP ROCKS IN ITS MANE AS WEAPONS.



ROCKRUFF



LYCANROC

MUDBRAY

#749

GEN VII - ALOLA



THE MUD STUCK TO MUDRAY'S HOOVES ENHANCES ITS GRIP AND ITS POWERFUL RUNNING GAIT.



MUDRAY



MUDSDALE

MUDSDALE

#750

GEN VII - ALOLA



IT SPITS A MUD THAT PROVIDES RESISTANCE TO BOTH WIND AND RAIN, SO THE WALLS OF OLD HOUSES WERE OFTEN COATED WITH IT.



MUDRAY

MUDSDALE

SANDYGAST

#769

GEN VII - ALOLA



BORN FROM A SAND MOUND PLAYFULLY BUILT BY A CHILD, THIS POKÉMON EMBODIES THE GRUDGES OF THE DEPARTED.



SANDYGAST

PALOSSAND

PALOSSAND

#770

GEN VII - ALOLA



POSSESSED PEOPLE CONTROLLED BY THIS POKÉMON TRANSFORMED ITS SAND MOUND INTO A CASTLE. AS IT EVOLVED, ITS POWER TO CURSE GREW EVER



SANDYGAST

PALOSSAND

MINIOR-RED-METEOR

#774

GEN VII - ALOLA



ORIGINALLY MAKING ITS HOME IN THE OZONE LAYER, IT HURLES TO THE GROUND WHEN THE SHELL ENCLOSING ITS BODY GROWS TOO HEAVY.

SKWOVET

#819

GEN VIII - GALAR



FOUND THROUGHOUT THE GALAR REGION, THIS POKÉMON BECOMES UNEASY IF ITS CHEEKS ARE EVER COMPLETELY EMPTY OF BERRIES.



SKWOVET → GREEDENT

GREEDENT

#820

GEN VIII - GALAR



IT STASHES BERRIES IN ITS TAIL—SO MANY BERRIES THAT THEY FALL OUT CONSTANTLY. BUT THIS POKÉMON IS A BIT SLOW-WITTED, SO IT DOESN'T NOTICE



SKWOVET → GREEDENT

NICKIT

#827

GEN VIII - GALAR



AIDED BY THE SOFT PADS ON ITS FEET, IT SILENTLY RAID'S THE FOOD STORES OF OTHER POKÉMON. IT SURVIVES OFF ITS ILL-GOTTEN GAINS.



NICKIT → THIEVUL

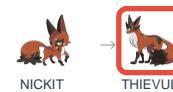
THIEVUL

#828

GEN VIII - GALAR



IT SECRETLY MARKS POTENTIAL TARGETS WITH A SCENT. BY FOLLOWING THE SCENT, IT STALKS ITS TARGETS AND STEALS FROM THEM WHEN THEY LEAST



NICKIT → THIEVUL

ARROKUDA

#846

GEN VIII - GALAR



IF IT SEES ANY MOVEMENT AROUND IT, THIS POKÉMON CHARGES FOR IT STRAIGHTAWAY, LEADING WITH ITS SHARPLY POINTED JAW. IT'S VERY PROUD



ARROKUDA → BARRASKEWDA

BARRASKEWDA

#847

GEN VIII - GALAR



THIS POKÉMON HAS A JAW THAT'S AS SHARP AS A SPEAR AND AS STRONG AS STEEL. APPARENTLY BARRASKEWDA'S FLESH IS SURPRISINGLY TASTY, TOO.



ARROKUDA → BARRASKEWDA

CLOBBOPUS

#852

GEN VIII - GALAR



IT'S VERY CURIOUS, BUT ITS MEANS OF INVESTIGATING THINGS IS TO TRY TO PUNCH THEM WITH ITS TENTACLES. THE SEARCH FOR FOOD IS WHAT BRINGS IT



CLOBBOPUS → GRAPPLCT

PERRSERKER

#863

GEN VIII - GALAR



WHAT APPEARS TO BE AN IRON HELMET IS ACTUALLY HARDENED HAIR. THIS POKÉMON LIVES FOR THE THRILL OF BATTLE.



MEOWTH → PERSIAN → PERRSERKER

KLEAVOR
GEN VIII - GALAR

#900



A VIOLENT CREATURE THAT FELLS TOWERING TREES WITH ITS CRUDE AXES AND SHIELDS ITSELF WITH HARD STONE. IF ONE SHOULD CHANCE UPON THIS

**URSALUNA**
GEN VIII - GALAR

#901



I BELIEVE IT WAS HISUI'S SWAMPY TERRAIN THAT GAVE URSLUNA ITS BURLY PHYSIQUE AND NEWFOUND CAPACITY TO MANIPULATE PEAT AT WILL.

**NACLI**
GEN IX - PALDEA

#932

NACLI
GEN IX - PALDEA

#932



THE PLEASANT AROMA THAT EMANATES FROM THIS POKÉMON'S BODY HELPS WHEAT GROW, SO DACHSBUN HAS BEEN TREASURED BY FARMING VILLAGES.

**NACLSTACK**
GEN IX - PALDEA

#933

GARGANAACL
GEN IX - PALDEA

#934



THIS POKÉMON DRY CURES ITS PREY BY SPRAYING SALT OVER THEM. THE CURING PROCESS STEALS AWAY THE WATER IN THE PREY'S BODY.



GARGANAACL WILL RUB ITS FINGERTIPS TOGETHER AND SPRINKLE INJURED POKÉMON WITH SALT. EVEN SEVERE WOUNDS WILL PROMPTLY HEAL.

**MASCHIFF**
GEN IX - PALDEA

#942

BRAMBLIN
GEN IX - PALDEA

#946



IT ALWAYS SCOWLS IN AN ATTEMPT TO MAKE OPPONENTS TAKE IT SERIOUSLY, BUT EVEN CRYING CHILDREN WILL BURST INTO LAUGHTER WHEN THEY SEE

**BRAMBLIN**
GEN IX - PALDEA**BRAMBLEGHAST**
GEN IX - PALDEA

#946



A SOUL UNABLE TO MOVE ON TO THE AFTERLIFE WAS BLOWN AROUND BY THE WIND UNTIL IT GOT TANGLED UP WITH DRIED GRASS AND BECAME A POKÉMON.



BRAMBLEGHAST

GEN IX - PALDEA

#947



GRASS

GHOST

IT WILL OPEN THE BRANCHES OF ITS HEAD TO ENVELOP ITS PREY. ONCE IT ABSORBS ALL THE LIFE ENERGY IT NEEDS, IT EXPELS THE PREY AND DISCARDS IT.



BRAMBLIN → BRAMBLEGHAST

GIMMIGHOUL

GEN IX - PALDEA

#999

GHOST



THIS POKÉMON WAS BORN INSIDE A TREASURE CHEST ABOUT 1,500 YEARS AGO. IT SUCKS THE LIFE-FORCE OUT OF SCOUNDRELS WHO TRY TO STEAL THE



GIMMIGHOUL → GHOLDENGO

RELLOR

GEN IX - PALDEA

#953

BUG



THIS POKÉMON CREATES A MUD BALL BY MIXING SAND AND DIRT WITH PSYCHIC ENERGY. IT TREASURES ITS MUD BALL MORE THAN ITS OWN LIFE.



RELLOR → RABSCA

CLODSIRE

GEN IX - PALDEA

#980

POISON

GROUND



WHEN ATTACKED, THIS POKÉMON WILL RETALIATE BY STICKING THICK SPINES OUT FROM ITS BODY. IT'S A RISKY MOVE THAT PUTS EVERYTHING ON THE LINE.



WOOPER → QUAGSIRE → CLODSIRE

FARIGIRAF

GEN IX - PALDEA

#981

NORMAL

PSYCHIC



NOW THAT THE BRAIN WAVES FROM THE HEAD AND TAIL ARE SYNCED UP, THE PSYCHIC POWER OF THIS POKÉMON IS 10 TIMES STRONGER THAN GIRAFARIG'S.



GIRAFARIG → FARIGIRAF

GIMMIGHOUL

GEN IX - PALDEA

#999

WO-CHIEN

GEN IX - PALDEA

#1001

GHOST



DARK

GRASS

LEGENDARY

THE GRUDGE OF A PERSON PUNISHED FOR WRITING THE KING'S EVIL DEEDS UPON WOODEN TABLETS HAS CLAD ITSELF IN DEAD LEAVES TO BECOME A

TING-LU

GEN IX - PALDEA

#1003



DARK

GROUND

LEGENDARY

THE FEAR POURED INTO AN ANCIENT RITUAL VESSEL HAS CLAD ITSELF IN ROCKS AND DIRT TO BECOME A POKÉMON.

GOUGING-FIRE

GEN IX - PALDEA

#1020

FIRE

DRAGON



THERE ARE SCANT FEW REPORTS OF THIS CREATURE BEING SIGHTED. ONE SHORT VIDEO SHOWS IT RAMPAGING AND SPOUTING PILLARS OF FLAME.

MACHOP

GEN I - KANTO



#066

FIGHTING



LOVES TO BUILD ITS MUSCLES. IT TRAINS IN ALL STYLES OF MARTIAL ARTS TO BECOME EVEN STRONGER.

MACHOKE

GEN I - KANTO



#067

FIGHTING



ITS MUSCULAR BODY IS SO POWERFUL, IT MUST WEAR A POWER SAVE BELT TO BE ABLE TO REGULATE ITS MOTIONS.

MACHAMP

GEN I - KANTO



#068

FIGHTING



USING ITS HEAVY MUSCLES, IT THROWS POWERFUL PUNCHES THAT CAN SEND THE VICTIM CLEAR OVER THE HORIZON.

MAGNEMITE

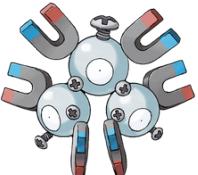
GEN I - KANTO

ELECTRIC
STEEL

USES ANTI-GRAVITY TO STAY SUSPENDED. APPEARS WITHOUT WARNING AND USES THUNDER WAVE AND SIMILAR MOVES.

**MAGNETON**

GEN I - KANTO

ELECTRIC
STEEL

#082

FORMED BY SEVERAL MAGNEMITES LINKED TOGETHER. THEY FREQUENTLY APPEAR WHEN SUNSPOTS FLARE UP.

**ONIX**

GEN I - KANTO



#095

ROCK
GROUND

AS IT GROWS, THE STONE PORTIONS OF ITS BODY HARDEN TO BECOME SIMILAR TO A DIAMOND, BUT COLORED BLACK.

**RHYHORN**

GEN I - KANTO



#111

GROUND
ROCK

A POKÉMON WITH A ONE-TRACK MIND. ONCE IT CHARGES, IT WON'T STOP RUNNING UNTIL IT FALLS ASLEEP.

**RHYDON**

GEN I - KANTO

GROUND
ROCK

PROTECTED BY AN ARMOR-LIKE HIDE, IT IS CAPABLE OF LIVING IN MOLTEN LAVA OF 3,600 DEGREES.



MISDREAVUS

#200

GEN II - JOHTO



IT LIKES PLAYING MISCHIEVOUS TRICKS SUCH AS SCREAMING AND WAILING TO STARTLE PEOPLE AT NIGHT.

**REMORAID**

#223

GEN II - JOHTO



IT HAS SUPERB AC-CURACY. THE WATER IT SHOOTS OUT CAN STRIKE EVEN MOVING PREY FROM MORE THAN 300 FEET.

**PINECO**

#204

GEN II - JOHTO



IT LIKES TO MAKE ITS SHELL THICKER BY ADDING LAYERS OF TREE BARK. THE ADDITIONAL WEIGHT DOESN'T BOTHER IT.

**STEELIX**

#208

GEN II - JOHTO



IT IS THOUGHT ITS BODY TRANSFORMED AS A RESULT OF IRON ACCUMULATING INTERNALLY FROM SWALLOWING SOIL.

**QWILFISH**

#211

GEN II - JOHTO



TO FIRE ITS POISON SPIKES, IT MUST INFLATE ITS BODY BY DRINKING OVER 2.6 GALLONS OF WATER ALL AT ONCE.

**SKARMORY**

#227

GEN II - JOHTO



ITS STURDY WINGS LOOK HEAVY, BUT THEY ARE ACTUALLY HOLLOW AND LIGHT, ALLOWING IT TO FLY FREELY IN THE SKY.

DONPHAN

#232

GEN II - JOHTO



IT HAS SHARP, HARD TUSKS AND A RUGGED HIDE. ITS TACKLE IS STRONG ENOUGH TO KNOCK DOWN A HOUSE.

**PUPITAR**

#247

GEN II - JOHTO



ITS SHELL IS AS HARD AS SHEET ROCK, AND IT IS ALSO VERY STRONG. ITS THRASHING CAN TOPPLE A MOUNTAIN.



POOCHYENA

#261

GEN III - HOENN

DARK



AT FIRST SIGHT, POOCHYENA TAKES A BITE AT ANYTHING THAT MOVES. THIS POKÉMON CHASES AFTER PREY UNTIL THE VICTIM BECOMES EXHAUSTED.

**ARON**

#304

GEN III - HOENN

STEEL

ROCK



THIS POKÉMON HAS A BODY OF STEEL. TO MAKE ITS BODY, ARON FEEDS ON IRON ORE THAT IT DIGS FROM MOUNTAINS. OCCASIONALLY, IT CAUSES MAJOR

**MIGHTYENA**

#262

GEN III - HOENN

DARK



MIGHTYENA GIVES OBVIOUS SIGNALS WHEN IT IS PREPARING TO ATTACK. IT STARTS TO GROWL DEEPLY AND THEN FLATTENS ITS BODY. THIS POKÉMON WILL

**LAIRON**

#305

GEN III - HOENN

STEEL

ROCK



LAIRON TEMPERS ITS STEEL BODY BY DRINKING HIGHLY NUTRITIOUS MINERAL SPRINGWATER UNTIL IT IS BLOATED. THIS POKÉMON MAKES ITS NEST CLOSE TO

**NINCADA**

#290

GEN III - HOENN

BUG

GROUND



NINCADA LIVES UNDERGROUND FOR MANY YEARS IN COMPLETE DARKNESS. THIS POKÉMON ABSORBS NUTRIENTS FROM THE ROOTS OF TREES. IT STAYS

**NOSEPASS**

#299

GEN III - HOENN

ROCK



NOSEPASS'S MAGNETIC NOSE IS ALWAYS POINTED TO THE NORTH. IF TWO OF THESE POKÉMON MEET, THEY CANNOT TURN THEIR FACES TO EACH OTHER

**AGGRON**

#306

GEN III - HOENN

STEEL

ROCK



AGGRON CLAIMS AN ENTIRE MOUNTAIN AS ITS OWN TERRITORY. IT MERCILESSLY BEATS UP ANYTHING THAT VIOLATES ITS ENVIRONMENT. THIS POKÉMON

**VOLBEAT**

#313

GEN III - HOENN

BUG

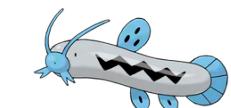


WITH THE ARRIVAL OF NIGHT, VOLBEAT EMITS LIGHT FROM ITS TAIL. IT COMMUNICATES WITH OTHERS BY ADJUSTING THE INTENSITY AND FLASHING

BARBOACH

#339

GEN III - HOENN



BARBOACH'S SENSITIVE WHISKERS SERVE AS A SUPERB RADAR SYSTEM. THIS POKÉMON HIDES IN MUD, LEAVING ONLY ITS TWO WHISKERS EXPOSED



BARBOACH WHISCASH

SNORUNT

#361

GEN III - HOENN



SNORUNT LIVE IN REGIONS WITH HEAVY SNOWFALL. IN SEASONS WITHOUT SNOW, SUCH AS SPRING AND SUMMER, THIS POKÉMON STEALS AWAY TO LIVE QUIETLY

**ANORITH**

#347

GEN III - HOENN



ANORITH WAS REGENERATED FROM A PREHISTORIC FOSSIL. THIS PRIMITIVE POKÉMON ONCE LIVED IN WARM SEAS. IT GRIPS ITS PREY FIRMLY BETWEEN ITS



ANORITH ARMALDO

ARMALDO

#348

GEN III - HOENN



ARMALDO'S TOUGH ARMOR MAKES ALL ATTACKS BOUNCE OFF. THIS POKÉMON'S TWO ENORMOUS CLAWS CAN BE FREELY EXTENDED OR CONTRACTED. THEY HAVE



ANORITH ARMALDO

CASTFORM

#351

GEN III - HOENN



CASTFORM'S APPEARANCE CHANGES WITH THE WEATHER. THIS POKÉMON GAINED THE ABILITY TO USE THE VAST POWER OF NATURE TO PROTECT ITS TINY

GLALIE

#362

GEN III - HOENN



GLALIE HAS A BODY MADE OF ROCK, WHICH IT HARDENS WITH AN ARMOR OF ICE. THIS POKÉMON HAS THE ABILITY TO FREEZE MOISTURE IN THE ATMOSPHERE

**RELICANTH**

#369

GEN III - HOENN



RELCANTH IS A POKÉMON SPECIES THAT EXISTED FOR A HUNDRED MILLION YEARS WITHOUT EVER CHANGING ITS FORM. THIS ANCIENT POKÉMON FEEDS ON

REGISTEEL

#379

GEN III - HOENN



REGISTEEL HAS A BODY THAT IS HARDER THAN ANY KIND OF METAL. ITS BODY IS APPARENTLY HOLLOW. NO ONE HAS ANY IDEA WHAT THIS POKÉMON EATS.

SHIELDON

#410

GEN IV - SINNOH



ROCK

STEEL

A POKÉMON THAT LIVED IN JUNGLES AROUND 100 MILLION YEARS AGO. ITS FACIAL HIDE IS EXTREMELY HARD.



SHIELDON → BASTIODON

BASTIODON

#411

GEN IV - SINNOH



ROCK

STEEL

ANY FRONTAL ATTACK IS REPULSED. IT IS A DOCILE POKÉMON THAT FEEDS ON GRASS AND BERRIES.



SHIELDON → BASTIODON

GLAMEOW

#431

GEN IV - SINNOH



NORMAL

IT CLAWS IF DISPLEASED AND PURRS WHEN AFFECTIONATE. ITS FICKLENESS IS VERY POPULAR AMONG SOME.



GLAMEOW → PURUGLY

PURUGLY

#432

GEN IV - SINNOH



NORMAL

IT IS A BRAZEN BRUTE THAT BARGES ITS WAY INTO ANOTHER POKÉMON'S NEST AND CLAIMS IT AS ITS OWN.



PURUGLY → HERDIER

MAGNEZONE

#462

GEN IV - SINNOH



ELECTRIC

STEEL

IT EVOLVED FROM EXPOSURE TO A SPECIAL MAGNETIC FIELD. THREE UNITS GENERATE MAGNETISM.



MAGNEMITE → MAGNETON → MAGNEZONE

RHYPERIOR

#464

GEN IV - SINNOH



GROUND

ROCK

IT PUTS ROCKS IN HOLES IN ITS PALMS AND USES ITS MUSCLES TO SHOOT THEM. GEODUDE ARE SHOT AT RARE TIMES.



RHYHORN → RHYDON → RHYPERIOR

PROBOPASS

#476

GEN IV - SINNOH



ROCK

STEEL

IT FREELY CONTROLS THREE SMALL UNITS CALLED MINI-NOSSES USING MAGNETIC FORCE.



NOSEPASS → PROBOPASS

HERDIER

#507

GEN V - UNOVA



NORMAL

IT HAS BLACK, CAPE-LIKE FUR THAT IS VERY HARD AND DECREASES THE AMOUNT OF DAMAGE IT RECEIVES.



LILLIPUP → HERDIER → STOUTLAND

STOUTLAND #508
GEN V - UNOVA

NORMAL



IT RESCUES PEOPLE STRANDED BY BLIZZARDS IN THE MOUNTAINS. ITS SHAGGY FUR SHIELDS IT FROM THE COLD.

**PIDOVE** #519
GEN V - UNOVA

NORMAL

FLYING



EACH FOLLOWS ITS TRAINER'S ORDERS AS BEST IT CAN, BUT THEY SOMETIMES FAIL TO UNDERSTAND COMPLICATED COMMANDS.

**TRANQUILL** #520
GEN V - UNOVA

NORMAL

FLYING



IT CAN RETURN TO ITS TRAINER'S LOCATION REGARDLESS OF THE DISTANCE SEPARATING THEM.

**UNFEZANT** #521
GEN V - UNOVA

NORMAL

FLYING



MALES SWING THEIR HEAD PLUMAGE TO THREATEN OPPONENTS. THE FEMALES' FLYING ABILITIES SURPASS THOSE OF THE MALES.

**DRILBUR** #529
GEN V - UNOVA

GROUND



IT CAN DIG THROUGH THE GROUND AT A SPEED OF 30 MPH. IT COULD GIVE A CAR RUNNING ABOVEGROUND A GOOD RACE.

**EXCADRILL** #530
GEN V - UNOVA

GROUND

STEEL



IT CAN HELP IN TUNNEL CONSTRUCTION. ITS DRILL HAS EVOLVED INTO STEEL STRONG ENOUGH TO BORE THROUGH IRON PLATES.

**TIMBURR** #532
GEN V - UNOVA

FIGHTING



IT FIGHTS BY SWINGING A PIECE OF LUMBER AROUND. IT IS CLOSE TO EVOLVING WHEN IT CAN HANDLE THE LUMBER WITHOUT DIFFICULTY.

**GURDURR** #533
GEN V - UNOVA

FIGHTING



THIS POKÉMON IS SO MUSCULAR AND STRONGLY BUILT THAT EVEN A GROUP OF WRESTLERS COULD NOT MAKE IT BUDGE AN INCH.



WHIRLIPEDE #544

GEN V - UNOVA



BUG

POISON

PROTECTED BY A HARD SHELL, IT SPINS ITS BODY LIKE A WHEEL AND CRASHES FURIOUSLY INTO ITS ENEMIES.



VENIPEDE WHIRLIPEDe SCOLIPEDe

ZORUA #570

GEN V - UNOVA

DARK



IT CHANGES INTO THE FORMS OF OTHERS TO SURPRISE THEM. APPARENTLY, IT OFTEN TRANSFORMS INTO A SILENT CHILD.



ZORUA ZOROARK

ZOROARK #571

GEN V - UNOVA

DARK



BONDS BETWEEN THESE POKÉMON ARE VERY STRONG. IT PROTECTS THE SAFETY OF ITS PACK BY TRICKING ITS OPPONENTS.



ZORUA ZOROARK

MINCCINO #572

GEN V - UNOVA

NORMAL



THEY GREET ONE ANOTHER BY RUBBING EACH OTHER WITH THEIR TAILS, WHICH ARE ALWAYS KEPT WELL GROOMED AND CLEAN.



MINCCINO CINCCINO

CINCCINO #573

GEN V - UNOVA

NORMAL



THEIR WHITE FUR IS COATED IN A SPECIAL OIL THAT MAKES IT EASY FOR THEM TO DEFLECT ATTACKS.



MINCCINO CINCCINO

ESCAVALIER #589

GEN V - UNOVA

BUG

STEEL



THEY FLY AROUND AT HIGH SPEED, STRIKING WITH THEIR POINTED SPEARS. EVEN WHEN IN TROUBLE, THEY FACE OPPONENTS BRAVELY.



KARRABLAST ESCAVALIER

FERROSEED #597

GEN V - UNOVA

GRASS

STEEL



WHEN THREATENED, IT ATTACKS BY SHOOTING A BARRAGE OF SPIKES, WHICH GIVES IT A CHANCE TO ESCAPE BY ROLLING AWAY.



FERROSEED FERROTHORN

FERROTHORN #598

GEN V - UNOVA

GRASS

STEEL



IT FIGHTS BY SWINGING AROUND ITS THREE SPIKY FEELERS. A HIT FROM THESE STEEL SPIKES CAN REDUCE A BOULDER TO RUBBLE.



FERROSEED FERROTHORN

KLINK

#599

GEN V - UNOVA



THE TWO MINIGEAR THAT MESH TOGETHER ARE PREDETERMINED. EACH WILL REBOUND FROM OTHER MINIGEARS WITHOUT MESHING.



KLINK KLANG KLINKLANG

KLANG

#600

GEN V - UNOVA



BY CHANGING THE DIRECTION IN WHICH IT ROTATES, IT COMMUNICATES ITS FEELINGS TO OTHERS. WHEN ANGRY, IT ROTATES FASTER.



KLINK KLANG KLINKLANG

KLINKLANG

#601

GEN V - UNOVA



THE GEAR WITH THE RED CORE IS ROTATED AT HIGH SPEED FOR A RAPID ENERGY CHARGE.



KLINK KLANG KLINKLANG

DURANT

#632

GEN V - UNOVA



THEY ATTACK IN GROUPS, COVERING THEMSELVES IN STEEL ARMOR TO PROTECT THEMSELVES FROM HEATMOR.

TERRAKION

#639

GEN V - UNOVA



THIS POKÉMON CAME TO THE DEFENSE OF POKÉMON THAT HAD LOST THEIR HOMES IN A WAR AMONG HUMANS.

KYUREM

#646

GEN V - UNOVA



IT GENERATES A POWERFUL, FREEZING ENERGY INSIDE ITSELF, BUT ITS BODY BECAME FROZEN WHEN THE ENERGY LEAKED OUT.

ESPURR

#677

GEN VI - KALOS



THE ORGAN THAT EMITS ITS INTENSE PSYCHIC POWER IS SHELTERED BY ITS EARS TO KEEP POWER FROM LEAKING OUT.



ESPURR MEOWSTIC

CARBINK

#703

GEN VI - KALOS



BORN FROM THE TEMPERATURES AND PRESSURES DEEP UNDERGROUND, IT FIRES BEAMS FROM THE STONE IN ITS HEAD.

KLEFKI

#707

GEN VI - KALOS



THESE KEY COLLECTORS THREATEN ANY ATTACKERS BY FIERCELY JINGLING THEIR KEYS AT THEM.

GRUBBIN

#736

GEN VII - ALOLA



ITS STRONG JAW ENABLES IT TO SCRAPE TREES AND SLURP OUT THE SAP. IT NORMALLY LIVES UNDERGROUND.

**SILVALLY**

#773

GEN VII - ALOLA



ITS TRUST IN ITS PARTNER IS WHAT AWAKENS IT. THIS POKÉMON IS CAPABLE OF CHANGING ITS TYPE, A FLEXIBILITY THAT IS WELL DISPLAYED IN BATTLE.

**TYPE-NULL**

#772

GEN VII - ALOLA



THE HEAVY CONTROL MASK IT WEARS SUPPRESSES ITS INTRINSIC CAPABILITIES. THIS POKÉMON HAS SOME HIDDEN SPECIAL POWER.

**WIMPOD**

#767

GEN VII - ALOLA



THIS POKÉMON IS A COWARD. AS IT DESPERATELY DASHES OFF, THE FLAILING OF ITS MANY LEGS LEAVES A SPARKLING CLEAN PATH IN ITS WAKE.

**TOGEDEMARU**

#777

GEN VII - ALOLA



THE SPINY FUR ON ITS BACK IS NORMALLY AT REST. WHEN THIS POKÉMON BECOMES AGITATED, ITS FUR STANDS ON END AND STABS INTO ITS ATTACKERS.

GOLISOPOD

#768

GEN VII - ALOLA



WITH A FLASHING SLASH OF ITS GIANT SHARP CLAWS, IT CLEAVES SEAWATER—OR EVEN AIR—RIGHT IN TWO.

**JANGMO-O**

#782

GEN VII - ALOLA



IT EXPRESSES ITS FEELINGS BY SMACKING ITS SCALES. METALLIC SOUNDS ECHO THROUGH THE TALL MOUNTAINS WHERE JANGMO-O LIVES.



HAKAMO-O

GEN VII - ALOLA

#783



DRAGON
FIGHTING

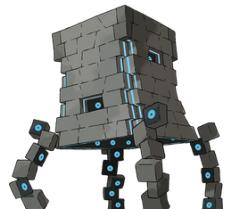
IT LEAPS AT ITS PREY WITH A COURAGEOUS SHOUT. ITS SCALY PUNCHES TEAR ITS OPPONENTS TO SHREDS.



STAKATAKA

GEN VII - ALOLA

#805



ROCK
STEEL

IT APPEARED FROM AN ULTRA WORMHOLE. EACH ONE APPEARS TO BE MADE UP OF MANY LIFE-FORMS STACKED ONE ON TOP OF EACH OTHER.

KOMMO-O

GEN VII - ALOLA

#784



DRAGON
FIGHTING

WHEN IT SPOTS ENEMIES, IT THREATENS THEM BY JINGLING THE SCALES ON ITS TAIL. WEAK OPPONENTS WILL CRACK AND FLEE IN PANIC.



MAGEARNA

GEN VII - ALOLA

#801



STEEL
FAIRY
MYTHICAL

THIS ARTIFICIAL POKÉMON, CONSTRUCTED MORE THAN 500 YEARS AGO, CAN UNDERSTAND HUMAN SPEECH BUT CANNOT ITSELF SPEAK.

MARSHADOW

GEN VII - ALOLA

#802



FIGHTING
GHOST
MYTHICAL

ABLE TO CONCEAL ITSELF IN SHADOWS, IT NEVER APPEARS BEFORE HUMANS, SO ITS VERY EXISTENCE WAS THE STUFF OF MYTH.

MELTAN

GEN VII - ALOLA

#808



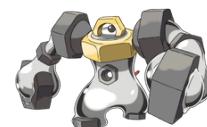
STEEL
MYTHICAL

IT MELTS PARTICLES OF IRON AND OTHER METALS FOUND IN THE SUBSOIL, SO IT CAN ABSORB THEM INTO ITS BODY OF MOLTEN STEEL.

MELMETAL

GEN VII - ALOLA

#809



STEEL
MYTHICAL

REVERED LONG AGO FOR ITS CAPACITY TO CREATE IRON FROM NOTHING, FOR SOME REASON IT HAS COME BACK TO LIFE AFTER 3,000 YEARS.

RABOOT

GEN VIII - GALAR

#814



FIRE

ITS THICK AND FLUFFY FUR PROTECTS IT FROM THE COLD AND ENABLES IT TO USE HOTTER FIRE MOVES.



OBSTAGOON

#862

GEN VIII - GALAR



ITS VOICE IS STAGGERING IN VOLUME. OBSTAGOON HAS A TENDENCY TO TAKE ON A THREATENING POSTURE AND SHOUT—THIS MOVE IS KNOWN AS

**URSHIFU-SINGLE-STRIKE#892**

GEN VIII - GALAR



THIS FORM OF URSHIFU IS A STRONG BELIEVER IN THE ONE-HIT KO. ITS STRATEGY IS TO LEAP IN CLOSE TO FOES AND LAND A DEVASTATING BLOW WITH A

**RUNERIGUS**

#867

GEN VIII - GALAR



A POWERFUL CURSE WAS WOVEN INTO AN ANCIENT PAINTING. AFTER ABSORBING THE SPIRIT OF A YAMASK, THE PAINTING BEGAN TO MOVE.

**WYRDEER**

#899

GEN VIII - GALAR



THE BLACK ORBS SHINE WITH AN UNCANNY LIGHT WHEN THE POKÉMON IS ERECTING INVISIBLE BARRIERS. THE FUR SHED FROM ITS BEARD RETAINS HEAT

**STONJOURNER**

#874

GEN VIII - GALAR



IT STANDS IN GRASSLANDS, WATCHING THE SUN'S DESCENT FROM ZENITH TO HORIZON. THIS POKÉMON HAS A TALENT FOR DELIVERING DYNAMIC KICKS.

**KUBFU**

#891

GEN VIII - GALAR



KUBFU TRAINS HARD TO PERFECT ITS MOVES. THE MOVES IT MASTERS WILL DETERMINE WHICH FORM IT TAKES WHEN IT EVOLVES.

**URSHIFU-SINGLE-STRIKE#892**

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**SNEASLER**

#903

GEN VIII - GALAR



BECAUSE OF SNEASLER'S VIRULENT POISON AND DAUNTING PHYSICAL PROWESS, NO OTHER SPECIES COULD HOPE TO BEST IT ON THE FROZEN

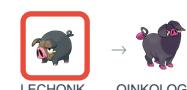
**LECHONK**

#915

GEN IX - PALDEA



IT SEARCHES FOR FOOD ALL DAY. IT POSSESSES A KEEN SENSE OF SMELL BUT DOESN'T USE IT FOR ANYTHING OTHER THAN FORAGING.



OINKOLOGNE-MALE #916

GEN IX - PALDEA



NORMAL

OINKOLOGNE IS PROUD OF ITS FINE, GLOSSY SKIN. IT EMITS A CONCENTRATED SCENT FROM THE TIP OF ITS TAIL.



LECHONK

OINKOL

NYMBLE #919

GEN IX - PALDEA



BUG

IT HAS ITS THIRD SET OF LEGS FOLDED UP. WHEN IT'S IN A TOUGH SPOT, THIS POKÉMON JUMPS OVER 30 FEET USING THE STRENGTH OF ITS LEGS.



NYMBLE

LOKIX

LOKIX #920

GEN IX - PALDEA



BUG

DARK

WHEN IT DECIDES TO FIGHT ALL OUT, IT STANDS ON ITS PREVIOUSLY FOLDED LEGS TO ENTER SHOWDOWN MODE. IT NEUTRALIZES ITS ENEMIES IN SHORT



NYMBLE

LOKIX

MABOSSTIFF #943

GEN IX - PALDEA



DARK

THIS POKÉMON CAN STORE ENERGY IN ITS LARGE DEWLAP. MABOSSTIFF UNLEASHES THIS ENERGY ALL AT ONCE TO BLOW AWAY ENEMIES.



MASCHIFF

MABOSSTIFF

SHROODLE #944

GEN IX - PALDEA



POISON

NORMAL

THOUGH USUALLY A MELLOW POKÉMON, IT WILL SINK ITS SHARP, POISON-SOAKED FRONT TEETH INTO ANY THAT ANGER IT, CAUSING PARALYSIS IN THE OBJECT OF



SHROODLE

GRAFAIAI

GRAFAIAI #945

GEN IX - PALDEA



POISON

NORMAL

THE COLOR OF THE POISONOUS SALIVA DEPENDS ON WHAT THE POKÉMON EATS. GRAFAIAI COVERS ITS FINGERS IN ITS SALIVA AND DRAWS PATTERNS ON TREES



SHROODLE

GRAFAIAI

VAROOM #965

GEN IX - PALDEA



STEEL

POISON

IT IS SAID THAT THIS POKÉMON WAS BORN WHEN AN UNKNOWN POISON POKÉMON ENTERED AND INSPIRED AN ENGINE LEFT AT A SCRAP-PROCESSING



VAROOM

REVAVROOM

REVAVROOM #966

GEN IX - PALDEA



STEEL

POISON

IT CREATES A GAS OUT OF POISON AND MINERALS FROM ROCKS. IT THEN DETONATES THE GAS IN ITS CYLINDERS—NOW NUMBERING



VAROOM

REVAVROOM

VELUZA

#976

GEN IX - PALDEA



WHEN VELUZA DISCARDS UNNECESSARY FLESH, ITS MIND BECOMES HONED AND ITS PSYCHIC POWER INCREASES. THE SPARE FLESH HAS A MILD BUT DELICIOUS

ANNIHILAPE

#979

GEN IX - PALDEA



WHEN ITS ANGER ROSE BEYOND A CRITICAL POINT, THIS POKÉMON GAINED POWER THAT IS UNFETTERED BY THE LIMITS OF ITS PHYSICAL BODY.

**SANDY-SHOCKS**

#989

GEN IX - PALDEA



NO RECORDS EXIST OF THIS POKÉMON BEING CAUGHT. DATA IS LACKING, BUT THE POKÉMON'S TRAITS MATCH UP WITH A CREATURE SHOWN IN AN EXPEDITION

IRON-TREADS

#990

GEN IX - PALDEA



THIS POKÉMON CLOSELY RESEMBLES A SCIENTIFIC WEAPON THAT A PARANORMAL MAGAZINE CLAIMED WAS SENT TO THIS PLANET BY ALIENS.

BRUTE-BONNET

#986

GEN IX - PALDEA



IT IS POSSIBLE THAT THE CREATURE LISTED AS BRUTE BONNET IN A CERTAIN BOOK COULD ACTUALLY BE THIS POKÉMON.

FLUTTER-MANE

#987

GEN IX - PALDEA



THIS POKÉMON HAS CHARACTERISTICS SIMILAR TO THOSE OF FLUTTER MANE, A CREATURE MENTIONED IN A CERTAIN BOOK.

FRIGIBAX

#996

GEN IX - PALDEA



FRIGIBAX ABSORBS HEAT THROUGH ITS DORSAL FIN AND CONVERTS THE HEAT INTO ICE ENERGY. THE HIGHER THE TEMPERATURE, THE MORE ENERGY



ARCTIBAX

GEN IX - PALDEA

#997



DRAGON



ICE



ARCTIBAX FREEZES THE AIR AROUND IT, PROTECTING ITS FACE WITH AN ICE MASK AND TURNING ITS DORSAL FIN INTO A BLADE OF ICE.



FRIGIBAX → ARCTIBAX → BAXCALIBUR

BAXCALIBUR

GEN IX - PALDEA

#998



DRAGON



ICE

THIS POKÉMON BLASTS CRYOGENIC AIR OUT FROM ITS MOUTH. THIS AIR CAN INSTANTLY FREEZE EVEN LIQUID-HOT LAVA.



FRIGIBAX → ARCTIBAX → BAXCALIBUR

IRON-BOULDER

GEN IX - PALDEA

#1022



ROCK



PSYCHIC

IT RESEMBLES A POKÉMON DESCRIBED IN A DUBIOUS MAGAZINE AS A TERRAKION THAT HAD BEEN MODIFIED BY AN EVIL ORGANIZATION.

BULBASAUR

GEN I - KANTO

#001



GRASS



POISON



A STRANGE SEED WAS PLANTED ON ITS BACK AT BIRTH. THE PLANT SPROUTS AND GROWS WITH THIS POKÉMON.



BULBASAUR → IVYSAUR → VENUSAUR

IVYSAUR

GEN I - KANTO

#002



GRASS



POISON



WHEN THE BULB ON ITS BACK GROWS LARGE, IT APPEARS TO LOSE THE ABILITY TO STAND ON ITS HIND LEGS.



BULBASAUR → IVYSAUR → VENUSAUR

VENUSAUR

GEN I - KANTO

#003



GRASS



POISON

THE PLANT BLOOMS WHEN IT IS ABSORBING SOLAR ENERGY. IT STAYS ON THE MOVE TO SEEK SUNLIGHT.



BULBASAUR → IVYSAUR → VENUSAUR

CATERPIE

GEN I - KANTO

#010



BUG



ITS SHORT FEET ARE TIPPED WITH SUCTION PADS THAT ENABLE IT TO TIRELESSLY CLIMB SLOPES AND WALLS.



CATERPIE → METAPOD → BUTTERFREE

METAPOD

GEN I - KANTO

#011



BUG



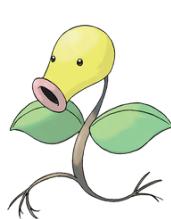
THIS POKÉMON IS VULNERABLE TO ATTACK WHILE ITS SHELL IS SOFT, EXPOSING ITS WEAK AND TENDER BODY.



CATERPIE → METAPOD → BUTTERFREE

BELSPROUT

GEN I - KANTO



#069

A CARNIVOROUS POKÉMON THAT TRAPS AND EATS BUGS. IT USES ITS ROOT FEET TO SOAK UP NEEDED MOISTURE.

**CHIKORITA**

GEN II - JOHTO



#152

A SWEET AROMA GENTLY WAFTS FROM THE LEAF ON ITS HEAD. IT IS DOCILE AND LOVES TO SOAK UP THE SUN'S RAYS.

**WEEPINBELL**

GEN I - KANTO



#070

IT SPITS OUT POISONPOWDER TO IMMOBILIZE THE ENEMY AND THEN FINISHES IT WITH A SPRAY OF ACID.

**CHIKORITA**

GEN II - JOHTO



#153

THE SCENT OF SPICES COMES FROM AROUND ITS NECK. SOMEHOW, SNIFFING IT MAKES YOU WANT TO FIGHT.

**VICTREEBEL**

GEN I - KANTO



#071

SAI'D TO LIVE IN HUGE COLONIES DEEP IN JUNGLES, ALTHOUGH NO ONE HAS EVER RETURNED FROM THERE.

**SCYTHER**

GEN I - KANTO



#123

WITH NINJA-LIKE AGILITY AND SPEED, IT CAN CREATE THE ILLUSION THAT THERE IS MORE THAN ONE.

**CHIKORITA**

GEN II - JOHTO



#154

THE AROMA THAT RISES FROM ITS PETALS CONTAINS A SUBSTANCE THAT CALMS AGGRESSIVE FEELINGS.

**SPINARAK**

GEN II - JOHTO



#167

IT LIES STILL IN THE SAME POSE FOR DAYS IN ITS WEB, WAITING FOR ITS UNSUSPECTING PREY TO WANDER CLOSE.



NATU

#177

GEN II - JOHTO



BECAUSE ITS WINGS AREN'T YET FULLY GROWN, IT HAS TO HOP TO GET AROUND. IT IS ALWAYS STAR- ING AT SOMETHING.



NATU XATU

XATU

#178

GEN II - JOHTO



THEY SAY THAT IT STAYS STILL AND QUIET BECAUSE IT IS SEEING BOTH THE PAST AND FUTURE AT THE SAME TIME.



NATU XATU

BELLOSSOM

#182

GEN II - JOHTO



PLENTIFUL IN THE TROPICS. WHEN IT DANCES, ITS PETALS RUB TOGETHER AND MAKE A PLEASANT RINGING SOUND.



ODDISH GLOOM VILEPLUME BELLOSSOM

POLITOED

#186

GEN II - JOHTO



IF POLIWAG AND POLIWHIRL HEAR ITS ECHOING CRY, THEY RESPOND BY GATHER- ING FROM FAR AND WIDE.



POLIWAG POLIWHIRL POLIWARTH POLITICOED

SKIPLOOM

#188

GEN II - JOHTO



THE BLOOM ON TOP OF ITS HEAD OPENS AND CLOSES AS THE TEMPERATURE FLUC- TUATES UP AND DOWN.



HOPPIP SKIPLOOM JUMPLUFF

LARVITAR

#246

GEN II - JOHTO



IT FEEDS ON SOIL. AFTER IT HAS EATEN A LARGE MOUNTAIN, IT WILL FALL ASLEEP SO IT CAN GROW.



LARVITAR PUPITAR TYRANITAR

TYRANITAR

#248

GEN II - JOHTO



ITS BODY CAN'T BE HARMED BY ANY SORT OF ATTACK, SO IT IS VERY EAGER TO MAKE CHALLENGES AGAINST ENEMIES.



LARVITAR PUPITAR TYRANITAR

CELEBI

#251

GEN II - JOHTO



THIS POKÉMON WAN- DERS ACROSS TIME. GRASS AND TREES FLOURISH IN THE FORESTS IN WHICH IT HAS APPEARED.

TREECKO

#252

GEN III - HOENN



TREECKO HAS SMALL HOOKS ON THE BOTTOM OF ITS FEET THAT ENABLE IT TO SCALE VERTICAL WALLS. THIS POKÉMON ATTACKS BY SLAMMING FOES WITH ITS



TREECKO GROVYLE SCEPTILE

LOTAD

#270

GEN III - HOENN



IT SEARCHES ABOUT FOR CLEAN WATER. IF IT DOES NOT DRINK WATER FOR TOO LONG, THE LEAF ON ITS HEAD WILTS.



LOTAD LOMBRE LUDICOL

GROVYLE

#253

GEN III - HOENN



THE LEAVES GROWING OUT OF GROVYLE'S BODY ARE CONVENIENT FOR CAMOUFLAGING IT FROM ENEMIES IN THE FOREST. THIS POKÉMON IS A MASTER AT



TREECKO GROVYLE SCEPTILE

LOMBRE

#271

GEN III - HOENN



IT LIVES AT THE WATER'S EDGE WHERE IT IS SUNNY. IT SLEEPS ON A BED OF WATER GRASS BY DAY AND BECOMES ACTIVE AT NIGHT.



LOTAD LOMBRE LUDICOL

SCEPTILE

#254

GEN III - HOENN



THE LEAVES GROWING ON SCEPTILE'S BODY ARE VERY SHARP EDGED. THIS POKÉMON IS VERY AGILE - IT LEAPS ALL OVER THE BRANCHES OF TREES AND



TREECKO GROVYLE SCEPTILE

DUSTOX

#269

GEN III - HOENN



DUSTOX IS INSTINCTIVELY DRAWN TO LIGHT. SWARMS OF THIS POKÉMON ARE ATTRACTED BY THE BRIGHT LIGHTS OF CITIES, WHERE THEY WREAK HAVOC BY



WURMPLE SILCOON BEAUTIFY CASCOON DUSTOX

LODestone

#270

GEN III - HOENN



IT SEARCHES ABOUT FOR CLEAN WATER. IF IT DOES NOT DRINK WATER FOR TOO LONG, THE LEAF ON ITS HEAD WILTS.



LODESTONE LOMBRE LUDICOL

LOMBRE

#271

GEN III - HOENN



IT LIVES AT THE WATER'S EDGE WHERE IT IS SUNNY. IT SLEEPS ON A BED OF WATER GRASS BY DAY AND BECOMES ACTIVE AT NIGHT.



LODESTONE LOMBRE LUDICOL

LUDICOLO

#272

GEN III - HOENN



LUDICOLO BEGINS DANCING AS SOON AS IT HEARS CHEERFUL, FESTIVE MUSIC. THIS POKÉMON IS SAID TO APPEAR WHEN IT HEARS THE SINGING OF CHILDREN ON



LODESTONE LOMBRE LUDICOL

BRELOOM

#286

GEN III - HOENN



BRELOOM CLOSES IN ON ITS FOE WITH LIGHT AND SPRIGHTLY FOOTWORK, THEN THROWS PUNCHES WITH ITS STRETCHY ARMS. THIS POKÉMON'S FIGHTING



SHROOMISH BRELOOM

ELECTRIKE

#309

GEN III - HOENN



ELECTRIKE STORES ELECTRICITY IN ITS LONG BODY HAIR. THIS POKÉMON STIMULATES ITS LEG MUSCLES WITH ELECTRIC CHARGES. THESE JOLTS OF

**FLYGON**

#330

GEN III - HOENN



FLYGON IS NICKNAMED "THE ELEMENTAL SPIRIT OF THE DESERT." BECAUSE ITS FLAPPING WINGS WHIP UP A CLOUD OF SAND, THIS POKÉMON IS ALWAYS

**ROSELIA**

#315

GEN III - HOENN



ROSELIA SHOOTS SHARP THORNS AS PROJECTILES AT ANY OPPONENT THAT TRIES TO STEAL THE FLOWERS ON ITS ARMS. THE AROMA OF THIS POKÉMON

**GULPIN**

#316

GEN III - HOENN



VIRTUALLY ALL OF GULPIN'S BODY IS ITS STOMACH. AS A RESULT, IT CAN SWALLOW SOMETHING ITS OWN SIZE. THIS POKÉMON'S STOMACH CONTAINS A

**VIBRAVA**

#329

GEN III - HOENN



TO MAKE PREY FAINT, VIBRAVA GENERATES ULTRASONIC WAVES BY VIGOROUSLY MAKING ITS TWO WINGS VIBRATE. THIS POKÉMON'S ULTRASONIC

**FLYGON**

#330

GEN III - HOENN



FLYGON IS NICKNAMED "THE ELEMENTAL SPIRIT OF THE DESERT." BECAUSE ITS FLAPPING WINGS WHIP UP A CLOUD OF SAND, THIS POKÉMON IS ALWAYS

**CACNEA**

#331

GEN III - HOENN



CACNEA LIVES IN ARID LOCATIONS SUCH AS DESERTS. IT RELEASES A STRONG AROMA FROM ITS FLOWER TO ATTRACT PREY. WHEN PREY COMES NEAR, THIS

**CACTURNE**

#332

GEN III - HOENN



DURING THE DAYTIME, CACTURNE REMAINS UNMOVING SO THAT IT DOES NOT LOSE ANY MOISTURE TO THE HARSH DESERT SUN. THIS POKÉMON BECOMES

**CRADILY**

#346

GEN III - HOENN



CRADILY ROAMS AROUND THE OCEAN FLOOR IN SEARCH OF FOOD. THIS POKÉMON FREELY EXTENDS ITS TREE TRUNK-LIKE NECK AND CAPTURES



KECLEON
GEN III - HOENN

#352



IT CHANGES BODY COLOR TO BLEND IN WITH ITS SURROUNDINGS. IT ALSO CHANGES COLOR IF IT IS HAPPY OR SAD.

TROPIUS
GEN III - HOENN

#357



THE BUNCHES OF FRUIT AROUND TROPIUS'S NECK ARE VERY POPULAR WITH CHILDREN. THIS POKÉMON LOVES FRUIT, AND EATS IT CONTINUOUSLY.

RAYQUAZA
GEN III - HOENN

#384



RAYQUAZA LIVED FOR HUNDREDS OF MILLIONS OF YEARS IN THE EARTH'S OZONE LAYER, NEVER DESCENDING TO THE GROUND. THIS POKÉMON APPEARS

TURTWIG
GEN IV - SINNOH

#387



MADE FROM SOIL, THE SHELL ON ITS BACK HARDENS WHEN IT DRINKS WATER. IT LIVES ALONG LAKES.

**GROTEL**
GEN IV - SINNOH

#388



IT KNOWS WHERE PURE WATER WELLS UP. IT CARRIES FELLOW POKÉMON THERE ON ITS BACK.

**TORTERRA**
GEN IV - SINNOH

#389



SMALL POKÉMON OCCASIONALLY GATHER ON ITS UNMOVING BACK TO BEGIN BUILDING THEIR NESTS.

**BUDEW**
GEN IV - SINNOH

#406



OVER THE WINTER, IT CLOSES ITS BUD AND ENDURES THE COLD. IN SPRING, THE BUD OPENS AND RELEASES POLLEN.

**ROSERADE**
GEN IV - SINNOH

#407



IT ATTRACTS PREY WITH A SWEET AROMA, THEN DOWNS IT WITH THORNY WHIPS HIDDEN IN ITS ARMS.



BURMY

GEN IV - SINNOH

#412



TO SHELTER ITSELF FROM COLD, WINTRY WINDS, IT COVERS ITSELF WITH A CLOAK MADE OF TWIGS AND LEAVES.

**WORMADAM-PLANT**

GEN IV - SINNOH

#413



WHEN BURMY EVOLVED, ITS CLOAK BECAME A PART OF THIS POKÉMON'S BODY. THE CLOAK IS NEVER SHED.

**BRONZOR**

GEN IV - SINNOH

#436



IMPLEMENT SHAPED LIKE IT WERE DISCOVERED IN ANCIENT TOMBS. IT IS UNKNOWN IF THEY ARE RELATED.

**BRONZONG**

GEN IV - SINNOH

#437



ONE CAUSED A NEWS SENSATION WHEN IT WAS DUG UP AT A CONSTRUCTION SITE AFTER A 2,000-YEAR SLEEP.

**CARNIVINE**

GEN IV - SINNOH

#455



IT ATTRACTS PREY WITH ITS SWEET- SMELLING SALIVA, THEN CHOMPS DOWN. IT TAKES A WHOLE DAY TO EAT PREY.

GEN IV - SINNOH

#469

YANMEGA

GEN IV - SINNOH



FLYING

BY CHURNING ITS WINGS, IT CREATES SHOCK WAVES THAT INFILCT CRITICAL INTERNAL INJURIES TO FOES.

**LEAFEON**

GEN IV - SINNOH

#470



JUST LIKE A PLANT, IT USES PHOTOSYNTHESIS. AS A RESULT, IT IS ALWAYS ENVELOPED IN CLEAR AIR.

**SHAYMIN-LAND**

GEN IV - SINNOH

#492



IT LIVES IN FLOWER PATCHES AND AVOIDS DETECTION BY CURLING UP TO LOOK LIKE A FLOWERING PLANT.

SNIVY

#495

GEN V - UNOVA



IT IS VERY INTELLIGENT AND CALM. BEING EXPOSED TO LOTS OF SUNLIGHT MAKES ITS MOVEMENTS SWIFTER.

**SIMISAGE**

#512

GEN V - UNOVA



ILL TEMPERED, IT FIGHTS BY SWINGING ITS BARBED TAIL AROUND WILDLY. THE LEAF GROWING ON ITS HEAD IS VERY BITTER.

**SERVINE**

#496

GEN V - UNOVA



IT MOVES ALONG THE GROUND AS IF SLIDING. ITS SWIFT MOVEMENTS BEFUDGLE ITS FOES, AND IT THEN ATTACKS WITH A VINE WHIP.

**SERPERIOR**

#497

GEN V - UNOVA



IT CAN STOP ITS OPPONENTS' MOVEMENTS WITH JUST A GLARE. IT TAKES IN SOLAR ENERGY AND BOOSTS IT INTERNALLY.

**PANSAGE**

#511

GEN V - UNOVA



THIS POKÉMON DWELLS DEEP IN THE FOREST. EATING A LEAF FROM ITS HEAD WHISKs WEARINESS AWAY AS IF BY MAGIC.

**SIMISAGE**

#512

GEN V - UNOVA



ILL TEMPERED, IT FIGHTS BY SWINGING ITS BARBED TAIL AROUND WILDLY. THE LEAF GROWING ON ITS HEAD IS VERY BITTER.

**SWADLOON**

#541

GEN V - UNOVA



FORESTS WHERE SWADLOON LIVE HAVE SUPERB FOLIAGE BECAUSE THE NUTRIENTS THEY MAKE FROM FALLEN LEAVES NOURISH THE PLANT LIFE.

**COTTONEE**

#546

GEN V - UNOVA



WHEN ATTACKED, IT ESCAPES BY SHOOTING COTTON FROM ITS BODY. THE COTTON SERVES AS A DECOY TO DISTRACT THE ATTACKER.

**WHIMSICOTT**

#547

GEN V - UNOVA



LIKE THE WIND, IT CAN SLIP THROUGH ANY GAP, NO MATTER HOW SMALL. IT LEAVES BALLS OF WHITE FLUFF BEHIND.



PETILIL

GEN V - UNOVA



#548

THE LEAVES ON ITS HEAD ARE VERY BITTER. EATING ONE OF THESE LEAVES IS KNOWN TO REFRESH A TIRED BODY.

**TRUBBISH**

GEN V - UNOVA



#568

INHALING THE GAS THEY BELCH WILL MAKE YOU SLEEP FOR A WEEK. THEY PREFER UNSANITARY PLACES.

**LILLIGANT**

GEN V - UNOVA



#549

EVEN VETERAN TRAINERS FACE A CHALLENGE IN GETTING ITS BEAUTIFUL FLOWER TO BLOOM. THIS POKÉMON IS POPULAR WITH CELEBRITIES.

**GARBODOR**

GEN V - UNOVA



#569

IT CLENCHES OPPONENTS WITH ITS LEFT ARM AND FINISHES THEM OFF WITH FOUL-SMELLING POISON GAS BELCHED FROM ITS MOUTH.

**BASCULIN-RED-STRIPED**

#550

GEN V - UNOVA



RED AND BLUE BASCULIN GET ALONG SO POORLY, THEY'LL START FIGHTING INSTANTLY. THESE POKÉMON ARE VERY HOSTILE.

**SOLOSIS**

GEN V - UNOVA



#577

THEY DRIVE AWAY ATTACKERS BY UNLEASHING PSYCHIC POWER. THEY CAN USE TELEPATHY TO TALK WITH OTHERS.

**MARACTUS**

GEN V - UNOVA



IT USES AN UP-TEMPO SONG AND DANCE TO DRIVE AWAY THE BIRD POKÉMON THAT PREY ON ITS FLOWER SEEDS.

DUOSION

GEN V - UNOVA



#578

SINCE THEY HAVE TWO DIVIDED BRAINS, AT TIMES THEY SUDDENLY TRY TO TAKE TWO DIFFERENT ACTIONS AT ONCE.



REUNICLUS #579

GEN V - UNOVA

 PSYCHIC



WHEN REUNICLUS SHAKE HANDS, A NETWORK FORMS BETWEEN THEIR BRAINS, INCREASING THEIR PSYCHIC POWER.

 →  → 
SOLOSIS DUOSION REUNICLUS

AXEW #610

GEN V - UNOVA

 DRAGON



THEY USE THEIR TUSKS TO CRUSH THE BERRIES THEY EAT. REPEATED REGROWTH MAKES THEIR TUSKS STRONG AND SHARP.

 →  → 
AXEW FRAXURE HAXORUS

GOLURK #623

GEN V - UNOVA

 GROUND
 GHOST



IT FLIES ACROSS THE SKY AT MACH SPEEDS. REMOVING THE SEAL ON ITS CHEST MAKES ITS INTERNAL ENERGY GO OUT OF CONTROL.

 → 
GOLETT GOLURK

VIRIZION #640

GEN V - UNOVA

 GRASS
 FIGHTING
 LEGENDARY



THIS POKÉMON FOUGHT HUMANS IN ORDER TO PROTECT ITS FRIENDS. LEGENDS ABOUT IT CONTINUE TO BE PASSED DOWN.

FRAKURE #611

GEN V - UNOVA

 DRAGON



SINCE A BROKEN TUSK WILL NOT GROW BACK, THEY DILIGENTLY SHARPEN THEIR TUSKS ON RIVER ROCKS AFTER THEY'VE BEEN FIGHTING.

 →  → 
AXEW FRAXURE HAXORUS

GOLETT #622

GEN V - UNOVA

 GROUND
 GHOST



THE ENERGY THAT BURNS INSIDE IT ENABLES IT TO MOVE, BUT NO ONE HAS YET BEEN ABLE TO IDENTIFY THIS ENERGY.

 → 
GOLETT GOLURK

TORNADUS-INCARNATE #641

GEN V - UNOVA

 FLYING
 LEGENDARY



THE LOWER HALF OF ITS BODY IS WRAPPED IN A CLOUD OF ENERGY. IT ZOOMS THROUGH THE SKY AT 200 MPH.

CHESPIN #650

GEN VI - KALOS

 GRASS



THE QUILLS ON ITS HEAD ARE USUALLY SOFT. WHEN IT FLEXES THEM, THE POINTS BECOME SO HARD AND SHARP THAT THEY CAN PIERCE ROCK.

 →  → 
CHESPIN QUILLADIN CHESNAUGHT

QUILLADIN
GEN VI - KALOS

#651



IT RELIES ON ITS STURDY SHELL TO DEFLECT PREDATORS' ATTACKS. IT COUNTERATTACKS WITH ITS SHARP QUILLS.

**CHARJABUG**
GEN VII - ALOLA

#737



ITS BODY IS CAPABLE OF STORING ELECTRICITY. ON CAMPING TRIPS, PEOPLE ARE GRATEFUL TO HAVE ONE AROUND.

**CHESNAUGHT**
GEN VI - KALOS

#652



ITS TACKLE IS FORCEFUL ENOUGH TO FLIP A 50-TON TANK. IT SHIELDS ITS ALLIES FROM DANGER WITH ITS OWN BODY.

**HAWLUCHA**
GEN VI - KALOS

#701



ALTHOUGH ITS BODY IS SMALL, ITS PROFICIENT FIGHTING SKILLS ENABLE IT TO KEEP UP WITH BIG BRUISERS LIKE MACHAMP AND HARIYAMA.

ZYGARDE-50
GEN VI - KALOS

#718



WHEN THE KALOS REGION'S ECOSYSTEM FALLS INTO DISARRAY, IT APPEARS AND REVEALS ITS SECRET POWER.

DEWPIDER
GEN VII - ALOLA

#751



IT CRAWLS ONTO THE LAND IN SEARCH OF FOOD. ITS WATER BUBBLE ALLOWS IT TO BREATHE AND PROTECTS ITS SOFT HEAD.

**ARAQUANID**
GEN VII - ALOLA

#752



IT DELIVERS HEADBUTTS WITH THE WATER BUBBLE ON ITS HEAD. SMALL POKÉMON GET SUCKED INTO THE BUBBLE, WHERE THEY DROWN.

**COMFEY**
GEN VII - ALOLA

#764



IT ATTACHES FLOWERS TO ITS HIGHLY NUTRITIOUS VINE. THIS REVITALIZES THE FLOWERS, AND THEY GIVE OFF AN AROMATIC SCENT.

DHELMISE
GEN VII - ALOLA

#781



SWINGING ITS MASSIVE ANCHOR, IT CAN KO WAILORD IN A SINGLE BLOW. WHAT APPEARS TO BE GREEN SEAWEED IS ACTUALLY ITS BODY.

RILLABOOM
GEN VIII - GALAR

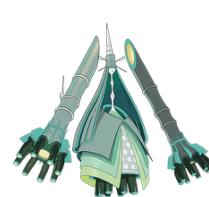
#812



BY DRUMMING, IT TAPS INTO THE POWER OF ITS SPECIAL TREE STUMP. THE ROOTS OF THE STUMP FOLLOW ITS DIRECTION IN BATTLE.

**CELESTEELA**
GEN VII - ALOLA

#797



IT APPEARED FROM THE ULTRA WORMHOLE. WITNESSES OBSERVED IT FLYING ACROSS THE SKY AT HIGH SPEED.

GOSSIFLEUR
GEN VIII - GALAR

#829



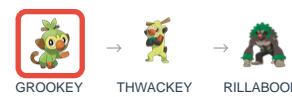
IT ANCHORS ITSELF IN THE GROUND WITH ITS SINGLE LEG, THEN BASKS IN THE SUN. AFTER ABSORBING ENOUGH SUNLIGHT, ITS PETALS SPREAD AS IT BLOOMS

**GROOKEY**
GEN VIII - GALAR

#810



WHEN IT USES ITS SPECIAL STICK TO STRIKE UP A BEAT, THE SOUND WAVES PRODUCED CARRY REVITALIZING ENERGY TO THE PLANTS AND FLOWERS IN THE

**THWACKEY**
GEN VIII - GALAR

#811



THE FASTER A THWACKY CAN BEAT OUT A RHYTHM WITH ITS TWO STICKS, THE MORE RESPECT IT WINS FROM ITS PEERS.

**ELDEGOSS**
GEN VIII - GALAR

#830



THE SEEDS ATTACHED TO ITS COTTON FLUFF ARE FULL OF NUTRIENTS. IT SPREADS THEM ON THE WIND SO THAT PLANTS AND OTHER POKÉMON CAN

**CHEWΤLE**
GEN VIII - GALAR

#833



APPARENTLY THE ITCH OF ITS TEETHING IMPELS IT TO SNAP ITS JAWS AT ANYTHING IN FRONT OF IT.



DREDNAW

#834

GEN VIII - GALAR

WATER

ROCK



WITH JAWS THAT CAN SHEAR THROUGH STEEL RODS, THIS HIGHLY AGGRESSIVE POKÉMON CHOMPS DOWN ON ITS UNFORTUNATE PREY.



CHEWTLE

DREDNAW

SILICOBRA

#843

GEN VIII - GALAR

GROUND



AS IT DIGS, IT SWALLOWS SAND AND STORES IT IN ITS NECK POUCH. THE POUCH CAN HOLD MORE THAN 17 POUNDS OF SAND.



SILICOBRA

SANDACONDA

APPLIN

#840

GEN VIII - GALAR

GRASS

DRAGON



IT SPENDS ITS ENTIRE LIFE INSIDE AN APPLE. IT HIDES FROM ITS NATURAL ENEMIES, BIRD POKÉMON, BY PRETENDING IT'S JUST AN APPLE AND



APPLIN

FLAPPLE

APPLETUN

DIPPLIN

HYDRAPPLE

FLAPPLE

#841

GEN VIII - GALAR

GRASS

DRAGON



IT ATE A SOUR APPLE, AND THAT INDUCED ITS EVOLUTION. IN ITS CHEEKS, IT STORES AN ACID CAPABLE OF CAUSING CHEMICAL BURNS.



APPLIN

FLAPPLE

APPLETUN

DIPPLIN

HYDRAPPLE

APPLETUN

#842

GEN VIII - GALAR

GRASS

DRAGON



EATING A SWEET APPLE CAUSED ITS EVOLUTION. A NECTAROUS SCENT WAFTS FROM ITS BODY, LURING IN THE BUG POKÉMON IT PREYS ON.



APPLIN

FLAPPLE

APPLETUN

DIPPLIN

HYDRAPPLE

SANDACONDA

#844

GEN VIII - GALAR

GROUND



WHEN IT CONTRACTS ITS BODY, OVER 220 POUNDS OF SAND SPRAYS FROM ITS NOSE. IF IT EVER RUNS OUT OF SAND, IT BECOMES DISHEARTENED.



SILICOBRA

SANDACONDA

COPPERAJAH

#879

GEN VIII - GALAR

STEEL



THEY CAME OVER FROM ANOTHER REGION LONG AGO AND WORKED TOGETHER WITH HUMANS. THEIR GREEN SKIN IS RESISTANT TO WATER.



CUFANT

COPPERAJAH

DRACOZOLT

#880

GEN VIII - GALAR

ELECTRIC

DRAGON



IN ANCIENT TIMES, IT WAS UNBEATABLE THANKS TO ITS POWERFUL LOWER BODY, BUT IT WENT EXTINCT ANYWAY AFTER IT DEPLETED ALL ITS PLANT-BASED FOOD

DRACOVISH

GEN VIII - GALAR

#882



POWERFUL LEGS AND JAWS MADE IT THE APEX PREDATOR OF ITS TIME. ITS OWN OVERHUNTING OF ITS PREY WAS WHAT DROVE IT TO EXTINCTION.

DREEPY

GEN VIII - GALAR

#885



AFTER BEING REBORN AS A GHOST POKÉMON, DREEPY WANDERS THE AREAS IT USED TO INHABIT BACK WHEN IT WAS ALIVE IN PREHISTORIC SEAS.

**ZARUDE**

GEN VIII - GALAR

#893



WITHIN DENSE FORESTS, THIS POKÉMON LIVES IN A PACK WITH OTHERS OF ITS KIND. IT'S INCREDIBLY AGGRESSIVE, AND THE OTHER POKÉMON OF THE FOREST

REGIDRAGO

GEN VIII - GALAR

#895



AN ACADEMIC THEORY PROPOSES THAT REGIDRAGO'S ARMS WERE ONCE THE HEAD OF AN ANCIENT DRAGON POKÉMON. THE THEORY REMAINS UNPROVEN.

DRAKLOAK

GEN VIII - GALAR

#886



IT'S CAPABLE OF FLYING FASTER THAN 120 MPH. IT BATTLES ALONGSIDE DREEPY AND DOTES ON THEM UNTIL THEY SUCCESSFULLY EVOLVE.

**CALYREX**

GEN VIII - GALAR

#898



CALYREX IS A MERCIFUL POKÉMON, CAPABLE OF PROVIDING HEALING AND BLESSINGS. IT REIGNED OVER THE GALAR REGION IN TIMES OF YORE.

DRAGAPULT

GEN VIII - GALAR

#887



WHEN IT ISN'T BATTLING, IT KEEPS DREEPY IN THE HOLES ON ITS HORNS. ONCE A FIGHT STARTS, IT LAUNCHES THE DREEPY LIKE SUPERSONIC MISSILES.

**BASCULEGION-MALE**

GEN VIII - GALAR

#902



CLADS ITSELF IN THE SOULS OF COMRADES THAT PERISHED BEFORE FULFILLING THEIR GOALS OF JOURNEYING UPSTREAM. NO OTHER SPECIES



SPRIGATITO

#906

GEN IX - PALDEA



ITS FLUFFY FUR IS SIMILAR IN COMPOSITION TO PLANTS. THIS POKÉMON FREQUENTLY WASHES ITS FACE TO KEEP IT FROM DRYING OUT.

**FLORAGATO**

#907

GEN IX - PALDEA



FLORAGATO DEFTLY WIELDS THE VINE HIDDEN BENEATH ITS LONG FUR, SLAMMING THE HARD FLOWER BUD AGAINST ITS OPPONENTS.

**MEOWSCARADA**

#908

GEN IX - PALDEA



THIS POKÉMON USES THE REFLECTIVE FUR LINING ITS CAPE TO CAMOUFLAGE THE STEM OF ITS FLOWER, CREATING THE ILLUSION THAT THE FLOWER IS FLOATING.

**SPIDOPS**

#918

GEN IX - PALDEA



IT CLINGS TO BRANCHES AND CEILINGS USING ITS THREADS AND MOVES WITHOUT A SOUND. IT TAKES OUT ITS PREY BEFORE THE PREY EVEN NOTICES

**SMOLIV**

#928

GEN IX - PALDEA



IT PROTECTS ITSELF FROM ENEMIES BY EMITTING OIL FROM THE FRUIT ON ITS HEAD. THIS OIL IS BITTER AND ASTRINGENT ENOUGH TO MAKE

**DOLLIV**

#929

GEN IX - PALDEA



DOLLIV SHARES ITS TASTY, FRESH-SCENTED OIL WITH OTHERS. THIS SPECIES HAS COEXISTED WITH HUMANS SINCE TIMES LONG GONE.

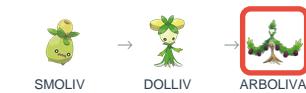
**ARBOLIVA**

#930

GEN IX - PALDEA



THIS CALM POKÉMON IS VERY COMPASSIONATE. IT WILL SHARE ITS DELICIOUS, NUTRIENT-RICH OIL WITH WEAKENED POKÉMON.

**SQUAWKABILLY-GREEN**

#931

IMAGE GEN IX - PALDEA



THESE POKÉMON PREFER TO LIVE IN CITIES. THEY FORM FLOCKS BASED ON THE COLOR OF THEIR FEATHERS, AND THEY FIGHT OVER TERRITORY.

BELLIBOLT

#939

GEN IX - PALDEA

 ELECTRIC

WHEN THIS POKÉMON EXPANDS AND CONTRACTS ITS WOBBLY BODY, THE BELLY-BUTTON DYNAMO IN ITS STOMACH PRODUCES A HUGE AMOUNT OF



TADBULL → BELLIBOLT

CYCLIZAR

#967

GEN IX - PALDEA

 DRAGON
 NORMAL

APPARENTLY CYCLIZAR HAS BEEN ALLOWING PEOPLE TO RIDE ON ITS BACK SINCE ANCIENT TIMES. DEPICTIONS OF THIS HAVE BEEN FOUND IN

CAPSAKID

#951

GEN IX - PALDEA

 GRASS

THE MORE SUNLIGHT THIS POKÉMON BATHES IN, THE MORE SPICY CHEMICALS ARE PRODUCED BY ITS BODY, AND THUS THE SPICIER ITS MOVES BECOME.



CAPSAKID → SCOVILLAIN

SCOVILLAIN

#952

GEN IX - PALDEA

 GRASS
 FIRE

THE RED HEAD CONVERTS SPICY CHEMICALS INTO FIRE ENERGY AND BLASTS THE SURROUNDING AREA WITH A SUPER SPICY STREAM OF FLAME.



CAPSAKID → SCOVILLAIN

RABSCA

#954

GEN IX - PALDEA

 BUG
 PSYCHIC

THE BODY THAT SUPPORTS THE BALL BARELY MOVES. THEREFORE, IT IS THOUGHT THAT THE TRUE BODY OF THIS POKÉMON IS ACTUALLY INSIDE THE BALL.



RELLOR → RABSCA

IRON-THORNS

#995

GEN IX - PALDEA

 ROCK
 ELECTRIC

IT HAS SOME SIMILARITIES TO A POKÉMON INTRODUCED IN A DUBIOUS MAGAZINE AS A TYRANITAR FROM ONE BILLION YEARS INTO THE FUTURE.

ROARING-MOON

#1005

GEN IX - PALDEA

 DRAGON
 DARK

IT IS POSSIBLE THAT THIS IS THE CREATURE LISTED AS ROARING MOON IN AN EXPEDITION JOURNAL THAT STILL HOLDS MANY MYSTERIES.

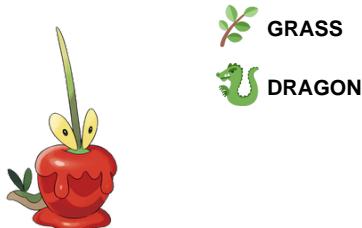
 GRASS
 PSYCHIC

MANY OF ITS PHYSICAL CHARACTERISTICS MATCH THOSE OF A VIRIZION FROM THE FUTURE THAT WAS COVERED IN A PARANORMAL MAGAZINE.

DIPPLIN

#1011

GEN IX - PALDEA



GRASS

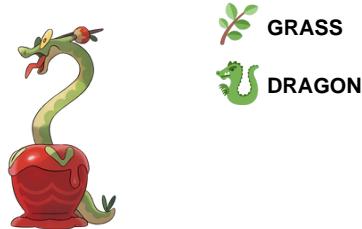
DRAGON

DIPPLIN IS TWO CREATURES IN ONE POKÉMON. ITS EVOLUTION WAS TRIGGERED BY A SPECIAL APPLE GROWN ONLY IN ONE PLACE.

**HYDRAPPLE**

#1019

GEN IX - PALDEA



GRASS

DRAGON

SEVEN SYRUPENTS LIVE INSIDE AN APPLE MADE OF SYRUP. THE SYRUPENT IN THE CENTER IS THE COMMANDER.

**POLTCHAGEIST**

#1012

GEN IX - PALDEA



GRASS

GHOST

SUPPOSEDLY, THE REGRETS OF A TEA CEREMONY MASTER WHO DIED BEFORE PERFECTING HIS CRAFT LINGERED IN SOME MATCHA AND BECAME A POKÉMON.

**SINISTCHA**

#1013

GEN IX - PALDEA



GRASS

GHOST

IT PRETENDS TO BE TEA, TRYING TO FOOL PEOPLE INTO DRINKING IT SO IT CAN DRAIN THEIR LIFE-FORCE. ITS RUSE IS GENERALLY UNSUCCESSFUL.

**OGERPON**

#1017

GEN IX - PALDEA



GRASS

LEGENDARY

THIS POKÉMON'S TYPE CHANGES BASED ON WHICH MASK IT'S WEARING. IT CONFOUNDS ITS ENEMIES WITH NIMBLE MOVEMENTS AND KICKS.

CLEFAIRY

#035

GEN I - KANTO



FAIRY

ITS MAGICAL AND CUTE APPEAL HAS MANY ADMIRERS. IT IS RARE AND FOUND ONLY IN CERTAIN AREAS.

**CLEFABLE**

#036

GEN I - KANTO



FAIRY

A TIMID FAIRY POKÉMON THAT IS RARELY SEEN. IT WILL RUN AND HIDE THE MOMENT IT SENSES PEOPLE.

**JIGGLYPUFF**

#039

GEN I - KANTO



NORMAL

FAIRY

WHEN ITS HUGE EYES LIGHT UP, IT SINGS A MYSTERIOUSLY SOOTHING MELODY THAT LULLS ITS ENEMIES TO SLEEP.



WIGGLYTUFF

#040

GEN I - KANTO



THE BODY IS SOFT AND RUBBERY. WHEN ANGERED, IT WILL SUCK IN AIR AND INFLATE ITSELF TO AN ENORMOUS SIZE.

**LICKITUNG**

#108

GEN I - KANTO



ITS TONGUE CAN BE EXTENDED LIKE A CHAMELEON'S. IT LEAVES A TINGLING SENSATION WHEN IT LICKS ENEMIES.

**SLOWPOKE**

#079

GEN I - KANTO



INCREDIBLY SLOW AND DOPEY. IT TAKES 5 SECONDS FOR IT TO FEEL PAIN WHEN UNDER ATTACK.

**CHANSEY**

#113

GEN I - KANTO



A RARE AND ELUSIVE POKÉMON THAT IS SAID TO BRING HAPPINESS TO THOSE WHO MANAGE TO GET IT.

**SLOWBRO**

#080

GEN I - KANTO



THE SHELLDER THAT IS LATCHED ONTO SLOWPOKE'S TAIL IS SAID TO FEED ON THE HOST'S LEFT OVER SCRAPS.

**MR-MIME**

#122

GEN I - KANTO

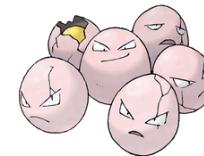


IF INTERRUPTED WHILE IT IS MIMING, IT WILL SLAP AROUND THE OFFENDER WITH ITS BROAD HANDS.

**EXEGGCUTE**

#102

GEN I - KANTO



OFTEN MISTAKEN FOR EGGS. WHEN DISTURBED, THEY QUICKLY GATHER AND ATTACK IN SWARMS.

**PORYGON**

#137

GEN I - KANTO



A POKÉMON THAT CONSISTS ENTIRELY OF PROGRAMMING CODE. CAPABLE OF MOVING FREELY IN CYBERSPACE.



MEW

GEN I - KANTO



SO RARE THAT IT IS STILL SAID TO BE A MIRAGE BY MANY EXPERTS. ONLY A FEW PEOPLE HAVE SEEN IT WORLDWIDE.

HOPPIP

GEN II - JOHTO



TO KEEP FROM BEING BLOWN AWAY BY THE WIND, THEY GATHER IN CLUSTERS. THEY DO ENJOY GENTLE BREEZES, THOUGH.



#151

CLEFFA

GEN II - JOHTO



BECAUSE OF ITS UNUSUAL, STAR-LIKE SILHOUETTE, PEOPLE BELIEVE THAT IT CAME HERE ON A METEOR.



#173

**CLEFAIRY****CLEFABLE****IGGLYBUFF**

GEN II - JOHTO



IT HAS A VERY SOFT BODY. IF IT STARTS TO ROLL, IT WILL BOUNCE ALL OVER AND BE IMPOSSIBLE TO STOP.



#174

**FLAAFFY**

GEN II - JOHTO



AS A RESULT OF STORING TOO MUCH ELECTRICITY, IT DEVELOPED PATCHES WHERE EVEN DOWNY WOOL WON'T GROW.



#180

SLOWKING

GEN II - JOHTO



IT HAS INCREDIBLE INTELLECT AND INTUITION. WHATEVER THE SITUATION, IT REMAINS CALM AND COLLECTED.



#199

SLOWPOKE**SLOWBRO****SLOWKING****SNUBBULL**

GEN II - JOHTO



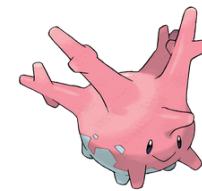
ALTHOUGH IT LOOKS FRIGHTENING, IT IS ACTUALLY KIND AND AFFECTIONATE. IT IS VERY POPULAR AMONG WOMEN.



#209

CORSOLA

GEN II - JOHTO



IT CONTINUOUSLY SHEDS AND GROWS. THE TIP OF ITS HEAD IS PRIZED AS A TREASURE FOR ITS BEAUTY.



SMOOCHUM

#238

GEN II - JOHTO



ICE

PSYCHIC

ITS LIPS ARE THE MOST SENSITIVE PARTS ON ITS BODY. IT ALWAYS USES ITS LIPS FIRST TO EXAMINE THINGS.

**SKITTY**

#300

GEN III - HOENN



NORMAL

SKITTY HAS THE HABIT OF BECOMING FASCINATED BY MOVING OBJECTS AND CHASING THEM AROUND. THIS POKÉMON IS KNOWN TO CHASE AFTER ITS OWN TAIL.

**MILTANK**

#241

GEN II - JOHTO



NORMAL

ITS MILK IS PACKED WITH NUTRITION, MAKING IT THE ULTIMATE BEVERAGE FOR THE SICK OR WEARY.

BLISSEY

#242

GEN II - JOHTO



NORMAL

ANYONE WHO TAKES EVEN ONE BITE OF BLISSEY'S EGG BECOMES UNFAILINGLY CARING AND PLEASANT TO EVERYONE.

**WHISMUR**

#293

GEN III - HOENN



NORMAL

NORMALLY, WHISMUR'S VOICE IS VERY QUIET - IT IS BARELY AUDIBLE EVEN IF ONE IS PAYING CLOSE ATTENTION. HOWEVER, IF THIS POKÉMON SENSES

**MILOTIC**

#350

GEN III - HOENN



WATER

ITS LOVELY SCALES ARE DESCRIBED AS RAINBOW COLORED. THEY CHANGE COLOR DEPENDING ON THE VIEWING ANGLE.

**GOREBYSS**

#368

GEN III - HOENN



WATER

GOREBYSS LIVES IN THE SOUTHERN SEAS AT EXTREME DEPTHS. ITS BODY IS BUILT TO WITHSTAND THE ENORMOUS PRESSURE OF WATER AT INCREDIBLE

LUVDISC

#370

GEN III - HOENN



WATER

LUVDISC LIVE IN SHALLOW SEAS IN THE TROPICS. THIS HEART-SHAPED POKÉMON EARNED ITS NAME BY SWIMMING AFTER LOVING COUPLES IT SPOTTED IN THE



CHERUBI

#420

GEN IV - SINNOH



THE SMALL BALL HOLDS THE NUTRIENTS NEEDED FOR EVOLUTION. APPARENTLY, IT IS VERY SWEET AND TASTY.



CHERUBI → CHERRIM

MIME-JR

#439

GEN IV - SINNOH



IT HABITUALLY MIMICS FOES. ONCE MIMICKED, THE FOE CANNOT TAKE ITS EYES OFF THIS POKÉMON.



MIME-JR → MR-MIME → MR-RIME

HAPPINY

#440

GEN IV - SINNOH



IT LOVES ROUND WHITE THINGS. IT CARRIES AN EGG-SHAPED ROCK IN IMITATION OF CHANSEY.



HAPPINY → CHANSEY → BLISSEY

LICKILICKY

#463

GEN IV - SINNOH



IT WRAPS THINGS WITH ITS EXTENSIBLE TONGUE. GETTING TOO CLOSE TO IT WILL LEAVE YOU SOAKED WITH DROOL.



LICKITUNG → LICKILICKY

MESPIT

#481

GEN IV - SINNOH



KNOWN AS "THE BEING OF EMOTION." IT TAUGHT HUMANS THE NOBILITY OF SORROW, PAIN, AND JOY.

MUNNA

#517

GEN V - UNOVA



MUNNA ALWAYS FLOAT IN THE AIR. PEOPLE WHOSE DREAMS ARE EATEN BY THEM FORGET WHAT THE DREAMS HAD BEEN ABOUT.



MUNNA → MUSHARNA

MUSHARNA

#518

GEN V - UNOVA



THE MIST EMANATING FROM THEIR FOREHEADS IS PACKED WITH THE DREAMS OF PEOPLE AND POKÉMON.



MUNNA → MUSHARNA

AUDINO

#531

GEN V - UNOVA



IT TOUCHES OTHERS WITH THE FEELERS ON ITS EARS, USING THE SOUND OF THEIR HEARTBEATS TO TELL HOW THEY ARE FEELING.

DEERLING #585

GEN V - UNOVA



THE COLOR AND SCENT OF THEIR FUR CHANGES TO MATCH THE MOUNTAIN GRASS. WHEN THEY SENSE HOSTILITY, THEY HIDE IN THE GRASS.

**SYLVEON** #700

GEN VI - KALOS



IT SENDS A SOOTHING AURA FROM ITS RIBBONLIKE FEELERS TO CALM FIGHTS.

**ALOMOMOLA** #594

GEN V - UNOVA



WATER

THE SPECIAL MEMBRANE ENVELOPING ALOMOMOLA HAS THE ABILITY TO HEAL WOUNDS.

SPRITZEE #682

GEN VI - KALOS



FAIRY

IT EMITS A SCENT THAT ENRAPTURES THOSE WHO SMELL IT. THIS FRAGRANCE CHANGES DEPENDING ON WHAT IT HAS EATEN.

**AROMATISSE** #683

GEN VI - KALOS



FAIRY

IT DEVISES VARIOUS SCENTS, PLEASANT AND UNPLEASANT, AND EMITS SCENTS THAT ITS ENEMIES DISLIKE IN ORDER TO GAIN AN EDGE IN BATTLE.

**DIANCIE** #719

GEN VI - KALOS



A SUDDEN TRANSFORMATION OF CARBINK, ITS PINK, GLIMMERING BODY IS SAID TO BE THE LOVELIEST SIGHT IN THE WHOLE WORLD.

FOMANTIS #753

GEN VII - ALOLA



GRASS

DURING THE DAY, IT SLEEPS AND SOAKS UP LIGHT. WHEN NIGHT FALLS, IT WALKS AROUND LOOKING FOR A SAFER PLACE TO SLEEP.

**LURANTIS** #754

GEN VII - ALOLA



GRASS

IT REQUIRES A LOT OF EFFORT TO MAINTAIN LURANTIS'S VIVID COLORING, BUT SOME COLLECTORS ENJOY THIS WORK AND TREAT IT AS THEIR HOBBY.



STUFFUL

#759

GEN VII - ALOLA



NORMAL

FIGHTING

DESPITE ITS ADORABLE APPEARANCE, WHEN IT GETS ANGRY AND FLAILS ABOUT, ITS ARMS AND LEGS COULD KNOCK A PRO WRESTLER SPRAWLING.

**HATENNA**

#856

GEN VIII - GALAR

PSYCHIC



VIA THE PROTRUSION ON ITS HEAD, IT SENSES OTHER CREATURES' EMOTIONS. IF YOU DON'T HAVE A CALM DISPOSITION, IT WILL NEVER WARM UP TO YOU.

**BEWEAR**

#760

GEN VII - ALOLA



NORMAL

FIGHTING

THIS IMMENSELY DANGEROUS POKÉMON POSSESSES OVERWHELMING PHYSICAL STRENGTH. ITS HABITAT IS GENERALLY OFF-LIMITS.

**HATTREM**

#857

GEN VIII - GALAR

PSYCHIC



NO MATTER WHO YOU ARE, IF YOU BRING STRONG EMOTIONS NEAR THIS POKÉMON, IT WILL SILENCE YOU VIOLENTLY.

**BRUXISH**

#779

GEN VII - ALOLA



WATER

PSYCHIC

WHEN IT UNLEASHES ITS PSYCHIC POWER FROM THE PROTUBERANCE ON ITS HEAD, THE GRATING SOUND OF GRINDING TEETH ECHOES THROUGH THE AREA.

TAPU-LELE

#786

GEN VII - ALOLA



PSYCHIC

FAIRY

LEGENDARY

THIS GUARDIAN DEITY OF AKALA IS GUILELESSLY CRUEL. THE FRAGRANT AROMA OF FLOWERS IS THE SOURCE OF ITS ENERGY.

HATENNA

#856

GEN VIII - GALAR

PSYCHIC



VIA THE PROTRUSION ON ITS HEAD, IT SENSES OTHER CREATURES' EMOTIONS. IF YOU DON'T HAVE A CALM DISPOSITION, IT WILL NEVER WARM UP TO YOU.

**HATTREM**

#857

GEN VIII - GALAR

PSYCHIC



NO MATTER WHO YOU ARE, IF YOU BRING STRONG EMOTIONS NEAR THIS POKÉMON, IT WILL SILENCE YOU VIOLENTLY.

**HATTERENE**

#858

GEN VIII - GALAR

PSYCHIC

FAIRY



IT EMITS PSYCHIC POWER STRONG ENOUGH TO CAUSE HEADACHES AS A DETERRENT TO THE APPROACH OF OTHERS.

**IMPIDIMP**

#859

GEN VIII - GALAR

DARK

FAIRY



THROUGH ITS NOSE, IT SUCKS IN THE EMANATIONS PRODUCED BY PEOPLE AND POKÉMON WHEN THEY FEEL ANNOYED. IT THRIVES OFF THIS NEGATIVE ENERGY.



MORGREM #860

GEN VIII - GALAR



DARK

FAIRY

WHEN IT GETS DOWN ON ALL FOOURS AS IF TO BEG FOR FORGIVENESS, IT'S TRYING TO LURE OPPONENTS IN SO THAT IT CAN STAB THEM WITH ITS SPEAR-LIKE HAIR.



IMPIDIMP → MORGREM → GRIMMSNARL

ENAMORUS-INCARNATE #905

GEN VIII - GALAR



FAIRY

FLYING

LEGENDARY

WHEN IT FLIES TO THIS LAND FROM ACROSS THE SEA, THE BITTER WINTER COMES TO AN END. ACCORDING TO LEGEND, THIS POKÉMON'S LOVE GIVES

TINKATINK #957

GEN IX - PALDEA



FAIRY

STEEL

IT SWINGS ITS HANDMADE HAMMER AROUND TO PROTECT ITSELF, BUT THE HAMMER IS OFTEN STOLEN BY POKÉMON THAT EAT METAL.



TINKATINK → TINKATUFF → TINKATON

TINKATUFF #958

GEN IX - PALDEA



FAIRY

STEEL

THIS POKÉMON WILL ATTACK GROUPS OF PAWNIARD AND BISHARP, GATHERING METAL FROM THEM IN ORDER TO CREATE A LARGE AND STURDY HAMMER.



TINKATINK → TINKATUFF → TINKATON

TINKATON #959

GEN IX - PALDEA



FAIRY

STEEL

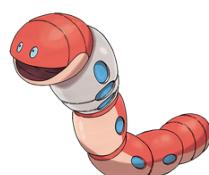
THIS INTELLIGENT POKÉMON HAS A VERY DARING DISPOSITION. IT KNOCKS ROCKS INTO THE SKY WITH ITS HAMMER, AIMING FOR FLYING CORVIKNIGHT.



TINKATINK → TINKATUFF → TINKATON

ORTHWORM #968

GEN IX - PALDEA



STEEL

WHEN ATTACKED, THIS POKÉMON WILL WIELD THE TENDRILS ON ITS BODY LIKE FISTS AND PELET THE OPPONENT WITH A STORM OF PUNCHES.

FLAMIGO #973

GEN IX - PALDEA



FLYING

FIGHTING

THIS POKÉMON APPARENTLY TIES THE BASE OF ITS NECK INTO A KNOT SO THAT ENERGY STORED IN ITS BELLY DOES NOT ESCAPE FROM ITS BEAK.

TATSUGIRI-CURLY #978

GEN IX - PALDEA



DRAGON

WATER

THIS IS A SMALL DRAGON POKÉMON. IT LIVES INSIDE THE MOUTH OF DONDODO TO PROTECT ITSELF FROM ENEMIES ON THE OUTSIDE.

SCREAM-TAIL #985

GEN IX - PALDEA



THERE HAS BEEN ONLY ONE REPORTED SIGHTING OF THIS POKÉMON. IT RESEMBLES A MYSTERIOUS CREATURE DEPICTED IN AN OLD EXPEDITION

FAIRY
PSYCHIC

RATTATA #019

GEN I - KANTO



NORMAL

BITES ANYTHING WHEN IT ATTACKS. SMALL AND VERY QUICK, IT IS A COMMON SIGHT IN MANY PLACES.



RATTATA
RATICATE

NIDORAN-M #032

GEN I - KANTO



POISON

STIFFENS ITS EARS TO SENSE DANGER. THE LARGER ITS HORNS, THE MORE POWERFUL ITS SECRETED VENOM.



NIDORAN-M
NIDORINO
NIDOKING

NIDORINO #033

GEN I - KANTO



POISON

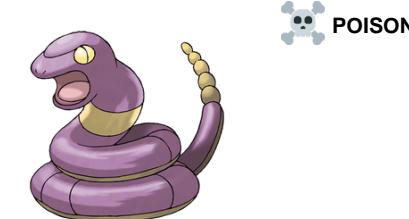
AN AGGRESSIVE POKÉMON THAT IS QUICK TO ATTACK. THE HORN ON ITS HEAD SECRETES A POWERFUL VENOM.



NIDORAN-M
NIDORINO
NIDOKING

EKANS #023

GEN I - KANTO



POISON

MOVES SILENTLY AND STEALTHILY. EATS THE EGGS OF BIRDS, SUCH AS PIDGEY AND SPEAROW, WHOLE.



EKANS
ARBOK

ARBOK #024

GEN I - KANTO



POISON

IT IS RUMORED THAT THE FEROCIOS WARNING MARKINGS ON ITS BELLY DIFFER FROM AREA TO AREA.



EKANS
ARBOK

ZUBAT #041

GEN I - KANTO

ZUBAT #041

GEN I - KANTO



POISON

FLYING

FORMS COLONIES IN PERPETUALLY DARK PLACES. USES ULTRASONIC WAVES TO IDENTIFY AND APPROACH TARGETS.



ZUBAT
GOLBAT
CROBAT

NIDOKING #034

GEN I - KANTO



POISON

GROUND

IT USES ITS POWERFUL TAIL IN BATTLE TO SMASH, CONstrict, THEN BREAK THE PREY'S BONES.



NIDORAN-M
NIDORINO
NIDOKING

GOLBAT

GEN I - KANTO



ONCE IT STRIKES, IT WILL NOT STOP DRAINING ENERGY FROM THE VICTIM EVEN IF IT GETS TOO HEAVY TO FLY.

**#042****VENONAT**

GEN I - KANTO



LIVES IN THE SHADOWS OF TALL TREES WHERE IT EATS INSECTS. IT IS ATTRACTED BY LIGHT AT NIGHT.

**VENOMOTH**

GEN I - KANTO



THE DUSTLIKE SCALES COVERING ITS WINGS ARE COLOR-CODED TO INDICATE THE KINDS OF POISON IT HAS.

**GRIMER**

GEN I - KANTO



APPEARS IN FILTHY AREAS. THRIVES BY SUCKING UP POLLUTED SLUDGE THAT IS PUMPED OUT OF FACTORIES.

**MUK**

GEN I - KANTO



THICKLY COVERED WITH A FILTHY, VILE SLUDGE. IT IS SO TOXIC, EVEN ITS FOOTPRINTS CONTAIN POISON.

**#089****SHELLDER**

GEN I - KANTO



ITS HARD SHELL REPELS ANY KIND OF ATTACK. IT IS VULNERABLE ONLY WHEN ITS SHELL IS OPEN.

**#090****CLOYSTER**

GEN I - KANTO



WHEN ATTACKED, IT LAUNCHES ITS HORNS IN QUICK VOLLEYS. ITS INNARDS HAVE NEVER BEEN SEEN.

**GASTLY**

GEN I - KANTO



ALMOST INVISIBLE, THIS GASEOUS POKÉMON CLOAKS THE TARGET AND PUTS IT TO SLEEP WITHOUT NOTICE.

**#091****#092**

HAUNTER

#093

GEN I - KANTO



BECAUSE OF ITS ABILITY TO SLIP THROUGH BLOCK WALLS, IT IS SAID TO BE FROM ANOTHER DIMENSION.



GASTLY

HAUNTER

GENGAR

GENGAR

#094

GEN I - KANTO



UNDER A FULL MOON, THIS POKÉMON LIKES TO MIMIC THE SHADOWS OF PEOPLE AND LAUGH AT THEIR FRIGHT.



GASTLY

HAUNTER

GENGAR

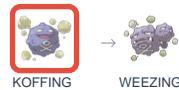
KOFFING

#109

GEN I - KANTO



BECAUSE IT STORES SEVERAL KINDS OF TOXIC GASES IN ITS BODY, IT IS PRONE TO EXPLODING WITHOUT WARNING.



KOFFING

WEEZING

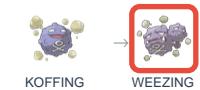
WEEZING

#110

GEN I - KANTO



WHERE TWO KINDS OF POISON GASES MEET, 2 KOFFINGS CAN FUSE INTO A WEEZING OVER MANY YEARS.



KOFFING

WEEZING

STARMIE

#121

GEN I - KANTO



ITS CENTRAL CORE GLOWS WITH THE SEVEN COLORS OF THE RAINBOW. SOME PEOPLE VALUE THE CORE AS A GEM.



STARLY

STARMIE

DITTO

#132

GEN I - KANTO



CAPABLE OF COPYING AN ENEMY'S GENETIC CODE TO INSTANTLY TRANSFORM ITSELF INTO A DUPLICATE OF THE ENEMY.

AERODACTYL

#142

GEN I - KANTO



ROCK

FLYING

A POKÉMON THAT ROAMED THE SKIES IN THE DINOSAUR ERA. ITS TEETH ARE LIKE SAW BLADES.

MEWTWO

#150

GEN I - KANTO



PSYCHIC

LEGENDARY

IT WAS CREATED BY A SCIENTIST AFTER YEARS OF HORRIFIC GENE SPLICING AND DNA ENGINEERING EXPERIMENTS.

CROBAT

GEN II - JOHTO

#169



POISON

FLYING

IT FLIES SO SILENTLY THROUGH THE DARK ON ITS FOUR WINGS THAT IT MAY NOT BE NOTICED EVEN WHEN NEARBY.



ZUBAT

GOLBAT

CROBAT

AIPOM

GEN II - JOHTO

#190



NORMAL

ITS TAIL IS SO POWERFUL THAT IT CAN USE IT TO GRAB A TREE BRANCH AND HOLD ITSELF UP IN THE AIR.



AIPOM

AMBIPO

GLIGAR

GEN II - JOHTO

#207



IT FLIES STRAIGHT AT ITS TARGET'S FACE THEN CLAMPS DOWN ON THE STAR-TLED VICTIM TO INJECT POISON.



GLIGAR

GLISCOR

GRANBULL

GEN II - JOHTO

#210



IT IS ACTUALLY TIMID AND EASILY SPOOKED. IF ATTACKED, IT FLAILS ABOUT TO FEND OFF ITS ATTACKER.



SNUBBULL

GRANBULL

ESPEON

GEN II - JOHTO

#196



PSYCHIC

IT USES THE FINE HAIR THAT COVERS ITS BODY TO SENSE AIR CURRENTS AND PREDICT ITS ENEMY'S ACTIONS.

**MANTINE**

GEN II - JOHTO

#226



AS IT MAJESTICALLY SWIMS, IT DOESN'T CARE IF REMORAIID ATTACH TO IT FOR SCAVENGING ITS LEFTOVERS.



MANYPECK

MANTINE

TYROGUE

GEN II - JOHTO

#236



IT IS ALWAYS BURSTING WITH ENERGY. TO MAKE ITSELF STRONGER, IT KEEPS ON FIGHTING EVEN IF IT LOSES.



TYROGUE

HITMONLEE

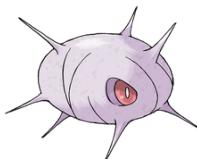
HITMONCHAN

HITMONTOP

CASCOON

#268

GEN III - HOENN



CASCOON MAKES ITS PROTECTIVE COCOON BY WRAPPING ITS BODY ENTIRELY WITH A FINE SILK FROM ITS MOUTH. ONCE THE SILK GOES AROUND

**SWALOT**

#317

GEN III - HOENN



WHEN SWALOT SPOTS PREY, IT SPURTS OUT A HIDEOUSLY TOXIC FLUID FROM ITS PORES AND SPRAYS THE TARGET. ONCE THE PREY HAS WEAKENED, THIS

**DELCATTY**

#301

GEN III - HOENN



DELCATTY PREFERS TO LIVE AN UNFETTERED EXISTENCE IN WHICH IT CAN DO AS IT PLEASES AT ITS OWN PACE. BECAUSE THIS POKÉMON EATS AND

**GRUMPIG**

#326

GEN III - HOENN



GRUMPIG USES THE BLACK PEARLS ON ITS BODY TO AMPLIFY ITS PSYCHIC POWER WAVES FOR GAINING TOTAL CONTROL OVER ITS FOE. WHEN THIS

**SABLEYE**

#302

GEN III - HOENN



SABLEYE LEAD QUIET LIVES DEEP INSIDE CAVERNS. THEY ARE FEARED, HOWEVER, BECAUSE THESE POKÉMON ARE THOUGHT TO STEAL THE SPIRITS OF

**ILLUMISE**

#314

GEN III - HOENN



WITH ITS SWEET AROMA, IT GUIDES VOLBEAT TO DRAW SIGNS WITH LIGHT IN THE NIGHT SKY.

SWALOT

#317

GEN III - HOENN



WHEN SWALOT SPOTS PREY, IT SPURTS OUT A HIDEOUSLY TOXIC FLUID FROM ITS PORES AND SPRAYS THE TARGET. ONCE THE PREY HAS WEAKENED, THIS

**GRUMPIG**

#326

GEN III - HOENN



GRUMPIG USES THE BLACK PEARLS ON ITS BODY TO AMPLIFY ITS PSYCHIC POWER WAVES FOR GAINING TOTAL CONTROL OVER ITS FOE. WHEN THIS

**LILEEP**

#345

GEN III - HOENN



LILEEP BECAME EXTINCT APPROXIMATELY A HUNDRED MILLION YEARS AGO. THIS ANCIENT POKÉMON ATTACHES ITSELF TO A ROCK ON THE SEAFLOOR AND CATCHES

**CHERRIM**

#421

GEN IV - SINNOH



IT BLOOMS DURING TIMES OF STRONG SUNLIGHT. IT TRIES TO MAKE UP FOR EVERYTHING IT ENDURED AS A BUD.



SHELLOS

#422

GEN IV - SINNOH



WATER

ITS COLORS AND SHAPES DIFFER FROM REGION TO REGION. IN THE SINNOH REGION, TWO TYPES ARE CONFIRMED.



SHELLOS → GASTRODON

DRIFBLIM

#426

GEN IV - SINNOH



GHOST



FLYING

AT DUSK, SWARMS OF THEM ARE CARRIED ALOFT ON WINDS. WHEN NOTICED, THEY SUDDENLY VANISH.



DRIFLOON → DRIFBLIM

GASTRODON

#423

GEN IV - SINNOH



WATER



GROUND

IT HAS A PLIABLE BODY WITHOUT ANY BONES. IF ANY PART OF ITS BODY IS TORN OFF, IT GROWS RIGHT BACK.



SHELLOS → GASTRODON

AMBIPOOM

#424

GEN IV - SINNOH



NORMAL

TO EAT, IT DEFTLY SHUCKS NUTS WITH ITS TWO TAILS. IT RARELY USES ITS ARMS NOW.



AIPOM → AMBIPOOM

DRIFLOON

#425

GEN IV - SINNOH



GHOST



FLYING

A POKÉMON FORMED BY THE SPIRITS OF PEOPLE AND POKÉMON. IT LOVES DAMP, HUMID SEASONS.



DRIFLOON → DRIFBLIM

DRIFBLIM

#426

GEN IV - SINNOH



GHOST



FLYING

AT DUSK, SWARMS OF THEM ARE CARRIED ALOFT ON WINDS. WHEN NOTICED, THEY SUDDENLY VANISH.



DRIFLOON → DRIFBLIM

MISMAGIUS

#429

GEN IV - SINNOH



GHOST

ITS CRIES SOUND LIKE INCANTATIONS. THOSE HEARING IT ARE TORMENTED BY HEADACHES AND HALLUCINATIONS.



MISDREAVUS → MISMAGIUS

STUNKY

#434

GEN IV - SINNOH



POISON



DARK

IT PROTECTS ITSELF BY SPRAYING A NOXIOUS FLUID FROM ITS REAR. THE STENCH LINGERS FOR 24 HOURS.



STUNKY → SKUNTANK

SKUNTANK

#435

GEN IV - SINNOH



POISON



DARK

IT SPRAYS A VILE-SMELLING FLUID FROM THE TIP OF ITS TAIL TO ATTACK. ITS RANGE IS OVER 160 FEET.



STUNKY → SKUNTANK

SPIRITOMB

#442

GEN IV - SINNOH



A POKÉMON THAT WAS FORMED BY 108 SPIRITS. IT IS BOUND TO A FISSURE IN AN ODD KEYSTONE.

SKORUPI

#451

GEN IV - SINNOH



IT GRIPS PREY WITH ITS TAIL CLAWS AND INJECTS POISON. IT TENACIOUSLY HANGS ON UNTIL THE POISON TAKES.



→ DRAPION

PALKIA

#484

GEN IV - SINNOH



IT HAS THE ABILITY TO DISTORT SPACE. IT IS DESCRIBED AS A DEITY IN SINNOH-REGION MYTHOLOGY.

PURRLOIN

#509

GEN V - UNOVA



THEY STEAL FROM PEOPLE FOR FUN, BUT THEIR VICTIMS CAN'T HELP BUT FORGIVE THEM. THEIR DECEPTIVELY CUTE ACT IS PERFECT.



→ LIEPARD

DRAPION

#452

GEN IV - SINNOH



IT HAS THE POWER IN ITS CLAWED ARMS TO MAKE SCRAP OF A CAR. THE TIPS OF ITS CLAWS RELEASE POISON.



→ DRAPION

GLISCOR

#472

GEN IV - SINNOH



IT OBSERVES PREY WHILE HANGING INVERTED FROM BRANCHES. WHEN THE CHANCE PRESENTS ITSELF, IT SWOOPS!



→ GLISCOR

LIEPARD

#510

GEN V - UNOVA



THESE POKÉMON VANISH AND APPEAR UNEXPECTEDLY. MANY TRAINERS ARE DRAWN TO THEIR BEAUTIFUL FORM AND FUR.



→ LIEPARD

GOTHITA

#574

GEN V - UNOVA



THEIR RIBBONLIKE FEELERS INCREASE THEIR PSYCHIC POWER. THEY ARE ALWAYS STARING AT SOMETHING.



→ GOTHORITA



GOTHORITA

GEN V - UNOVA

#575



THEY USE HYPNOSIS TO CONTROL PEOPLE AND POKÉMON. TALES OF GOTHORITA LEADING PEOPLE ASTRAY ARE TOLD IN EVERY CORNER.

**GOOMY**

GEN VI - KALOS

#704



THE WEAKEST DRAGON-TYPE POKÉMON, IT LIVES IN DAMP, SHADY PLACES, SO ITS BODY DOESN'T DRY OUT.

**GOTHITELLE**

GEN V - UNOVA

#576



STARRY SKIES THOUSANDS OF LIGHT-YEARS AWAY ARE VISIBLE IN THE SPACE DISTORTED BY THEIR INTENSE PSYCHIC POWER.

**MIENSHAO**

GEN V - UNOVA

#620



IT WIELDS THE FUR ON ITS ARMS LIKE A WHIP. ITS ARM ATTACKS COME WITH SUCH RAPIDITY THAT THEY CANNOT EVEN BE SEEN.

**GENESECT**

GEN V - UNOVA

#649



OVER 300 MILLION YEARS AGO, IT WAS FEARED AS THE STRONGEST OF HUNTERS. IT HAS BEEN MODIFIED BY TEAM PLASMA.

GOOMY

GEN VI - KALOS

#704

SLIGGOO

GEN VI - KALOS

#705



IT DRIVES AWAY OPPONENTS BY EXCRETING A STICKY LIQUID THAT CAN DISSOLVE ANYTHING. ITS EYES DEVOLVED, SO IT CAN'T SEE ANYTHING.

**GOODRA**

GEN VI - KALOS

#706



THIS VERY FRIENDLY DRAGON-TYPE POKÉMON WILL HUG ITS BELOVED TRAINER, LEAVING THAT TRAINER COVERED IN STICKY SLIME.

**NOIBAT**

GEN VI - KALOS

#714



THEY LIVE IN PITCH-BLACK CAVES. THEIR ENORMOUS EARS CAN EMIT ULTRASONIC WAVES OF 200,000 HERTZ.



NOIVERN

#715

GEN VI - KALOS



THEY FLY AROUND ON MOONLESS NIGHTS AND ATTACK CARELESS PREY. NOTHING CAN BEAT THEM IN A BATTLE IN THE DARK.

**SHIINOTIC**

#756

GEN VII - ALOLA



FORESTS WHERE SHIINOTIC LIVE ARE TREACHEROUS TO ENTER AT NIGHT. PEOPLE CONFUSED BY ITS STRANGE LIGHTS CAN NEVER FIND THEIR WAY

**HOOPA**

#720

GEN VI - KALOS



THIS TROUBLEMAKER SENDS ANYTHING AND EVERYTHING TO FARAWAY PLACES USING ITS LOOP, WHICH CAN WARP SPACE.

CRAKBRAWLER

#739

GEN VII - ALOLA



WHILE GUARDING ITS WEAK POINTS WITH ITS PINCERS, IT LOOKS FOR AN OPENING AND UNLEASHES PUNCHES. WHEN IT LOSES, IT FOAMS AT THE MOUTH AND

**MORELULL**

#755

GEN VII - ALOLA



IT SCATTERS SPORES THAT FLICKER AND GLOW. ANYONE SEEING THESE LIGHTS FALLS INTO A DEEP SLUMBER.

**SHIINOTIC**

#756

GEN VII - ALOLA



FORESTS WHERE SHIINOTIC LIVE ARE TREACHEROUS TO ENTER AT NIGHT. PEOPLE CONFUSED BY ITS STRANGE LIGHTS CAN NEVER FIND THEIR WAY

**BOUNSWEET**

#761

GEN VII - ALOLA



A DELECTABLE AROMA POURS FROM ITS BODY. THEY ARE OFTEN SWALLOWED WHOLE BY TOUCANNON LURED BY THAT WAFTING DELICIOUSNESS.

**STEENEE**

#762

GEN VII - ALOLA



THE SEPALS ON ITS HEAD DEVELOPED TO PROTECT ITS BODY. THESE ARE QUITE HARD, SO EVEN IF PECKED BY BIRD POKÉMON, THIS POKÉMON IS TOTALLY

**TSAREENA**

#763

GEN VII - ALOLA



ITS LONG, STRIKING LEGS AREN'T JUST FOR SHOW BUT TO BE USED TO KICK WITH SKILL. IN VICTORY, IT SHOWS OFF BY KICKING THE DEFEATED, LAUGHING



TAPU-FINI
GEN VII - ALOLA

#788



THE DENSE FOG IT CREATES BRINGS THE DOWNFALL AND DESTRUCTION OF ITS CONFUSED ENEMIES. OCEAN CURRENTS ARE THE SOURCE OF ITS ENERGY.

CORVIKNIGHT
GEN VIII - GALAR

#823



THIS POKÉMON REIGNS SUPREME IN THE SKIES OF THE GALAR REGION. THE BLACK LUSTER OF ITS STEEL BODY COULD DRIVE TERROR INTO THE HEART OF ANY FOE.

**LUNALA**
GEN VII - ALOLA

#792



IT IS SAID TO BE A FEMALE EVOLUTION OF COSMOG. WHEN ITS THIRD EYE ACTIVATES, AWAY IT FLIES TO ANOTHER WORLD.

**TOXEL**
GEN VIII - GALAR

#848



IT STORES POISON IN AN INTERNAL POISON SAC AND SECRETES THAT POISON THROUGH ITS SKIN. IF YOU TOUCH THIS POKÉMON, A TINGLING

**POIPOLE**
GEN VII - ALOLA

#803



THIS ULTRA BEAST IS WELL ENOUGH LIKED TO BE CHOSEN AS A FIRST PARTNER IN ITS OWN WORLD.

**NAGANADEL**
GEN VII - ALOLA

#804



IT STORES HUNDREDS OF LITERS OF POISONOUS LIQUID INSIDE ITS BODY. IT IS ONE OF THE ORGANISMS KNOWN AS UBS.

**TOXTRICITY-AMPED**
GEN VIII - GALAR

#849



WHEN THIS POKÉMON SOUNDS AS IF IT'S STRUMMING A GUITAR, IT'S ACTUALLY CLAWING AT THE PROTRUSIONS ON ITS CHEST TO GENERATE ELECTRICITY.

**SINISTEA**
GEN VIII - GALAR

#854



THIS POKÉMON IS SAID TO HAVE BEEN BORN WHEN A LONELY SPIRIT POSSESSED A COLD, LEFTOVER CUP OF TEA.



POLTEAGEIST #855

GEN VIII - GALAR



GHOST

THIS SPECIES LIVES IN ANTIQUE TEAPOTS. MOST POTS ARE FORGERIES, BUT ON RARE OCCASIONS, AN AUTHENTIC WORK IS FOUND.



SINISTEA → POLTEAGEIST

GRIMMSNARL #861

GEN VIII - GALAR



DARK



FAIRY

WITH THE HAIR WRAPPED AROUND ITS BODY HELPING TO ENHANCE ITS MUSCLES, THIS POKÉMON CAN OVERWHELM EVEN MACHAMP.



IMPIDIMP → MORGREM → GRIMMSNARL

INDEEDEE-MALE #876

GEN VIII - GALAR



PSYCHIC



NORMAL

IT USES THE HORMS ON ITS HEAD TO SENSE THE EMOTIONS OF OTHERS. MALES WILL ACT AS VALETS FOR THOSE THEY SERVE, LOOKING AFTER THEIR

ETERNATUS #890

GEN VIII - GALAR



POISON



DRAGON



LEGENDARY

THE CORE ON ITS CHEST ABSORBS ENERGY EMANATING FROM THE LANDS OF THE GALAR REGION. THIS ENERGY IS WHAT ALLOWS ETERNATUS TO STAY

MR-RIME #866

GEN VIII - GALAR



ICE



PSYCHIC

IT'S HIGHLY SKILLED AT TAP-DANCING. IT WAVES ITS CANE OF ICE IN TIME WITH ITS GRACEFUL MOVEMENTS.



MIME-JR → MR-MIME → MR-RIME

PINCURCHIN #871

GEN VIII - GALAR



ELECTRIC

IT FEEDS ON SEAWEED, USING ITS TEETH TO SCRAPE IT OFF ROCKS. ELECTRIC CURRENT FLOWS FROM THE TIPS OF ITS SPINES.

GREAT-TUSK #984

GEN IX - PALDEA

PECHARUNT #1025

GEN IX - PALDEA



GROUND



FIGHTING

SIGHTINGS OF THIS POKÉMON HAVE OCCURRED IN RECENT YEARS. THE NAME GREAT TUSK WAS TAKEN FROM A CREATURE LISTED IN A CERTAIN BOOK.



POISON



GHOST



MYTHICAL

IT FEEDS OTHERS TOXIC MOCHI THAT DRAW OUT DESIRES AND CAPABILITIES. THOSE WHO EAT THE MOCHI FALL UNDER PECHARUNT'S CONTROL, CHAINED TO ITS

CHARMANDER #004

GEN I - KANTO



🔥 FIRE

OBVIOUSLY PREFERS HOT PLACES. WHEN IT RAINS, STEAM IS SAID TO SPOUT FROM THE TIP OF ITS TAIL.



CHARMELEON #005

GEN I - KANTO



🔥 FIRE

WHEN IT SWINGS ITS BURNING TAIL, IT ELEVATES THE TEMPERATURE TO UNBEARABLY HIGH LEVELS.



PARAS #046

GEN I - KANTO



🐛 BUG
🌿 GRASS

BURROWS TO SUCK TREE ROOTS. THE MUSHROOMS ON ITS BACK GROW BY DRAWING NUTRIENTS FROM THE BUG HOST.



PARASECT #047

GEN I - KANTO



🐛 BUG
🌿 GRASS

A HOST-PARASITE PAIR IN WHICH THE PARASITE MUSHROOM HAS TAKEN OVER THE HOST BUG. PREFERS DAMP PLACES.



CHARIZARD #006

GEN I - KANTO



🔥 FIRE
🕊 FLYING

SPITS FIRE THAT IS HOT ENOUGH TO MELT BOULDERS. KNOWN TO CAUSE FOREST FIRES UNINTENTIONALLY.



VILEPLUME #045

GEN I - KANTO



🌿 GRASS
💀 POISON

IT HAS THE WORLD'S LARGEST PETALS. WITH EVERY STEP, THE PETALS SHAKE OUT HEAVY CLOUDS OF TOXIC POLLEN.



KRABBY #098

GEN I - KANTO

KRABBY #098

GEN I - KANTO



💧 WATER



ITS PINCERS ARE NOT ONLY POWERFUL WEAPONS, THEY ARE USED FOR BALANCE WHEN WALKING SIDEWAYS.



KINGLER #099

GEN I - KANTO



💧 WATER

THE LARGE PINCER HAS 10000 HP OF CRUSHING POWER. HOWEVER, ITS HUGE SIZE MAKES IT UNWIELDY TO USE.



VOLTORB
GEN I - KANTO

USUALLY FOUND IN POWER PLANTS. EASILY MISTAKEN FOR A POKÉ BALL, THEY HAVE ZAPPED MANY PEOPLE.

ELECTRIC

**JYNX**
GEN I - KANTO

IT SEDUCTIVELY WIGGLES ITS HIPS AS IT WALKS. IT CAN CAUSE PEOPLE TO DANCE IN UNISON WITH IT.

ICE
 PSYCHIC

SMOOCHUM → JYNX

ELECTRODE
GEN I - KANTO

ELECTRIC

IT STORES ELECTRIC ENERGY UNDER VERY HIGH PRESSURE. IT OFTEN EXPLODES WITH LITTLE OR NO PROVOCATION.

**MAGMAR**
GEN I - KANTO

FIRE

ITS BODY ALWAYS BURNS WITH AN ORANGE GLOW THAT ENABLES IT TO HIDE PERFECTLY AMONG FLAMES.

MAGBY → MAGMAR → MAGMORTAR

GOLDEEN
GEN I - KANTO

WATER

ITS TAIL FIN BILLOWS LIKE AN ELEGANT BALLROOM DRESS, GIVING IT THE NICKNAME OF THE WATER QUEEN.

**SEAKING**
GEN I - KANTO

WATER

IN THE AUTUMN SPAWNING SEASON, THEY CAN BE SEEN SWIMMING POWERFULLY UP RIVERS AND CREEKS.

**JYNX**
GEN I - KANTO

IT SEDUCTIVELY WIGGLES ITS HIPS AS IT WALKS. IT CAN CAUSE PEOPLE TO DANCE IN UNISON WITH IT.

ICE
 PSYCHIC

SMOOCHUM → JYNX

MAGIKARP
GEN I - KANTO

WATER

IN THE DISTANT PAST, IT WAS SOMEWHAT STRONGER THAN THE HORRIBLY WEAK DESCENDANTS THAT EXIST TODAY.

MAGIKARP → GYARADOS

FLAREON
GEN I - KANTO

FIRE

WHEN STORING THERMAL ENERGY IN ITS BODY, ITS TEMPERATURE COULD SOAR TO OVER 1600 DEGREES.

EEVEE → VAPOREON → JOLTEON → FLAREON → ESPEON
UMBREON → LEAFEON → GLACEON → SYLVEON

LEDYBA

GEN II - JOHTO



IT IS VERY TIMID. IT WILL BE AFRAID TO MOVE IF IT IS ALONE. BUT IT WILL BE ACTIVE IF IT IS IN A GROUP.



LEDYBA

LEDIAN

#165

LEDIAN

GEN II - JOHTO



WHEN THE STARS FLICKER IN THE NIGHT SKY, IT FLUTTERS ABOUT, SCATTERING A GLOWING POWDER.



LEDYBA

LEDIAN

#166

ARIADOS

GEN II - JOHTO



IT SPINS STRING NOT ONLY FROM ITS REAR BUT ALSO FROM ITS MOUTH. IT IS HARD TO TELL WHICH END IS WHICH.



SPINARAK

ARIADOS

#168

YANMA

GEN II - JOHTO



IF IT FLAPS ITS WINGS REALLY FAST, IT CAN GENERATE SHOCK WAVES THAT WILL SHATTER WIN- DOWS IN THE AREA.



YANMA

YANMEGA

#193

SCIZOR

GEN II - JOHTO



IT HAS A STEEL-HARD BODY. IT INTIMIDATES FOES BY UPRISING ITS EYE-PATTERNED PINCERS.



SCYTHER

SCIZOR

KLEAVOR

#212

SLUGMA

GEN II - JOHTO



IT NEVER SLEEPS. IT HAS TO KEEP MOVING BECAUSE IF IT STOPPED, ITS MAGMA BODY WOULD COOL AND HARDEN.



SLUGMA

MAGCARGO

#218

MAGCARGO

GEN II - JOHTO



THE SHELL ON ITS BACK IS JUST SKIN THAT HAS COOLED AND HARDENED. IT BREAKS EASILY WITH A SLIGHT TOUCH.



SLUGMA

MAGCARGO

#219

OCTILLERY

GEN II - JOHTO



IT TRAPS ENEMIES WITH ITS SUCTION-CUPPED TENTACLES THEN SMASHES THEM WITH ITS ROCK-HARD HEAD.



REMORAID

OCTILLERY

#224

DELIBIRD

#225

GEN II - JOHTO



ICE

FLYING

IT CARRIES FOOD ALL DAY LONG. THERE ARE TALES ABOUT LOST PEOPLE WHO WERE SAVED BY THE FOOD IT HAD.

PORYGON2

#233

GEN II - JOHTO



NORMAL

THIS UPGRADED VERSION OF PORYGON IS DESIGNED FOR SPACE EXPLORATION. IT CAN'T FLY, THOUGH.

**TORCHIC**

#255

GEN III - HOENN



FIRE

TORCHIC STICKS WITH ITS TRAINER, FOLLOWING BEHIND WITH UNSTEADY STEPS. THIS POKÉMON BREATHES FIRE OF OVER 1,800 DEGREES F, INCLUDING

**COMBUSKEN**

#256

GEN III - HOENN



FIRE

FIGHTING

COMBUSKEN TOUGHENS UP ITS LEGS AND THIGHS BY RUNNING THROUGH FIELDS AND MOUNTAINS. THIS POKÉMON'S LEGS POSSESS BOTH SPEED AND POWER,

**MAGBY**

#240

GEN II - JOHTO



FIRE

EACH AND EVERY TIME IT INHALES AND EXHALES, HOT EMBERS DRIBBLE OUT OF ITS MOUTH AND NOSTRILS.

**HO-OH**

#250

GEN II - JOHTO



FIRE

FLYING

LEGENDARY

LEGENDS CLAIM THIS POKÉMON FLIES THE WORLD'S SKIES CONTINUOUSLY ON ITS MAGNIFICENT SEVEN-COLORED WINGS.



BUG

WURMPLE

#265

GEN III - HOENN



TORCHIC STICKS WITH ITS TRAINER, FOLLOWING BEHIND WITH UNSTEADY STEPS. THIS POKÉMON BREATHES FIRE OF OVER 1,800 DEGREES F, INCLUDING

BLAZIKEN

#257

GEN III - HOENN



FIRE

FIGHTING

IN BATTLE, BLAZIKEN BLOWS OUT INTENSE FLAMES FROM ITS WRISTS AND ATTACKS FOES COURAGEOUSLY. THE STRONGER THE FOE, THE MORE



MEDICHAM

GEN III - HOENN



FIGHTING

PSYCHIC

#308

IT IS SAID THAT THROUGH MEDITATION, MEDICHAM HEIGHTENS ENERGY INSIDE ITS BODY AND SHARPENS ITS SIXTH SENSE. THIS POKÉMON HIDES ITS



MEDITITE

MEDICHAM

CORPHISH

GEN III - HOENN



WATER

#341

ITS HARDY VITALITY ENABLES IT TO ADAPT TO ANY ENVIRONMENT. ITS PINCERS WILL NEVER RELEASE PREY.



CORPHISH

CRAWDAUNT

CARVANHA

GEN III - HOENN



WATER

DARK

#318

CARVANHA'S STRONGLY DEVELOPED JAWS AND ITS SHARPLY POINTED FANGS PACK THE DESTRUCTIVE POWER TO RIP OUT BOAT HULLS. MANY BOATS HAVE

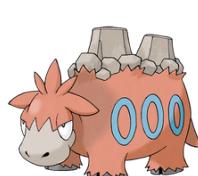


CARVANHA

SHARPEDO

CAMERUPT

GEN III - HOENN



FIRE

GROUND

#323

CAMERUPT HAS A VOLCANO INSIDE ITS BODY. MAGMA OF 18,000 DEGREES F COURSES THROUGH ITS BODY. OCCASIONALLY, THE HUMPS ON THIS



NUMEL

CAMERUPT

SOLROCK

GEN III - HOENN



ROCK

PSYCHIC

#338

SOLAR ENERGY IS THE SOURCE OF ITS POWER, SO IT IS STRONG DURING THE DAYTIME. WHEN IT SPINS, ITS BODY SHINES.

CRAWDAUNT

GEN III - HOENN



WATER

DARK

#342

CRAWDAUNT HAS AN EXTREMELY VIOLENT NATURE THAT COMPELS IT TO CHALLENGE OTHER LIVING THINGS TO BATTLE. OTHER LIFE-FORMS REFUSE TO



COPRHISH

CRAWDAUNT

LATIAS

GEN III - HOENN



DRAGON

PSYCHIC

LEGENDARY

#380

LATIAS IS HIGHLY SENSITIVE TO THE EMOTIONS OF PEOPLE. IF IT SENSES ANY HOSTILITY, THIS POKÉMON RUFFLES THE FEATHERS ALL OVER ITS BODY AND CRIES

GROUDON

GEN III - HOENN

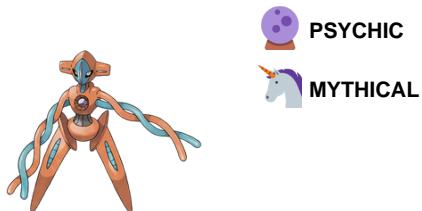


GROUND

LEGENDARY

#383

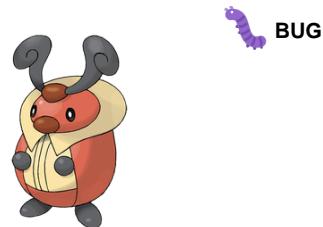
GROUDON HAS LONG BEEN DESCRIBED IN MYTHOLOGY AS THE POKÉMON THAT RAISED LANDS AND EXPANDED CONTINENTS. THIS POKÉMON TOOK TO

DEOXYS-NORMAL #386
GEN III - HOENN

PSYCHIC

MYTHICAL

THE DNA OF A SPACE VIRUS UNDERWENT A SUDDEN MUTATION UPON EXPOSURE TO A LASER BEAM AND RESULTED IN DEOXYS. THE CRYSTALLINE ORGAN ON

KRICKETOT #401
GEN IV - SINNOH

BUG

IT SHAKES ITS HEAD BACK TO FRONT, CAUSING ITS ANTENNAE TO HIT EACH OTHER AND SOUND LIKE A XYLOPHONE.

**PORYGON-Z** #474
GEN IV - SINNOH

NORMAL

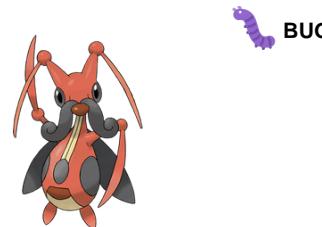
ADDITIONAL SOFTWARE WAS INSTALLED TO MAKE IT A BETTER POKÉMON. IT BEGAN ACTING ODDLY, HOWEVER.

**ROТОM** #479
GEN IV - SINNOH

ELECTRIC

GHOST

ITS BODY IS COMPOSED OF PLASMA. IT IS KNOWN TO INFILTRATE ELECTRONIC DEVICES AND WREAK HAVOC.

KRICKETUNE #402
GEN IV - SINNOH

BUG

IT CROSSES ITS KNIFELIKE ARMS IN FRONT OF ITS CHEST WHEN IT CRIES. IT CAN COMPOSE MELODIES AD LIB.

**MAGMORTAR** #467
GEN IV - SINNOH

FIRE

IT BLASTS FIREBALLS OF OVER 3,600 DEGREES F FROM THE ENDS OF ITS ARMS. IT LIVES IN VOLCANIC CRATERS.

**PORYGON-Z** #474
GEN IV - SINNOH**ROТОM** #479
GEN IV - SINNOH**TEPIG** #498
GEN V - UNOVA

FIRE

IT CAN DEFTLY DODGE ITS FOE'S ATTACKS WHILE SHOOTING FIREBALLS FROM ITS NOSE. IT ROASTS BERRIES BEFORE IT EATS THEM.

**PIGNITE** #499
GEN V - UNOVA**TEPIG** #498
GEN V - UNOVA

FIRE

FIGHTING

WHEN ITS INTERNAL FIRE FLARES UP, ITS MOVEMENTS GROW SHARPER AND FASTER. WHEN IN TROUBLE, IT EMITS SMOKE.



EMBOAR

#500

GEN V - UNOVA



IT CAN THROW A FIRE PUNCH BY SETTING ITS FISTS ON FIRE WITH ITS FIERY CHIN. IT CARES DEEPLY ABOUT ITS FRIENDS.



TEPIG

PIGNITE

EMBOAR

PANSEAR

#513

GEN V - UNOVA



WHEN IT IS ANGERED, THE TEMPERATURE OF ITS HEAD TUFT REACHES 600° F. IT USES ITS TUFT TO ROAST BERRIES.



PANSEAR

SIMISEAR

VENIPEDE

#543

GEN V - UNOVA



ITS BITE INJECTS A POTENT POISON, ENOUGH TO PARALYZE LARGE BIRD POKÉMON THAT TRY TO PREY ON IT.



VENIPEDE

WHIRLIPED

SCOLIPEDE

SCOLIPEDE

#545

GEN V - UNOVA



WITH QUICK MOVEMENTS, IT CHASES DOWN ITS FOES, ATTACKING RELENTLESSLY WITH ITS HORNS UNTIL IT PREVAILS.



VENIPED

WHIRLIPED

SCOLIPEDE

SIMISEAR

#514

GEN V - UNOVA



IT LOVES SWEETS BECAUSE THEY BECOME ENERGY FOR THE FIRE BURNING INSIDE ITS BODY.



PANSEAR

SIMISEAR

THROH

#538

GEN V - UNOVA



WHEN IT TIGHTENS ITS BELT, IT BECOMES STRONGER. WILD THROH USE VINES TO WEAVE THEIR OWN BELTS.

KROOKODILE

#553

GEN V - UNOVA



THEY NEVER ALLOW PREY TO ESCAPE. THEIR JAWS ARE SO POWERFUL, THEY CAN CRUSH THE BODY OF AN AUTOMOBILE.



SANDILE

KROKOROK

KROOKODILE

DARUMAKA

#554

GEN V - UNOVA



WHEN ITS INTERNAL FIRE IS BURNING, IT CANNOT CALM DOWN AND IT RUNS AROUND. WHEN THE FIRE DIMINISHES, IT FALLS ASLEEP.



DARUMAKA

DARMANITAN

DARMANITAN-STANDARD #555

GEN V - UNOVA



ITS INTERNAL FIRE BURNS AT 2,500° F, MAKING ENOUGH POWER THAT IT CAN DESTROY A DUMP TRUCK WITH ONE PUNCH.

**SHELMET #616**

GEN V - UNOVA



WHEN ATTACKED, IT DEFENDS ITSELF BY CLOSING THE LID OF ITS SHELL. IT CAN SPIT A STICKY, POISONOUS LIQUID.

**DWEBBLE #557**

GEN V - UNOVA



THIS POKÉMON CAN EASILY MELT HOLES IN HARD ROCKS WITH A LIQUID SECRETED FROM ITS MOUTH.

**CRUSTLE #558**

GEN V - UNOVA



COMPETING FOR TERRITORY, CRUSTLE FIGHT VIOLENTLY. THE ONE WHOSE BOULDER IS BROKEN IS THE LOSER OF THE BATTLE.

**SCRAFTY #560**

GEN V - UNOVA



GROUPS OF THEM BEAT UP ANYTHING THAT ENTERS THEIR TERRITORY. EACH CAN SPIT ACIDIC LIQUID FROM ITS MOUTH.

**ACCELGOR #617**

GEN V - UNOVA



WHEN ITS BODY DRIES OUT, IT WEAKENS. SO, TO PREVENT DEHYDRATION, IT WRAPS ITSELF IN MANY LAYERS OF THIN MEMBRANE.

**DRUDDIGON #621**

GEN V - UNOVA



IT WARMS ITS BODY BY ABSORBING SUNLIGHT WITH ITS WINGS. WHEN ITS BODY TEMPERATURE FALLS, IT CAN NO LONGER MOVE.



BLADES COMPRIZE THIS POKÉMON'S ENTIRE BODY. IF BATTLING DULLS THE BLADES, IT SHARPENS THEM ON STONES BY THE RIVER.



BISHARP

#625

GEN V - UNOVA



IT LEADS A GROUP OF PAWNARD. IT BATTLES TO BECOME THE BOSS, BUT WILL BE DRIVEN FROM THE GROUP IF IT LOSES.

**BRAIVIARY**

#628

GEN V - UNOVA



THEY FIGHT FOR THEIR FRIENDS WITHOUT ANY THOUGHT ABOUT DANGER TO THEMSELVES. ONE CAN CARRY A CAR WHILE FLYING.

**HEATMOR**

#631

GEN V - UNOVA

HEATMOR

#631

GEN V - UNOVA



IT BREATHES THROUGH A HOLE IN ITS TAIL WHILE IT BURNS WITH AN INTERNAL FIRE. DURANT IS ITS PREY.

FENNEKIN

#653

GEN VI - KALOS



EATING A TWIG FILLS IT WITH ENERGY, AND ITS ROOMY EARS GIVE VENT TO AIR HOTTER THAN 390 DEGREES FAHRENHEIT.

**BRAIXEN**

#654

GEN VI - KALOS



IT HAS A TWIG STUCK IN ITS TAIL. WITH FRICTION FROM ITS TAIL FUR, IT SETS THE TWIG ON FIRE AND LAUNCHES INTO BATTLE.

**DELPHOX**

#655

GEN VI - KALOS



IT GAZES INTO THE FLAME AT THE TIP OF ITS BRANCH TO ACHIEVE A FOCUSED STATE, WHICH ALLOWS IT TO SEE INTO THE FUTURE.

**FLETCHLING**

#661

GEN VI - KALOS



THESE FRIENDLY POKÉMON SEND SIGNALS TO ONE ANOTHER WITH BEAUTIFUL CHIRPS AND TAIL-FEATHER MOVEMENTS.

**FLETCHINDER**

#662

GEN VI - KALOS



FROM ITS BEAK, IT EXPELS EMBERS THAT SET THE TALL GRASS ON FIRE. THEN IT POUNCES ON THE BEWILDERED PREY THAT POP OUT OF THE GRASS.



TALONFLAME

#663

GEN VI - KALOS



IN THE FEVER OF AN EXCITING BATTLE, IT SHOWERS EMBERS FROM THE GAPS BETWEEN ITS FEATHERS AND TAKES TO THE AIR.



FLETCHLING

FLETCHINDER

TALONFLAME

TORRACAT

#726

GEN VII - ALOLA



AT ITS THROAT, IT BEARS A BELL OF FIRE. THE BELL RINGS BRIGHTLY WHENEVER THIS POKÉMON SPITS FIRE.



LITTEN

TORRACAT

INCINEROAR

TYRANTRUM

#697

GEN VI - KALOS



THANKS TO ITS GARGANTUAN JAWS, WHICH COULD SHRED THICK METAL PLATES AS IF THEY WERE PAPER, IT WAS INVINCIBLE IN THE ANCIENT WORLD IT



TYRUNT

TYRANTRUM

INCINEROAR

#727

GEN VII - ALOLA



THIS POKÉMON HAS A VIOLENT, SELFISH DISPOSITION. IF IT'S NOT IN THE MOOD TO LISTEN, IT WILL IGNORE ITS TRAINER'S ORDERS WITH COMPLETE NONCHALANCE.



LITTEN

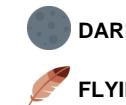
TORRACAT

INCINEROAR

YVELTAL

#717

GEN VI - KALOS



WHEN THIS LEGENDARY POKÉMON'S WINGS AND TAIL FEATHERS SPREAD WIDE AND GLOW RED, IT ABSORBS THE LIFE FORCE OF LIVING CREATURES.

**LITTEN**

#725

GEN VII - ALOLA



WHILE GROOMING ITSELF, IT BUILDS UP FUR INSIDE ITS STOMACH. IT SETS THE FUR ALIGHT AND SPEWS FIERY ATTACKS, WHICH CHANGE BASED ON HOW IT



LITTEN

TORRACAT

INCINEROAR

TURTONATOR

#776

GEN VII - ALOLA



THE SHELL ON ITS BACK IS CHEMICALLY UNSTABLE AND EXPLODES VIOLENTLY IF STRUCK. THE HOLE IN ITS STOMACH IS ITS WEAK POINT.

ORICORIO-BAILE

#741

GEN VII - ALOLA



IT BEATS ITS WINGS TOGETHER TO CREATE FIRE. AS IT MOVES IN THE STEPS OF ITS BEAUTIFUL DANCE, IT BATHES OPPONENTS IN INTENSE FLAMES.

TAPU-BULU

#787

GEN VII - ALOLA



GRASS

FAIRY

LEGENDARY

IT PULLS LARGE TREES UP BY THE ROOTS AND SWINGS THEM AROUND. IT CAUSES VEGETATION TO GROW, AND THEN IT ABSORBS ENERGY FROM THE GROWTH.

BUZZWOLE

#794

GEN VII - ALOLA



BUG

FIGHTING

THIS ULTRA BEAST APPEARED FROM ANOTHER WORLD. IT SHOWS OFF ITS BODY, BUT WHETHER THAT DISPLAY IS A BOAST OR A THREAT REMAINS UNCLEAR.

CENTISKORCH

#851

GEN VIII - GALAR



FIRE

BUG

WHEN IT HEATS UP, ITS BODY TEMPERATURE REACHES ABOUT 1,500 DEGREES FAHRENHEIT. IT LASHES ITS BODY LIKE A WHIP AND LAUNCHES ITSELF

**ZAMAZENTA**

#889

GEN VIII - GALAR



FIGHTING

LEGENDARY

IN TIMES PAST, IT WORKED TOGETHER WITH A KING OF THE PEOPLE TO SAVE THE GALAR REGION. IT ABSORBS METAL THAT IT THEN USES IN BATTLE.

ORBEETLE

#826

GEN VIII - GALAR



BUG

PSYCHIC

IT'S FAMOUS FOR ITS HIGH LEVEL OF INTELLIGENCE, AND THE LARGE SIZE OF ITS BRAIN IS PROOF THAT IT ALSO POSSESSES IMMENSE PSYCHIC POWER.

**SIZZLIPEDA**

#850

GEN VIII - GALAR



FIRE

BUG

IT STORES FLAMMABLE GAS IN ITS BODY AND USES IT TO GENERATE HEAT. THE YELLOW SECTIONS ON ITS BELLY GET PARTICULARLY HOT.

**CROCALOR**

#910

GEN IX - PALDEA

FIRE



THE COMBINATION OF CROCALOR'S FIRE ENERGY AND OVERFLOWING VITALITY HAS CAUSED AN EGG-SHAPE FIREBALL TO APPEAR ON THE POKÉMON'S HEAD.

**FUECOCO**

#909

GEN IX - PALDEA



FIRE

IT LIES ON WARM ROCKS AND USES THE HEAT ABSORBED BY ITS SQUARE-SHAPE SCALES TO CREATE FIRE ENERGY.



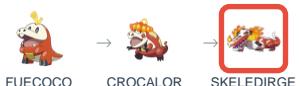
SKELEDIRGE

#911

GEN IX - PALDEA



THE FIERY BIRD CHANGES SHAPE WHEN SKELEDIRGE SINGS. RUMOR HAS IT THAT THE BIRD WAS BORN WHEN THE FIREBALL ON SKELEDIRGE'S HEAD GAINED A SOUL.



FUECOCO → CROCALOR → SKELEDIRGE

CHARCADET

#935

GEN IX - PALDEA



BURNT CHARCOAL CAME TO LIFE AND BECAME A POKÉMON. POSSESSING A FIERY FIGHTING SPIRIT, CHARCADET WILL BATTLE EVEN TOUGH OPPONENTS.



CHARCADET → ARMAROUGE → CERULEEDGE

WUGTRIO

#961

GEN IX - PALDEA



IT HAS A VICIOUS TEMPERAMENT, CONTRARY TO WHAT ITS APPEARANCE MAY SUGGEST. IT WRAPS ITS LONG BODIES AROUND PREY, THEN DRAGS THE



WIGLETT → WUGTRIO

SLITHER-WING

#988

GEN IX - PALDEA



THIS MYSTERIOUS POKÉMON HAS SOME SIMILARITIES TO A CREATURE THAT AN OLD BOOK INTRODUCED AS SLITHER WING.

ARMAROUGE

#936

GEN IX - PALDEA



ARMAROUGE EVOLVED THROUGH THE USE OF A SET OF ARMOR THAT BELONGED TO A DISTINGUISHED WARRIOR. THIS POKÉMON IS INCREDIBLY



CHARCADET → ARMAROUGE → CERULEEDGE

KLAWF

#950

GEN IX - PALDEA



KLAWF HANGS UPSIDE-DOWN FROM CLIFFS, WAITING FOR PREY. BUT KLAWF CAN'T REMAIN IN THIS POSITION FOR LONG BECAUSE ITS BLOOD RUSHES TO

IRON-BUNDLE

#991

GEN IX - PALDEA



ITS SHAPE IS SIMILAR TO A ROBOT FEATURED IN A PARANORMAL MAGAZINE ARTICLE. THE ROBOT WAS SAID TO HAVE BEEN CREATED BY AN ANCIENT

CHI-YU

#1004

GEN IX - PALDEA

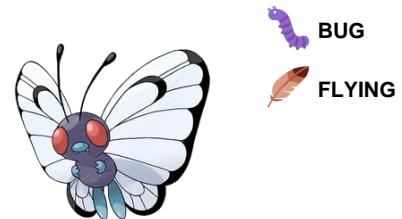


IT CONTROLS FLAMES BURNING AT OVER 5,400 DEGREES FAHRENHEIT. IT CASUALLY SWIMS THROUGH THE SEA OF LAVA IT CREATES BY MELTING ROCK AND

KOROIDON #1007
GEN IX - PALDEA

FIGHTING
DRAGON
LEGENDARY

THIS SEEMS TO BE THE WINGED KING MENTIONED IN AN OLD EXPEDITION JOURNAL. IT WAS SAID TO HAVE SPLIT THE LAND WITH ITS BARE FISTS.

BUTTERFREE #012
GEN I - KANTO

BUG
FLYING

IN BATTLE, IT FLAPS ITS WINGS AT HIGH SPEED TO RELEASE HIGHLY TOXIC DUST INTO THE AIR.

**TOGEPI** #175
GEN II - JOHTO

FAIRY

THE SHELL SEEMS TO BE FILLED WITH JOY. IT IS SAID THAT IT WILL SHARE GOOD LUCK WHEN TREATED KINDLY.

**TOGETIC** #176
GEN II - JOHTO

FAIRY
FLYING

THEY SAY THAT IT WILL APPEAR BEFORE KINDHEARTED, CARING PEOPLE AND SHOWER THEM WITH HAPPINESS.

**SEEL** #086
GEN I - KANTO

WATER

THE PROTRUDING HORN ON ITS HEAD IS VERY HARD. IT IS USED FOR BASHING THROUGH THICK ICE.

**MAREEP** #179
GEN II - JOHTO

ELECTRIC

IF STATIC ELECTRICITY BUILDS IN ITS BODY, ITS FLEECE DOUBLES IN VOLUME. TOUCHING IT WILL SHOCK YOU.

**DEWGONG** #087
GEN I - KANTO

WATER
ICE

STORES THERMAL ENERGY IN ITS BODY. SWIMS AT A STEADY 8 KNOTS EVEN IN INTENSELY COLD WATERS.

**SMEARGLE** #235
GEN II - JOHTO

NORMAL



A SPECIAL FLUID OOZES FROM THE TIP OF ITS TAIL. IT PAINTS THE FLUID EVERYWHERE TO MARK ITS TERRITORY.

LUGIA

GEN II - JOHTO

#249



IT IS SAID THAT IT QUIETLY SPENDS ITS TIME DEEP AT THE BOTTOM OF THE SEA BECAUSE ITS POWERS ARE TOO STRONG.

LINOONE

GEN III - HOENN

#264



LINOONE ALWAYS RUNS FULL SPEED AND ONLY IN STRAIGHT LINES. IF FACING AN OBSTACLE, IT MAKES A RIGHT-ANGLE TURN TO EVADE IT. THIS POKÉMON IS

**RALTS**

GEN III - HOENN

#280



RALTS SENSES THE EMOTIONS OF PEOPLE USING THE HORMS ON ITS HEAD. THIS POKÉMON RARELY APPEARS BEFORE PEOPLE. BUT WHEN IT DOES, IT

**KIRLIA**

GEN III - HOENN

#281

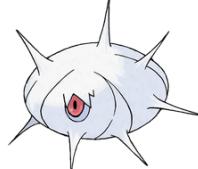


IT IS SAID THAT A KIRLIA THAT IS EXPOSED TO THE POSITIVE EMOTIONS OF ITS TRAINER GROWS BEAUTIFUL. THIS POKÉMON CONTROLS PSYCHOKINETIC

**SILCOON**

GEN III - HOENN

#266



SILCOON TETHERS ITSELF TO A TREE BRANCH USING SILK TO KEEP FROM FALLING. THERE, THIS POKÉMON HANGS QUIETLY WHILE IT AWAITED EVOLUTION. IT

**GARDEVOIR**

GEN III - HOENN

#282

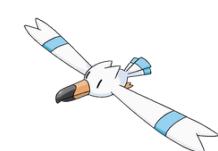


GARDEVOIR HAS THE ABILITY TO READ THE FUTURE. IF IT SENSES IMPENDING DANGER TO ITS TRAINER, THIS POKÉMON IS SAID TO UNLEASH ITS PSYCHOKINETIC

**WINGULL**

GEN III - HOENN

#278



WINGULL HAS THE HABIT OF CARRYING PREY AND VALUABLES IN ITS BEAK AND HIDING THEM IN ALL SORTS OF LOCATIONS. THIS POKÉMON RIDES THE

**VIGOROTH**

GEN III - HOENN

#288



VIGOROTH IS ALWAYS ITCHING AND AGITATED TO GO ON A WILD RAMPAGE. IT SIMPLY CAN'T TOLERATE SITTING STILL FOR EVEN A MINUTE. THIS POKÉMON'S



ZANGOOSE

#335

GEN III - HOENN



MEMORIES OF BATTLING ITS ARCH-RIVAL SEVIPER ARE ETCHED INTO EVERY CELL OF ZANGOOSE'S BODY. THIS POKÉMON ADROITLY DODGES ATTACKS WITH

SNOVER

#459

GEN IV - SINNOH



IT LIVES ON SNOWY MOUNTAINS. HAVING HAD LITTLE CONTACT WITH HUMANS, IT IS BOLDLY INQUISITIVE.

**ABSOL**

#359

GEN III - HOENN



EVERY TIME ABSOL APPEARS BEFORE PEOPLE, IT IS FOLLOWED BY A DISASTER SUCH AS AN EARTHQUAKE OR A TIDAL WAVE. AS A RESULT, IT CAME TO BE

ABOMASNOW

#460

GEN IV - SINNOH



IT WHIPS UP BLIZZARDS IN MOUNTAINS THAT ARE ALWAYS BURIED IN SNOW. IT IS THE ABOMINABLE SNOWMAN.



FROSCLASS

#478

GEN IV - SINNOH



ICE



GHOST



IT FREEZES FOES WITH AN ICY BREATH NEARLY -60 DEGREES F. WHAT SEEMS TO BE ITS BODY IS ACTUALLY HOLLOW.



SNORUNT



GLALIE



FROSCLASS

DIALGA

#483

GEN IV - SINNOH



STEEL



DRAGON



LEGENDARY



IT HAS THE POWER TO CONTROL TIME. IT APPEARS IN SINNOH-REGION MYTHS AS AN ANCIENT DEITY.

REGIGIGAS

#486

GEN IV - SINNOH



NORMAL



LEGENDARY



THERE IS AN ENDURING LEGEND THAT STATES THIS POKÉMON TOWED CONTINENTS WITH ROPES.

ARCEUS

#493

GEN IV - SINNOH



NORMAL



MYTHICAL



IT IS DESCRIBED IN MYTHOLOGY AS THE POKÉMON THAT SHAPED THE UNIVERSE WITH ITS 1,000 ARMS.

SWANNA

#581

GEN V - UNOVA



WATER



SWANNA START TO DANCE AT DUSK. THE ONE DANCING IN THE MIDDLE IS THE LEADER OF THE FLOCK.



DUCKLETT



SWANNA

VANILLITE

#582

GEN V - UNOVA



THE TEMPERATURE OF THEIR BREATH IS -58° F. THEY CREATE SNOW CRYSTALS AND MAKE SNOW FALL IN THE AREAS AROUND THEM.



VANILLITE



VANILLISH



VANILLUXE

VANILLISH

#583

GEN V - UNOVA



SNOWY MOUNTAINS ARE THIS POKÉMON'S HABITAT. DURING AN ANCIENT ICE AGE, THEY MOVED TO SOUTHERN AREAS.



VANILLITE



VANILLISH



VANILLUXE

VANILLUXE

#584

GEN V - UNOVA



SWALLOWING LARGE AMOUNTS OF WATER, THEY MAKE SNOW CLOUDS INSIDE THEIR BODIES AND ATTACK THEIR FOES WITH VIOLENT BLIZZARDS.



VANILLITE



VANILLISH



VANILLUXE

EMOLGA

#587

GEN V - UNOVA



THE ENERGY MADE IN ITS CHEEKS' ELECTRIC POUCHES IS STORED INSIDE ITS MEMBRANE AND RELEASED WHILE IT IS GLIDING.

FOONGUS

#590

GEN V - UNOVA



IT LURES PEOPLE IN WITH ITS POKÉ BALL PATTERN, THEN RELEASES POISON SPORES. WHY IT RESEMBLES A POKÉ BALL IS UNKNOWN.

**JELLICENT**

#593

GEN V - UNOVA

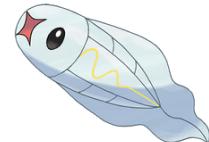


THE FATE OF THE SHIPS AND CREW THAT WANDER INTO JELLICENT'S HABITAT: ALL SUNKEN, ALL LOST, ALL VANISHED.

**TYNAMO**

#602

GEN V - UNOVA



WHILE ONE ALONE DOESN'T HAVE MUCH POWER, A CHAIN OF MANY TYNAMO CAN BE AS POWERFUL AS LIGHTNING.

**AMOONGUSS**

#591

GEN V - UNOVA



IT LURES PREY CLOSE BY DANCING AND WAVING ITS ARM CAPS, WHICH RESEMBLE POKÉ BALLS, IN A SWAYING MOTION.

**FRILLISH**

#592

GEN V - UNOVA



WITH ITS THIN, VEIL-LIKE ARMS WRAPPED AROUND THE BODY OF ITS OPPONENT, IT SINKS TO THE OCEAN FLOOR.

**LITWICK**

#607

GEN V - UNOVA



LITWICK SHINES A LIGHT THAT ABSORBS THE LIFE ENERGY OF PEOPLE AND POKÉMON, WHICH BECOMES THE FUEL THAT IT BURNS.

**CUBCHOO**

#613

GEN V - UNOVA



WHEN IT IS NOT FEELING WELL, ITS MUCUS GETS WATERY AND THE POWER OF ITS ICE-TYPE MOVES DECREASES.



BEARTIC

#614

GEN V - UNOVA



IT CAN MAKE ITS BREATH FREEZE AT WILL. VERY ABLE IN THE WATER, IT SWIMS AROUND IN NORTHERN SEAS AND CATCHES PREY.



CUBCHOO

BEARTIC

RUFFLET

#627

GEN V - UNOVA



THEY CRUSH BERRIES WITH THEIR TALONS. THEY BRAVELY STAND UP TO ANY OPPONENT, NO MATTER HOW STRONG IT IS.



RUFFLET

BRAVIARY

RESHIRAM

#643

GEN V - UNOVA



THIS POKÉMON APPEARS IN LEGENDS. IT SENDS FLAMES INTO THE AIR FROM ITS TAIL, BURNING UP EVERYTHING AROUND IT.

MELOETTA-ARIA

#648

GEN V - UNOVA



ITS MELODIES ARE SUNG WITH A SPECIAL VOCALIZATION METHOD THAT CAN CONTROL THE FEELINGS OF THOSE WHO HEAR IT.

LARVESTA

#636

GEN V - UNOVA



THIS POKÉMON WAS BELIEVED TO HAVE BEEN BORN FROM THE SUN. WHEN IT EVOLVES, ITS ENTIRE BODY IS ENGULFED IN FLAMES.



LARVESTA

VOLCARONA

VOLCARONA

#637

GEN V - UNOVA



WHEN VOLCANIC ASH DARKENED THE ATMOSPHERE, IT IS SAID THAT VOLCARONA'S FIRE PROVIDED A REPLACEMENT FOR THE SUN.



LARVESTA

VOLCARONA

RESHIRAM

#643

GEN V - UNOVA



THIS POKÉMON APPEARS IN LEGENDS. IT SENDS FLAMES INTO THE AIR FROM ITS TAIL, BURNING UP EVERYTHING AROUND IT.

MELOETTA-ARIA

#648

GEN V - UNOVA



ITS MELODIES ARE SUNG WITH A SPECIAL VOCALIZATION METHOD THAT CAN CONTROL THE FEELINGS OF THOSE WHO HEAR IT.

VIVILLON

#666

GEN VI - KALOS



VIVILLON WITH MANY DIFFERENT PATTERNS ARE FOUND ALL OVER THE WORLD. THESE PATTERNS ARE AFFECTED BY THE CLIMATE OF THEIR HABITAT.



SCATTERBUG

SPEWPA

VIVILLON

FLABEBE

#669

GEN VI - KALOS



IT DRAWS OUT AND CONTROLS THE HIDDEN POWER OF FLOWERS. THE FLOWER FLABÉBÉ HOLDS IS MOST LIKELY PART OF ITS BODY.



FLABEBE

FLOETTE

FLORGES

FLOETTE

#670

GEN VI - KALOS



IT FLUTTERS AROUND FIELDS OF FLOWERS AND CARES FOR FLOWERS THAT ARE STARTING TO WILT. IT DRAWS OUT THE HIDDEN POWER OF FLOWERS TO



FLABEBE → FLOETTE → FLORGES

FLORGES

#671

GEN VI - KALOS



IT CLAIMS EXQUISITE FLOWER GARDENS AS ITS TERRITORY, AND IT OBTAINS POWER FROM BASKING IN THE ENERGY EMITTED BY FLOWERING PLANTS.



FLABEBE → FLOETTE → FLORGES

PANCHAM

#674

GEN VI - KALOS



IT DOES ITS BEST TO BE TAKEN SERIOUSLY BY ITS ENEMIES, BUT ITS GLARE IS NOT SUFFICIENTLY INTIMIDATING. CHEWING ON A LEAF IS ITS



PANCHAM → PANGORO

PANGORO

#675

GEN VI - KALOS



ALTHOUGH IT POSSESSES A VIOLENT TEMPERAMENT, IT WON'T PUT UP WITH BULLYING. IT USES THE LEAF IN ITS MOUTH TO SENSE THE MOVEMENTS OF



PANCHAM → PANGORO

FURFROU

#676

GEN VI - KALOS



TRIMMING ITS FLUFFY FUR NOT ONLY MAKES IT MORE ELEGANT BUT ALSO INCREASES THE SWIFTNESS OF ITS MOVEMENTS.

SWIRLIX

#684

GEN VI - KALOS



TO ENTANGLE ITS OPPONENTS IN BATTLE, IT EXTRUDES WHITE THREADS AS SWEET AND STICKY AS COTTON CANDY.



SWIRLIX → SLURPUFF

SLURPUFF

#685

GEN VI - KALOS



IT CAN DISTINGUISH THE FAIREST OF SCENTS. IT PUTS ITS SENSITIVE SENSE OF SMELL TO USE BY HELPING PASTRY CHEFS IN THEIR WORK.



SWIRLIX → SLURPUFF

CRABOMINABLE

#740

GEN VII - ALOLA



IT AIMED FOR THE TOP BUT GOT LOST AND ENDED UP ON A SNOWY MOUNTAIN. BEING FORCED TO ENDURE THE COLD, THIS POKÉMON EVOLVED AND GREW FUR.



CRABRAWLER → CRABOMINABLE

ORANGURU

#765

GEN VII - ALOLA



NORMAL

PSYCHIC

KNOWN FOR ITS EXTREME INTELLIGENCE, THIS POKÉMON WILL LOOK DOWN ON INEXPERIENCED TRAINERS, SO IT'S BEST SUITED TO VETERAN TRAINERS.

NIHILEGO

#793

GEN VII - ALOLA



ROCK

POISON

ONE OF SEVERAL MYSTERIOUS ULTRA BEASTS. PEOPLE ON THE STREET REPORT OBSERVING THOSE INFESTED BY IT SUDDENLY BECOMING VIOLENT.

PASSIMIAN

#766

GEN VII - ALOLA



FIGHTING

THEY FORM GROUPS OF ROUGHLY 20 INDIVIDUALS. THEIR MUTUAL BOND IS REMARKABLE—THEY WILL NEVER LET DOWN A COMRADE.

PHEROMOSA

#795

GEN VII - ALOLA



BUG

FIGHTING

ONE OF THE DANGEROUS ULTRA BEASTS, IT HAS BEEN SPOTTED RUNNING ACROSS THE LAND AT TERRIFIC SPEEDS.

KARTANA

#798

GEN VII - ALOLA

DRAMPA

#780

GEN VII - ALOLA



NORMAL

DRAGON

IT HAS A COMPASSIONATE PERSONALITY, BUT IF IT IS ANGERED, IT COMPLETELY DESTROYS ITS SURROUNDINGS WITH ITS INTENSE BREATH.

SOLGALEO

#791

GEN VII - ALOLA



PSYCHIC

STEEL

LEGENDARY

IT IS SAID TO LIVE IN ANOTHER WORLD. THE INTENSE LIGHT IT RADIATES FROM THE SURFACE OF ITS BODY CAN MAKE THE DARKEST OF NIGHTS LIGHT UP LIKE



COSMOG → COSMOEM → SOLGALEO → LUNALA

BLACEPHALON

#806

GEN VII - ALOLA



FIRE

GHOST

IT SLITHERS TOWARD PEOPLE. THEN, WITHOUT WARNING, IT TRIGGERS THE EXPLOSION OF ITS OWN HEAD. IT'S APPARENTLY ONE KIND OF ULTRA BEAST.

SCORBUNNY

#813

GEN VIII - GALAR



A WARM-UP OF RUNNING AROUND GETS FIRE ENERGY COURSING THROUGH THIS POKÉMON'S BODY. ONCE THAT HAPPENS, IT'S READY TO FIGHT AT FULL POWER.

**CURSOLA**

#864

GEN VIII - GALAR



ITS SHELL IS OVERFLOWING WITH ITS HEIGHTENED OTHERWORLDLY ENERGY. THE ECTOPLASM SERVES AS PROTECTION FOR THIS POKÉMON'S CORE SPIRIT.

**CINDERACE**

#815

GEN VIII - GALAR



IT JUGGLES A PEBBLE WITH ITS FEET, TURNING IT INTO A BURNING SOCCER BALL. ITS SHOTS STRIKE OPPONENTS HARD AND LEAVE THEM SCORCHED.

**SIRFETCH'D**

#865

GEN VIII - GALAR



ONLY FARFETCH'D THAT HAVE SURVIVED MANY BATTLES CAN ATTAIN THIS EVOLUTION. WHEN THIS POKÉMON'S LEEK WITHERS, IT WILL RETIRE FROM COMBAT.



SNOM

GEN VIII - GALAR

#872



IT SPITS OUT THREAD IMBUED WITH A FRIGID SORT OF ENERGY AND USES IT TO TIE ITS BODY TO BRANCHES, DISGUISE ITSELF AS AN ICICLE WHILE IT SLEEPS.

**QUAXLY**

GEN IX - PALDEA

#912



THIS POKÉMON MIGRATED TO PALDEA FROM DISTANT LANDS LONG AGO. THE GEL SECRETED BY ITS FEATHERS REPELS WATER AND GRIME."

**FROSMOTH**

GEN VIII - GALAR

#873



ICY SCALES FALL FROM ITS WINGS LIKE SNOW AS IT FLIES OVER FIELDS AND MOUNTAINS. THE TEMPERATURE OF ITS WINGS IS LESS THAN -290 DEGREES

**TAROUNTULA**

GEN IX - PALDEA

#917



THE BALL OF THREADS WRAPPED AROUND ITS BODY IS ELASTIC ENOUGH TO DEFLECT THE SCYTHES OF SCYTHER, THIS POKÉMON'S NATURAL ENEMY.



WIGLETT

#960

GEN IX - PALDEA



WATER



THIS POKÉMON CAN PICK UP THE SCENT OF A VELUZA JUST OVER 65 FEET AWAY AND WILL HIDE ITSELF IN THE SAND.



WIGLETT → WUGTRIO

BOMBIRDIER

#962

GEN IX - PALDEA

FLYING
DARK

IT GATHERS THINGS UP IN AN APRON MADE FROM SHED FEATHERS ADDED TO THE POKÉMON'S CHEST FEATHERS, THEN DROPS THOSE THINGS FROM HIGH

GREAVARD

#971

GEN IX - PALDEA



GHOST



IT IS SAID THAT A DOG POKÉMON THAT DIED IN THE WILD WITHOUT EVER INTERACTING WITH A HUMAN WAS REBORN AS THIS POKÉMON.



GREAVARD → HOUNDSTONE



GHOST



HOUNDSTONE SPENDS MOST OF ITS TIME SLEEPING IN GRAVEYARDS. AMONG ALL THE DOG POKÉMON, THIS ONE IS MOST LOYAL TO ITS MASTER.



GREAVARD → HOUNDSTONE

CETODDLE

#974

GEN IX - PALDEA



ICE



THIS SPECIES LEFT THE OCEAN AND BEGAN LIVING ON LAND A VERY LONG TIME AGO. IT SEEMS TO BE CLOSELY RELATED TO WAILMER.



CETODDLE → CETITAN

CETITAN

#975

GEN IX - PALDEA



THIS POKÉMON WANDERS AROUND SNOWY, ICY AREAS. IT PROTECTS ITS BODY WITH POWERFUL MUSCLES AND A THICK LAYER OF FAT UNDER ITS SKIN.



CETODDLE → CETITAN

CHIEN-PAO

#1002

GEN IX - PALDEA

DARK
ICE
LEGENDARY

THIS POKÉMON CAN CONTROL 100 TONS OF FALLEN SNOW. IT PLAYS AROUND INNOCENTLY BY LEAPING IN AND OUT OF AVALANCHES IT HAS CAUSED.

FAIRY
FIGHTING

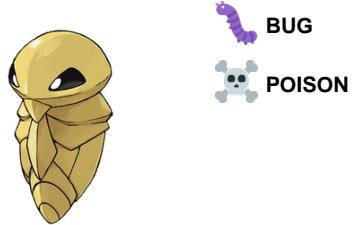
IT HAS SOME SIMILARITIES TO A MAD SCIENTIST'S INVENTION COVERED IN A PARANORMAL MAGAZINE.

ARCHALUDON #1018
GEN IX - PALDEA STEEL
 DRAGON

IT GATHERS STATIC ELECTRICITY FROM ITS SURROUNDINGS. THE BEAMS IT LAUNCHES WHEN DOWN ON ALL FOURS ARE TREMENDOUSLY POWERFUL.



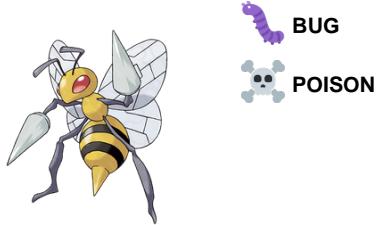
DURALUDON → ARCHALUDON

KAKUNA #014
GEN I - KANTO BUG
 POISON

ALMOST INCAPABLE OF MOVING, THIS POKÉMON CAN ONLY HARDEN ITS SHELL TO PROTECT ITSELF FROM PREDATORS.



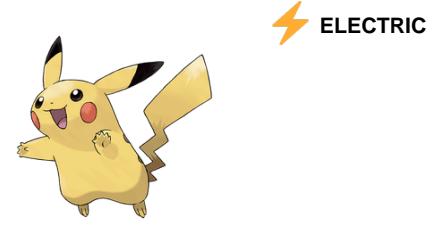
WEEDLE → KAKUNA → BEEDRILL

BEEDRILL #015
GEN I - KANTO BUG
 POISON

IT HAS THREE POISONOUS STINGERS ON ITS FORELEGS AND ITS TAIL. THEY ARE USED TO JAB ITS ENEMY REPEATEDLY.



WEEDLE → KAKUNA → BEEDRILL

PIKACHU #025
GEN I - KANTO

ELECTRIC

WHEN SEVERAL OF THESE POKÉMON GATHER, THEIR ELECTRICITY COULD BUILD AND CAUSE LIGHTNING STORMS.



PICHU → PIKACHU → RAICHU

RAICHU #026
GEN I - KANTO

ELECTRIC



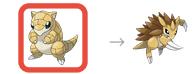
ITS LONG TAIL SERVES AS A GROUND TO PROTECT ITSELF FROM ITS OWN HIGH-VOLTAGE POWER.

**SANDSHREW** #027
GEN I - KANTO

GROUND



BURROWS DEEP UNDERGROUND IN ARID LOCATIONS FAR FROM WATER. IT ONLY EMERGES TO HUNT FOR FOOD.



SANDSHREW → SANDSLASH

SANDSLASH #028
GEN I - KANTO

GROUND



CURLS UP INTO A SPINY BALL WHEN THREATENED. IT CAN ROLL WHILE CURLED UP TO ATTACK OR ESCAPE.



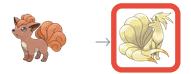
SANDSHREW → SANDSLASH

NINETALES #038
GEN I - KANTO

FIRE



VERY SMART AND VERY VENGEFUL. GRABBING ONE OF ITS MANY TAILS COULD RESULT IN A 1000-YEAR CURSE.



VULPIX → NINETALES

MEOWTH

#052

GEN I - KANTO



NORMAL

IT WASHES ITS FACE REGULARLY TO KEEP THE COIN ON ITS FOREHEAD SPOTLESS. IT DOESN'T GET ALONG WITH GALARIAN MEOWTH.

**RAPIDASH**

#078

GEN I - KANTO



FIRE

VERY COMPETITIVE, THIS POKÉMON WILL CHASE ANYTHING THAT MOVES FAST IN THE HOPES OF RACING IT.

**PERSIAN**

#053

GEN I - KANTO



NORMAL

ALTHOUGH ITS FUR HAS MANY ADMIRERS, IT IS TOUGH TO RAISE AS A PET BECAUSE OF ITS FICKLE MEANNESS.

**PSYDUCK**

#054

GEN I - KANTO

WATER



WHILE LULLING ITS ENEMIES WITH ITS VACANT LOOK, THIS WILY POKÉMON WILL USE PSYCHOKINETIC POWERS.

**PONYTA**

#077

GEN I - KANTO

FIRE



ITS HOOVES ARE 10 TIMES HARDER THAN DIAMONDS. IT CAN TRAMPLE ANYTHING COMPLETELY FLAT IN LITTLE TIME.

**DROWZEE**

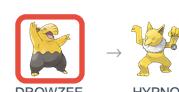
#096

GEN I - KANTO



PSYCHIC

PUTS ENEMIES TO SLEEP THEN EATS THEIR DREAMS. OCCASIONALLY GETS SICK FROM EATING BAD DREAMS.

**HYPNO**

#097

GEN I - KANTO

PSYCHIC



WHEN IT LOCKS EYES WITH AN ENEMY, IT WILL USE A MIX OF PSI MOVES SUCH AS HYPNOSIS AND CONFUSION.

**EXEGGUTOR**

#103

GEN I - KANTO

GRASS

PSYCHIC



LEGEND HAS IT THAT ON RARE OCCASIONS, ONE OF ITS HEADS WILL DROP OFF AND CONTINUE ON AS AN EXEGGCUTE.



ELECTABUZZ

#125

GEN I - KANTO



ELECTRIC

NORMALLY FOUND NEAR POWER PLANTS, THEY CAN WANDER AWAY AND CAUSE MAJOR BLACKOUTS IN CITIES.

**CYNDASQUIL**

#155

GEN II - JOHTO

FIRE



IT HAS A TIMID NATURE. IF IT IS STARTLED, THE FLAMES ON ITS BACK BURN MORE VIGOROUSLY.

**JOLTEON**

#135

GEN I - KANTO



ELECTRIC

IT ACCUMULATES NEGATIVE IONS IN THE ATMOSPHERE TO BLAST OUT 10000- VOLT LIGHTNING BOLTS.

**ZAPDOS**

#145

GEN I - KANTO


 ELECTRIC
 FLYING
 LEGENDARY

A LEGENDARY BIRD POKÉMON THAT IS SAID TO APPEAR FROM CLOUDS WHILE DROPPING ENORMOUS LIGHTNING BOLTS.

MOLTRES

#146

GEN I - KANTO


 FIRE
 FLYING
 LEGENDARY

KNOWN AS THE LEGENDARY BIRD OF FIRE. EVERY FLAP OF ITS WINGS CREATES A DAZZLING FLASH OF FLAMES.

QUILAVA

#156

GEN II - JOHTO

FIRE



BE CAREFUL IF IT TURNS ITS BACK DURING BATTLE. IT MEANS THAT IT WILL ATTACK WITH THE FIRE ON ITS BACK.

**TYPHLOSION**

#157

GEN II - JOHTO



FIRE

IF ITS RAGE PEAKS, IT BECOMES SO HOT THAT ANYTHING THAT TOUCHES IT WILL INSTANTLY GO UP IN FLAMES.

**PICHU**

#172

GEN II - JOHTO

ELECTRIC



IT IS NOT YET SKILLED AT STORING ELECTRICITY. IT MAY SEND OUT A JOLT IF AMUSED OR STARTLED.



AMPHAROS

#181

GEN II - JOHTO



THE TAIL'S TIP SHINES BRIGHTLY AND CAN BE SEEN FROM FAR AWAY. IT ACTS AS A BEACON FOR LOST PEOPLE.

**DUNSPARCE**

#206

GEN II - JOHTO



WHEN SPOTTED, THIS POKÉMON ESCAPES BACKWARD BY FURIOUSLY BORING INTO THE GROUND WITH ITS TAIL.

**SUNKERN**

#191

GEN II - JOHTO



IT MAY DROP OUT OF THE SKY SUDDENLY. IF ATTACKED BY A SPEAROW, IT WILL VIOLENTLY SHAKE ITS LEAVES.

**SUNFLORA**

#192

GEN II - JOHTO



IT CONVERTS SUN-LIGHT INTO ENERGY. IN THE DARKNESS AFTER SUNSET, IT CLOSES ITS PETALS AND BECOMES STILL.

**GIRAFARIG**

#203

GEN II - JOHTO



ITS TAIL HAS A SMALL BRAIN OF ITS OWN. BEWARE! IF YOU GET CLOSE, IT MAY REACT TO YOUR SCENT AND BITE.

**DUNSPARCE**

#206

GEN II - JOHTO

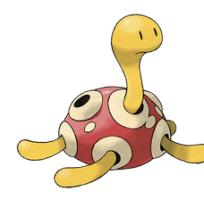


WHEN SPOTTED, THIS POKÉMON ESCAPES BACKWARD BY FURIOUSLY BORING INTO THE GROUND WITH ITS TAIL.

**SHUCKLE**

#213

GEN II - JOHTO



THE BERRIES IT STORES IN ITS VASE-LIKE SHELL DECOMPOSE AND BECOME A GOOEY LIQUID.

ELEKID

#239

GEN II - JOHTO



IT ROTATES ITS ARMS TO GENERATE ELECTRICITY, BUT IT TIRES EASILY, SO IT CHARGES UP ONLY A LITTLE BIT.

**RAIKOU**

#243

GEN II - JOHTO



THE RAIN CLOUDS IT CARRIES LET IT FIRE THUNDERBOLTS AT WILL. THEY SAY THAT IT DESCENDED WITH LIGHTNING.

BEAUTIFLY

#267

GEN III - HOENN



BEAUTIFLY'S FAVORITE FOOD IS THE SWEET POLLEN OF FLOWERS. IF YOU WANT TO SEE THIS POKÉMON, JUST LEAVE A POTTED FLOWER BY AN OPEN

**PELIPPER**

#279

GEN III - HOENN



IT IS A MESSENGER OF THE SKIES, CARRYING SMALL POKÉMON AND EGGS TO SAFETY IN ITS BILL.

**MANECTRIC**

#310

GEN III - HOENN



MANECTRIC IS CONSTANTLY DISCHARGING ELECTRICITY FROM ITS MANE. THE SPARKS SOMETIMES IGNITE FOREST FIRES. WHEN IT ENTERS A

**PLUSLE**

#311

GEN III - HOENN



PLUSLE ALWAYS ACTS AS A CHEERLEADER FOR ITS PARTNERS. WHENEVER A TEAMMATE PUTS OUT A GOOD EFFORT IN BATTLE, THIS POKÉMON

NINJASK

#291

GEN III - HOENN



NINJASK MOVES AROUND AT SUCH A HIGH SPEED THAT IT CANNOT BE SEEN, EVEN WHILE ITS CRYING CAN BE CLEARLY HEARD. FOR THAT REASON, THIS

**MAKUHITA**

#296

GEN III - HOENN



MAKUHITA IS TENACIOUS - IT WILL KEEP GETTING UP AND ATTACKING ITS FOE HOWEVER MANY TIMES IT IS KNOCKED DOWN. EVERY TIME IT GETS BACK UP,

**MANECTRIC**

#310

GEN III - HOENN



MANECTRIC IS CONSTANTLY DISCHARGING ELECTRICITY FROM ITS MANE. THE SPARKS SOMETIMES IGNITE FOREST FIRES. WHEN IT ENTERS A

**PLUSLE**

#311

GEN III - HOENN



PLUSLE ALWAYS ACTS AS A CHEERLEADER FOR ITS PARTNERS. WHENEVER A TEAMMATE PUTS OUT A GOOD EFFORT IN BATTLE, THIS POKÉMON

MINUN

#312

GEN III - HOENN



MINUN IS MORE CONCERNED ABOUT CHEERING ON ITS PARTNERS THAN ITS OWN SAFETY. IT SHORTS OUT THE ELECTRICITY IN ITS BODY TO CREATE

NUMEL

#322

GEN III - HOENN

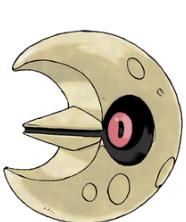


NUMEL IS EXTREMELY DULL WITTED - IT DOESN'T NOTICE BEING HIT. HOWEVER, IT CAN'T STAND HUNGER FOR EVEN A SECOND. THIS POKÉMON'S BODY IS A



LUNATONE #337

GEN III - HOENN



ROCK
PSYCHIC

LUNATONE WAS DISCOVERED AT A LOCATION WHERE A METEORITE FELL. AS A RESULT, SOME PEOPLE THEORIZE THAT THIS POKÉMON CAME FROM SPACE.

JIRACHI #385

GEN III - HOENN



STEEL
PSYCHIC
MYTHICAL

A LEGEND STATES THAT JIRACHI WILL MAKE TRUE ANY WISH THAT IS WRITTEN ON NOTES ATTACHED TO ITS HEAD WHEN IT AWAKENS. IF THIS POKÉMON SENSES

VESPIQUEN #416

GEN IV - SINNOH



BUG
FLYING

ITS ABDOMEN IS A HONEYCOMB FOR GRUBS. IT RAISES ITS GRUBS ON HONEY COLLECTED BY COMBEE.

COMBEE → VESPIQUEN

CHINGLING #433

GEN IV - SINNOH



PSYCHIC

IT EMITS CRIES BY AGITATING AN ORB AT THE BACK OF ITS THROAT. IT MOVES WITH FLOUNCING HOPS.

CHINGLING → CHIMECHO

MOTHIM #414

GEN IV - SINNOH



BUG
FLYING

IT LOVES THE HONEY OF FLOWERS AND STEALS HONEY COLLECTED BY COMBEE.

BURMY → WORMADAM → MOTHIM

COMBEE #415

GEN IV - SINNOH



BUG
FLYING

A POKÉMON FORMED BY THREE OTHERS. IT BUSILY CARRIES SWEET FLORAL HONEY TO VESPIQUEN.

COMBEE → VESPIQUEN

ELECTIVIRE #466

GEN IV - SINNOH

UXIE #480

GEN IV - SINNOH



ELECTRIC

AS ITS ELECTRIC CHARGE AMPLIFIES, BLUE SPARKS BEGIN TO CRACKLE BETWEEN ITS HORNS.

ELEKID → ELECTABUZZ → ELECTIVIRE

PSYCHIC
LEGENDARY

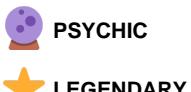


KNOWN AS "THE BEING OF KNOWLEDGE." IT IS SAID THAT IT CAN WIPE OUT THE MEMORY OF THOSE WHO SEE ITS EYES.

CRESSELIA

GEN IV - SINNOH

#488



SHINY PARTICLES ARE RELEASED FROM ITS WINGS LIKE A VEIL. IT IS SAID TO REPRESENT THE CRESCENT MOON.

VICTINI

GEN V - UNOVA

#494



THIS POKÉMON BRINGS VICTORY. IT IS SAID THAT TRAINERS WITH VICTINI ALWAYS WIN, REGARDLESS OF THE TYPE OF ENCOUNTER.

COFAGRIGUS

GEN V - UNOVA

#563



ITS SKIN HAS A RUBBERY ELASTICITY, SO IT CAN REDUCE DAMAGE BY DEFENSIVELY PULLING ITS SKIN UP TO ITS NECK.

**SCRAGGY**

GEN V - UNOVA

#559

SCRAGGY → SCRAFTY

SEWADDLE

GEN V - UNOVA

#540



GRASS

LEAVANNY DRESS IT IN CLOTHES THEY MADE FOR IT WHEN IT HATCHED. IT HIDES ITS HEAD IN ITS HOOD WHILE IT IS SLEEPING.

**LEAVANNY**

GEN V - UNOVA

#542



UPON FINDING A SMALL POKÉMON, IT WEAVES CLOTHING FOR IT FROM LEAVES, USING THE CUTTERS ON ITS ARMS AND STICKY SILK.

**ARCHEOPS**

GEN V - UNOVA

#567

**ARCHEOPS**

GEN V - UNOVA

#566



FLYING

SAYED TO BE AN ANCESTOR OF BIRD POKÉMON, THEY WERE UNABLE TO FLY AND MOVED ABOUT BY HOPPING FROM ONE BRANCH TO ANOTHER.



ARCHEOPS

ARCHEOPS

GEN V - UNOVA

#567



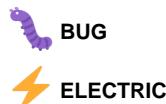
THEY ARE INTELLIGENT AND WILL COOPERATE TO CATCH PREY. FROM THE GROUND, THEY USE A RUNNING START TO TAKE FLIGHT.



JOLTIK

GEN V - UNOVA

#595



JOLTIK THAT LIVE IN CITIES HAVE LEARNED A TECHNIQUE FOR SUCKING ELECTRICITY FROM THE OUTLETS IN HOUSES.

**KELDEO-ORDINARY**

GEN V - UNOVA

#647



BY BLASTING WATER FROM ITS HOOVES, IT CAN GLIDE ACROSS WATER. IT EXCELS AT USING LEG MOVES WHILE BATTLING.

GALVANTULA

GEN V - UNOVA

#596



WHEN ATTACKED, THEY CREATE AN ELECTRIC BARRIER BY SPITTING OUT MANY ELECTRICALLY CHARGED THREADS.

**HELIOPTILE**

GEN VI - KALOS

#694



THEY MAKE THEIR HOME IN DESERTS. THEY CAN GENERATE THEIR ENERGY FROM BASKING IN THE SUN, SO EATING FOOD IS NOT A REQUIREMENT.

**HAXORUS**

GEN V - UNOVA

#612



THEY ARE KIND BUT CAN BE RELENTLESS WHEN DEFENDING TERRITORY. THEY CHALLENGE FOES WITH TUSKS THAT CAN CUT STEEL.

**HELIOLISK**

GEN VI - KALOS

#695



THEY FLARE THEIR FRILLS AND GENERATE ENERGY. A SINGLE HELIOLISK CAN GENERATE SUFFICIENT ELECTRICITY TO POWER A SKYSCRAPER.

**MIENFOO**

GEN V - UNOVA

#619



IN FIGHTS, THEY DOMINATE WITH ONSLAUGHS OF FLOWING, CONTINUOUS ATTACKS. WITH THEIR SHARP CLAWS, THEY CUT ENEMIES.

**DEDENNE**

GEN VI - KALOS

#702



ITS WHISKERS SERVE AS ANTENNAS. BY SENDING AND RECEIVING ELECTRICAL WAVES, IT CAN COMMUNICATE WITH OTHERS OVER VAST DISTANCES.

CUTIEFLY

#742

GEN VII - ALOLA



BUG

FAIRY

IT FEEDS ON THE NECTAR AND POLLEN OF FLOWERS. BECAUSE IT'S ABLE TO SENSE AURAS, IT CAN IDENTIFY WHICH FLOWERS ARE ABOUT TO BLOOM.



CUTIEFLY

RIBOMBEE

RIBOMBEE

#743

GEN VII - ALOLA



BUG

FAIRY

IT ROLLS UP POLLEN INTO PUFFS. IT MAKES MANY DIFFERENT VARIETIES, SOME USED AS FOOD AND OTHERS USED IN BATTLE.



CUTIEFLY

RIBOMBEE

MIMIKYU-DISGUISED

#778

GEN VII - ALOLA



GHOST

FAIRY

ITS ACTUAL APPEARANCE IS UNKNOWN. A SCHOLAR WHO SAW WHAT WAS UNDER ITS RAG WAS OVERWHELMED BY TERROR AND DIED FROM THE SHOCK.

TAPU-KOKO

#785

GEN VII - ALOLA



ELECTRIC

FAIRY

LEGENDARY

THIS GUARDIAN DEITY OF MELEMELE IS BRIMMING WITH CURIOSITY. IT SUMMONS THUNDERCLOUDS AND STORES THEIR LIGHTNING INSIDE ITS BODY.

ZERAORA

#807

GEN VII - ALOLA



ELECTRIC

MYTHICAL

IT ELECTRIFIES ITS CLAWS AND TEARS ITS OPPONENTS APART WITH THEM. EVEN IF THEY DODGE ITS ATTACK, THEY'LL BE ELECTROCUTED BY THE FLYING SPARKS.

DOTTLER

#825

GEN VIII - GALAR



BUG

PSYCHIC

IT BARELY MOVES, BUT IT'S STILL ALIVE. HIDING IN ITS SHELL WITHOUT FOOD OR WATER SEEMS TO HAVE AWAKENED ITS PSYCHIC POWERS.



BLIPBUG

DOTTLER

ORBEETLE

YAMPER

#835

GEN VIII - GALAR



ELECTRIC

THIS POKÉMON IS VERY POPULAR AS A HERDING DOG IN THE GALAR REGION. AS IT RUNS, IT GENERATES ELECTRICITY FROM THE BASE OF ITS TAIL.



YAMPER

BOLTUND

BOLTUND

#836

GEN VIII - GALAR



ELECTRIC

THIS POKÉMON GENERATES ELECTRICITY AND CHANNELS IT INTO ITS LEGS TO KEEP THEM GOING STRONG. BOLTUND CAN RUN NONSTOP FOR THREE FULL DAYS.



YAMPER

BOLTUND

FALINKS #870

GEN VIII - GALAR

FIGHTING



FIVE OF THEM ARE TROOPERS, AND ONE IS THE BRASS. THE BRASS'S ORDERS ARE ABSOLUTE.

MORPEKO-FULL-BELLY #877

GEN VIII - GALAR

ELECTRIC
DARK



AS IT EATS THE SEEDS STORED UP IN ITS POCKET-LIKE POUCHES, THIS POKÉMON IS NOT JUST SATISFYING ITS CONSTANT HUNGER. IT'S ALSO GENERATING

CUFANT #878

GEN VIII - GALAR

STEEL



IT DIGS UP THE GROUND WITH ITS TRUNK. IT'S ALSO VERY STRONG, BEING ABLE TO CARRY LOADS OF OVER FIVE TONS WITHOUT ANY PROBLEM AT ALL.



CUFANT → COPPERAJAH

REGIELEKI #894

GEN VIII - GALAR

ELECTRIC
LEGENDARY



THIS POKÉMON IS A CLUSTER OF ELECTRICAL ENERGY. IT'S SAID THAT REMOVING THE RINGS ON REGIELEKI'S BODY WILL UNLEASH THE POKÉMON'S

PAWMI #921

GEN IX - PALDEA

ELECTRIC



IT HAS UNDERDEVELOPED ELECTRIC SACS ON ITS CHEEKS. THESE SACS CAN PRODUCE ELECTRICITY ONLY IF PAWMI RUBS THEM FURIOUSLY WITH THE PADS



PAWMO #922

GEN IX - PALDEA

ELECTRIC

FIGHTING



WHEN ITS GROUP IS ATTACKED, PAWMO IS THE FIRST TO LEAP INTO BATTLE, DEFEATING ENEMIES WITH A FIGHTING TECHNIQUE THAT UTILIZES ELECTRIC



PAWMOT #923

GEN IX - PALDEA

ELECTRIC

FIGHTING



THIS POKÉMON NORMALLY IS SLOW TO REACT, BUT ONCE IT ENTERS BATTLE, IT WILL STRIKE DOWN ITS ENEMIES WITH LIGHTNING-FAST MOVEMENTS.



FIDOUGH #926

GEN IX - PALDEA

FAIRY



THIS POKÉMON IS SMOOTH AND MOIST TO THE TOUCH. YEAST IN FIDOUGH'S BREATH INDUCES FERMENTATION IN THE POKÉMON'S VICINITY.



TADBULB

#938

GEN IX - PALDEA



TADBULB SHAKES ITS TAIL TO GENERATE ELECTRICITY. IF IT SENSES DANGER, IT WILL MAKE ITS HEAD BLINK ON AND OFF TO ALERT ITS ALLIES.

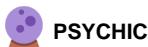


TADBULB BELLIBOLT

ESPATHRA

#956

GEN IX - PALDEA



IT IMMOBILIZES OPPONENTS BY BATHING THEM IN PSYCHIC POWER FROM ITS LARGE EYES. DESPITE ITS APPEARANCE, IT HAS A VIOCIOUS TEMPERAMENT.



FLITTLE ESPATHRA

KILOWATTREL

#941

GEN IX - PALDEA



KILOWATTREL INFOLATES ITS THROAT SAC TO AMPLIFY ITS ELECTRICITY. BY RIDING THE WIND, THIS POKÉMON CAN FLY OVER 430 MILES IN A DAY.



WATTREL KILOWATTREL

TOEDSCOOL

#948

GEN IX - PALDEA



TOEDSCOOL LIVES IN MUGGY FORESTS. THE FLAPS THAT FALL FROM ITS BODY ARE CHEWY AND VERY DELICIOUS.



TOEDSCOOL TOEDSCRUEL

FLITTLE

#955

GEN IX - PALDEA



FLITTLE'S TOES LEVITATE ABOUT HALF AN INCH ABOVE THE GROUND BECAUSE OF THE PSYCHIC POWER EMITTED FROM THE FRILLS ON THE POKÉMON'S BELLY.

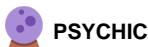


FLITTLE ESPATHRA

ESPATHRA

#956

GEN IX - PALDEA



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FLITTLE ESPATHRA

DUDUNSPARCE-TWO-SEGMENT

#957

GEN IX - PALDEA



THIS POKÉMON USES ITS HARD TAIL TO MAKE ITS NEST BY BORING HOLES INTO BEDROCK DEEP UNDERGROUND. THE NEST CAN REACH LENGTHS OF OVER SIX



DUNPARCE DUDUNPARCE

IRON-MOTH

#994

GEN IX - PALDEA



THIS POKÉMON RESEMBLES AN UNKNOWN OBJECT DESCRIBED IN A PARANORMAL MAGAZINE AS A UFO SENT TO OBSERVE HUMANITY.

GHOULDENO

#1000

GEN IX - PALDEA



ITS BODY SEEMS TO BE MADE UP OF 1,000 COINS. THIS POKÉMON GETS ALONG WELL WITH OTHERS AND IS QUICK TO MAKE FRIENDS WITH ANYBODY.



GIMMIGHOUL GHOLDENGO

RAGING-BOLT

#1021

GEN IX - PALDEA



IT'S SAID TO INCINERATE EVERYTHING AROUND IT WITH LIGHTNING LAUNCHED FROM ITS FUR. VERY LITTLE IS KNOWN ABOUT THIS CREATURE.