

BULBASAUR

GEN I - KANTO

#001



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



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



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



BULBASAUR → IVYSAUR → VENUSAUR

CHARMANDER

GEN I - KANTO

#004



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



CHARMANDER → CHARMELDON → CHARIZARD

CHARMELEON

GEN I - KANTO

#005



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



CHARMANDER → CHARMELDON → CHARIZARD

CHARIZARD

GEN I - KANTO

#006



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



CHARMANDER → CHARMELDON → CHARIZARD

SQUIRTLE

GEN I - KANTO

#007



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



SQUIRTLE → WARTORTLE → BLASTOISE

WARTORTLE

GEN I - KANTO

#008



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



SQUIRTLE → WARTORTLE → BLASTOISE

BLASTOISE
GEN I - KANTO

#009



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



SQUIRTLE

WARTORTLE

BLASTOISE

WEEDLE
GEN I - KANTO

#013



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



WEEDLE

KAKUNA

BEEDRILL

CATERPIE
GEN I - KANTO

#010



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



CATERPIE

METAPOD

BUTTERFREE

METAPOD
GEN I - KANTO

#011



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



CATERPIE

METAPOD

BUTTERFREE

BUTTERFREE
GEN I - KANTO

#012



IN BATTLE, IT FLAPS ITS WINGS AT HIGH SPEED TO RELEASE HIGHLY TOXIC DUST INTO THE AIR.



CATERPIE

METAPOD

BUTTERFREE

WEEDLE
GEN I - KANTO

#013

**KAKUNA**
GEN I - KANTO

#014



ALMOST INCAPABLE OF MOVING, THIS POKÉMON CAN ONLY HARDEN ITS SHELL TO PROTECT ITSELF FROM PREDATORS.



WEEDLE

KAKUNA

BEEDRILL

BEEDRILL
GEN I - KANTO

#015

**PIDGEY**
GEN I - KANTO

#016



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



PIDGEY

PIDGEOTTO

PIDGEOT

PIDGEOTTO
GEN I - KANTO

#017

 NORMAL
 FLYING

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



PIDGEY PIDGETTO PIDGEOT

PIDGEOT
GEN I - KANTO

#018

 NORMAL
 FLYING

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



PIDGEY PIDGETTO PIDGEOT

RATTATA
GEN I - KANTO

#019



NORMAL

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



RATTATA RATICATE

RATICATE
GEN I - KANTO

#020



NORMAL

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



RATTATA RATICATE

SPEAROW
GEN I - KANTO

#021

 NORMAL
 FLYING

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



SPEAROW FEAROW

FEAROW
GEN I - KANTO

#022

 NORMAL
 FLYING

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



SPEAROW FEAROW

EKANS
GEN I - KANTO

#023



POISON

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



EKANS ARBOK

ARBOK
GEN I - KANTO

#024



POISON

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



EKANS ARBOK

PIKACHU
GEN I - KANTO

#025



⚡ ELECTRIC

WHEN SEVERAL OF THESE POKÉMON GATHER, THEIR ELECTRICITY COULD BUILD AND CAUSE LIGHTNING STORMS.



PICHU → PIKACHU → RAICHU

NIDORAN-F
GEN I - KANTO

#029



.POISON

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



NIDORAN-F → NIDORINA → NIDOQUEEN

RAICHU
GEN I - KANTO

#026

⚡ ELECTRIC



ITS LONG TAIL SERVES AS A GROUND TO PROTECT ITSELF FROM ITS OWN HIGH-VOLTAGE POWER.



PICHU → PIKACHU → RAICHU

SANDSHREW
GEN I - KANTO

#027

⊕ GROUND



BURROWS DEEP UNDERGROUND IN ARID LOCATIONS FAR FROM WATER. IT ONLY EMERGES TO HUNT FOR FOOD.



SANDSHREW → SANDSLASH

SANDSLASH
GEN I - KANTO

#028

⊕ GROUND



CURLS UP INTO A SPINY BALL WHEN THREATENED. IT CAN ROLL WHILE CURLED UP TO ATTACK OR ESCAPE.



SANDSHREW → SANDSLASH

NIDORAN-M
GEN I - KANTO

#032

POISON



POISON

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



NIDORAN-M → NIDORINO → NIDOKING

NIDORINA
GEN I - KANTO

#030

POISON



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



NIDORAN-F → NIDORINA → NIDOQUEEN

NIDOQUEEN
GEN I - KANTO

#031

POISON

⊕ GROUND



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



NIDORAN-F → NIDORINA → NIDOQUEEN

NIDORINO
GEN I - KANTO

#032

POISON



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



NIDORAN-M → NIDORINO → NIDOKING

NIDORINO
GEN I - KANTO

#033



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



NIDORAN-M → NIDORINO → NIDOKING

VULPIX
GEN I - KANTO

#037



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



VULPIX → NINETALES

NIDOKING
GEN I - KANTO

#034



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



NIDORAN-M → NIDORINO → NIDOKING

CLEFAIRY
GEN I - KANTO

#035

CLEFABLE
GEN I - KANTO

#036



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



CLEFFA → CLEFAIRY → CLEFABLE

CLEFABLE
GEN I - KANTO

#036



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



CLEFFA → CLEFAIRY → CLEFABLE

NINETALES
GEN I - KANTO

#038



VERY SMART AND VERY VENGEFUL. GRABBING ONE OF ITS MANY TAILS COULD RESULT IN A 1000-YEAR CURSE.



VULPIX → NINETALES

JIGGLYPUFF
GEN I - KANTO

#039

WIGGLYTUFF
GEN I - KANTO

#040



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



IGGLYBUFF → JIGGLYPUFF → WIGGLYTUFF

WIGGLYTUFF
GEN I - KANTO

#040



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



IGGLYBUFF → JIGGLYPUFF → WIGGLYTUFF

ZUBAT

GEN I - KANTO

#041



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

**GOLBAT**

GEN I - KANTO

#042



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

**VILEPLUME**

GEN I - KANTO

#045



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

**PARAS**

GEN I - KANTO

#046



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

**ODDISH**

GEN I - KANTO

#043



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

**GLOOM**

GEN I - KANTO

#044



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

**VILEPLUME**

GEN I - KANTO

#045

PARAS

GEN I - KANTO

#046

PARASECT

GEN I - KANTO

#047

**VENONAT**

GEN I - KANTO

#048



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

**VENONAT**

GEN I - KANTO

#048



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



VENOMOTH
GEN I - KANTO

#049



BUG

POISON

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



VENONAT

VENOMOTH

DIGLETT
GEN I - KANTO

#050

GROUND



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



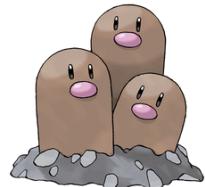
DIGLETT

DUGTRIO

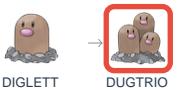
DUGTRIO
GEN I - KANTO

#051

GROUND



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



DIGLETT

DUGTRIO

MEOWTH
GEN I - KANTO

#052

NORMAL



IT WASHES ITS FACE REGULARLY TO KEEP THE COIN ON ITS FOREHEAD SPOTLESS. IT DOESN'T GET ALONG WITH GALARIAN MEOWTH.



MEOWTH

PERSIAN

PERRSERKER

PERSIAN
GEN I - KANTO

#053

NORMAL



ALTHOUGH ITS FUR HAS MANY ADMIRERS, IT IS TOUGH TO RAISE AS A PET BECAUSE OF ITS FICKLE MEANNESS.



MEOWTH

PERSIAN

PERRSERKER

PSYDUCK
GEN I - KANTO

#054

WATER



WHILE LULLING ITS ENEMIES WITH ITS VACANT LOOK, THIS WILY POKÉMON WILL USE PSYCHOKINETIC POWERS.



PSYDUCK

GOLDUCK

GOLDUCK
GEN I - KANTO

#055

WATER



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



PSYDUCK

GOLDUCK

MANKEY
GEN I - KANTO

#056

FIGHTING



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



MANKEY

PRIMEAPE

ANNIHILAPE

PRIMEAPE #057
GEN I - KANTO

FIGHTING

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



MANKEY → PRIMEAPE → ANNIHILAPE

GROWLITHE #058
GEN I - KANTO

FIRE

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



GROWLITHE → ARCANINE

ARCANINE #059
GEN I - KANTO

FIRE

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



GROWLITHE → ARCANINE

POLIWAG #060
GEN I - KANTO

WATER

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



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

POLIWHIRL #061
GEN I - KANTO

WATER

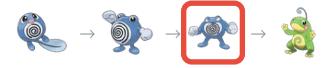
CAPABLE OF LIVING IN OR OUT OF WATER. WHEN OUT OF WATER, IT SWEATS TO KEEP ITS BODY SLIMY.



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

POLIWRATH #062
GEN I - KANTOWATER
FIGHTING

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



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

ABRA #063
GEN I - KANTO

PSYCHIC

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



ABRA → KADABRA → ALAKAZAM

KADABRA #064
GEN I - KANTO

PSYCHIC

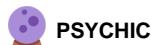
IT EMITS SPECIAL ALPHA WAVES FROM ITS BODY THAT INDUCE HEADACHES JUST BY BEING CLOSE BY.



ABRA → KADABRA → ALAKAZAM

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

MACHOP
GEN I - KANTO

#066



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



MACHOP → MACHOKE → MACHAMP

MACHOKE
GEN I - KANTO

#067



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



MACHOP → MACHOKE → MACHAMP

MACHAMP
GEN I - KANTO

#068



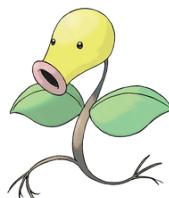
USING ITS HEAVY MUSCLES, IT THROWS POWERFUL PUNCHES THAT CAN SEND THE VICTIM CLEAR OVER THE HORIZON.



MACHOP → MACHOKE → MACHAMP

BELSPROUT
GEN I - KANTO

#069



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



BELSPROUT → WEEPINBELL → VICTREEBEL

WEEPINBELL
GEN I - KANTO

#070



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



BELSPROUT → WEEPINBELL → VICTREEBEL

VICTREEBEL
GEN I - KANTO

#071



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



BELSPROUT → WEEPINBELL → VICTREEBEL

TENTACOOL
GEN I - KANTO

#072



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

GEODUDE #074

GEN I - KANTO



ROCK

GROUND

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



GEODUDE → GRAVELER → GOLEM

GRAVELER #075

GEN I - KANTO

GRAVELER #075

GEN I - KANTO



ROCK

GROUND

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

PONYTA #077

GEN I - KANTO

FIRE



ITS HOOVES ARE 10 TIMES HARDER THAN DIAMONDS. IT CAN TRAMPLE ANYTHING COMPLETELY FLAT IN LITTLE TIME.



PONYTA → RAPIDASH

RAPIDASH #078

GEN I - KANTO

FIRE



VERY COMPETITIVE, THIS POKÉMON WILL CHASE ANYTHING THAT MOVES FAST IN THE HOPES OF RACING IT.



PONYTA → RAPIDASH

SLOWPOKE #079

GEN I - KANTO

WATER

PSYCHIC



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



SLOWPOKE → SLOWBRO → SLOWKING

SLOWBRO #080

GEN I - KANTO

WATER

PSYCHIC



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



SLOWPOKE → SLOWBRO → SLOWKING

MAGNEMITE
GEN I - KANTO

#081



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

**DODUO**
GEN I - KANTO

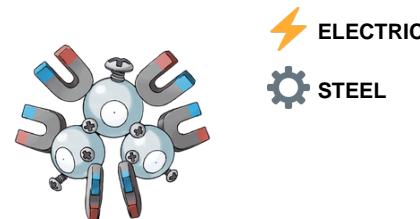
#085



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

**MAGNETON**
GEN I - KANTO

#082



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

**FARFETCH'D**
GEN I - KANTO

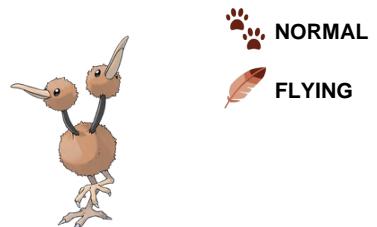
#083



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

**DODUO**
GEN I - KANTO

#084



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

**DODRIO**
GEN I - KANTO

#085



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

**SEEL**
GEN I - KANTO

#086



THE PROTRUDING HORN ON ITS HEAD IS VERY HARD. IT IS USED FOR BASHING THROUGH THICK ICE.

**DEWGONG**
GEN I - KANTO

#087



STORES THERMAL ENERGY IN ITS BODY. SWIMS AT A STEADY 8 KNOTS EVEN IN INTENSELY COLD WATERS.

**GRIMER**
GEN I - KANTO

#088



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



MUK

GEN I - KANTO

#089



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



GRIMER

MUK

SHELDER

GEN I - KANTO

#090



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



SHELDER

CLOYSTER

CLOYSTER

GEN I - KANTO

#091



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



SHELDER

CLOYSTER

GASTLY

GEN I - KANTO

#092



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



GASTLY

HAUNTER

GENGAR

HAUNTER

GEN I - KANTO

#093



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



GASTLY

HAUNTER

GENGAR

GENGAR

GEN I - KANTO

#094



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



GASTLY

HAUNTER

GENGAR

ONIX

GEN I - KANTO

#095



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



ONIX

STEELIX

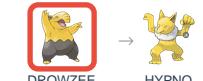
DROWZEE

GEN I - KANTO

#096



PUTS ENEMIES TO SLEEP THEN EATS THEIR DREAMS. OCCASIONALLY GETS SICK FROM EATING BAD DREAMS.



DROWZEE

HYPNO

HYPNO

GEN I - KANTO

#097



WHEN IT LOCKS EYES WITH AN ENEMY, IT WILL USE A MIX OF PSI MOVES SUCH AS HYPNOSIS AND CONFUSION.



DROWZEE

HYPNO

KRABBY

GEN I - KANTO

#098



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



KRABBY

KINGLER

KINGLER

GEN I - KANTO

#099



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



KRABBY

KINGLER

VOLTORB

GEN I - KANTO

#100



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



VOLTORB

ELECTRODE

ELECTRODE

GEN I - KANTO

#101



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



VOLTORB

ELECTRODE

EXEGGCUTE

GEN I - KANTO

#102



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



EXEGGCUTE

EXEGGUTOR

EXEGGUTOR

GEN I - KANTO

#103



LEGEND HAS IT THAT ON RARE OCCASIONS, ONE OF ITS HEADS WILL DROP OFF AND CONTINUE ON AS AN EXEGGCUTE.



EXEGGCUTE

EXEGGUTOR

CUBONE

GEN I - KANTO

#104



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



CUBONE

MAROWAK

MAROWAK
GEN I - KANTO

#105



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



CUBONE

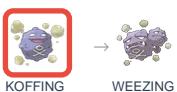
MAROWAK

KOFFING
GEN I - KANTO

#109



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



KOFFING

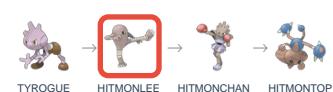
WEEZING

HITMONLEE
GEN I - KANTO

#106



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



TYROGUE

HITMONLEE

HITMONCHAN

HITMONTOP

HITMONCHAN
GEN I - KANTO

#107



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



TYROGUE

HITMONLEE

HITMONCHAN

HITMONTOP

LICKITUNG
GEN I - KANTO

#108



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



LICKITUNG

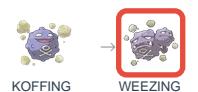
LICKILICKY

WEEZING
GEN I - KANTO

#110



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



KOFFING

WEEZING

RHYHORN
GEN I - KANTO

#111



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



RHYHORN

RHYDON

RHYPERIOR

RHYDON
GEN I - KANTO

#112



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



RHYHORN

RHYDON

RHYPERIOR

CHANSEY
GEN I - KANTO

#113



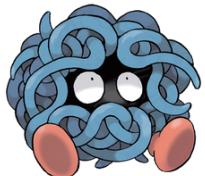
A RARE AND ELUSIVE POKÉMON THAT IS SAID TO BRING HAPPINESS TO THOSE WHO MANAGE TO GET IT.



HAPPINY → CHANSEY → BLISSEY

TANGELA
GEN I - KANTO

#114



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



TANGELA → TANGROWTH

KANGASKHAN
GEN I - KANTO

#115



THE INFANT RARELY VENTURES OUT OF ITS MOTHER'S PROTECTIVE POUCH UNTIL IT IS 3 YEARS OLD.

HORSEA
GEN I - KANTO

#116



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



HORSEA → SEADRA → KINGDRA

SEADRA
GEN I - KANTO

#117



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



HORSEA → SEADRA → KINGDRA

GOLDEEN
GEN I - KANTO

#118



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



GOLDEEN → SEAKING

SEAKING
GEN I - KANTO

#119



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



GOLDEEN → SEAKING

STARYU
GEN I - KANTO

#120



IF ITS BODY IS TORN, IT CAN GROW BACK IF THE RED CORE REMAINS. THE CORE FLASHES AT MIDNIGHT.



STARYU → STARMIE

STARMIE

GEN I - KANTO

#121



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



STARLY → STARYU → STARMIE

ELECTABUZZ

GEN I - KANTO

#125



NORMALLY FOUND NEAR POWER PLANTS, THEY CAN WANDER AWAY AND CAUSE MAJOR BLACKOUTS IN CITIES.



ELEKID → ELECTABUZZ → ELECTIVIRE

MR-MIME

GEN I - KANTO

#122



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



MIME-JR → MR-MIME → MR-RIME

SCYTHER

GEN I - KANTO

#123



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



SCYTHER → SCIZOR → KLEAVOR

JYNX

GEN I - KANTO

#124



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



SMOOCHUM → JYNX

ELECTABUZZ

GEN I - KANTO

#125



NORMALLY FOUND NEAR POWER PLANTS, THEY CAN WANDER AWAY AND CAUSE MAJOR BLACKOUTS IN CITIES.



ELEKID → ELECTABUZZ → ELECTIVIRE

MAGMAR

GEN I - KANTO

#126



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



MAGBY → MAGMAR → MAGMORTAR

PINSIR

GEN I - KANTO

#127



IF IT FAILS TO CRUSH THE VICTIM IN ITS PINCERS, IT WILL SWING IT AROUND AND TOSS IT HARD.

TAUROS

GEN I - KANTO

#128



WHEN IT TARGETS AN ENEMY, IT CHARGES FURIOUSLY WHILE WHIPPING ITS BODY WITH ITS LONG TAILS.

MAGIKARP
GEN I - KANTO

#129



WATER

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



MAGIKARP → GYARADOS

EEVEE
GEN I - KANTO

#133



NORMAL

ITS GENETIC CODE IS IRREGULAR. IT MAY MUTATE IF IT IS EXPOSED TO RADIATION FROM ELEMENT STONES.

**GYARADOS**
GEN I - KANTO

#130

WATER
FLYING

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



MAGIKARP → GYARADOS

LAPRAS
GEN I - KANTO

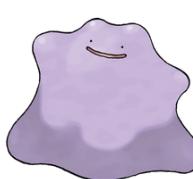
#131

WATER
ICE

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

DITTO
GEN I - KANTO

#132



NORMAL

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

EEVEE
GEN I - KANTO

#133

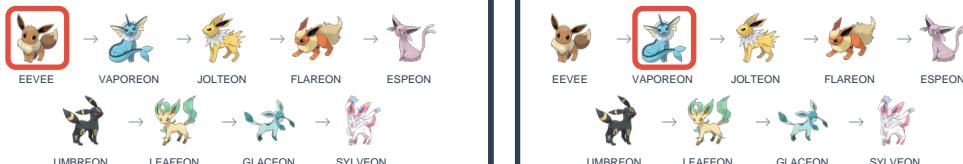
VAPOREON
GEN I - KANTO

#134



WATER

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

**JOLTEON**
GEN I - KANTO

#135



ELECTRIC

IT ACCUMULATES NEGATIVE IONS IN THE ATMOSPHERE TO BLAST OUT 10000- VOLT LIGHTNING BOLTS.

**FLAREON**
GEN I - KANTO

#136



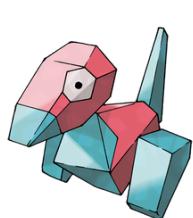
FIRE

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



PORYGON
GEN I - KANTO

#137



NORMAL

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

**OMANYTE**
GEN I - KANTO

#138

ROCK
WATER

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

**OMASTAR**
GEN I - KANTO

#139

ROCK
WATER

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

**KABUTO**
GEN I - KANTO

#140

ROCK
WATER

A POKÉMON THAT WAS RESURRECTED FROM A FOSSIL FOUND IN WHAT WAS ONCE THE OCEAN FLOOR EONS AGO.

**KABUTOPS**
GEN I - KANTO

#141

ROCK
WATER

ITS SLEEK SHAPE IS PERFECT FOR SWIMMING. IT SLASHES PREY WITH ITS CLAWS AND DRAINS THE BODY FLUIDS.

**AERODACTYL**
GEN I - KANTO

#142

ROCK
FLYING

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

SNORLAX
GEN I - KANTO

#143



NORMAL

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

**ARTICUNO**
GEN I - KANTO

#144

ICE
FLYING
LEGENDARY

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

ZAPDOS

GEN I - KANTO

#145



A LEGENDARY BIRD POKÉMON THAT IS SAID TO APPEAR FROM CLOUDS WHILE DROPPING ENORMOUS LIGHTNING BOLTS.

MOLTRES

GEN I - KANTO

#146



KNOWN AS THE LEGENDARY BIRD OF FIRE. EVERY FLAP OF ITS WINGS CREATES A DAZZLING FLASH OF FLAMES.

DRATINI

GEN I - KANTO

#147



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

**DRAGONAIR**

GEN I - KANTO

#148



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

**DRAGONITE**

GEN I - KANTO

#149



AN EXTREMELY RARELY SEEN MARINE POKÉMON. ITS INTELLIGENCE IS SAID TO MATCH THAT OF HUMANS.

**MEWTWO**

GEN I - KANTO

#150



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

MEW

GEN I - KANTO

#151



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

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.



BAYLEEF

GEN II - JOHTO

#153



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

**MEGANIUM**

GEN II - JOHTO

#154



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

**CYNDquil**

GEN II - JOHTO

#155



IT HAS A TIMID NATURE. IF IT IS STARTLED, THE FLAMES ON ITS BACK BURN MORE VIGOROUSLY.

**QUILAVA**

GEN II - JOHTO

#156



BE CAREFUL IF IT TURNS ITS BACK DURING BATTLE. IT MEANS THAT IT WILL ATTACK WITH THE FIRE ON ITS BACK.

**TYPHLOSION**

GEN II - JOHTO

#157



IF ITS RAGE PEAKS, IT BECOMES SO HOT THAT ANYTHING THAT TOUCHES IT WILL INSTANTLY GO UP IN FLAMES.

**TOTODILE**

GEN II - JOHTO

#158



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

**CROCONAW**

GEN II - JOHTO

#159



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

**FERALIGATR**

GEN II - JOHTO

#160



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



SENTRET

GEN II - JOHTO

#161



NORMAL

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



SENTRET

FURRET

FURRET

GEN II - JOHTO

#162



NORMAL

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



SENTRET

FURRET

HOOTHOOT

GEN II - JOHTO

#163



NORMAL

FLYING

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



HOOTHOOT

NOCTOWL

NOCTOWL

GEN II - JOHTO

#164



NORMAL

FLYING

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



HOOTHOOT

NOCTOWL

LEDYBA

GEN II - JOHTO

#165

BUG
FLYING

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

LEDIAN

GEN II - JOHTO

#166

BUG
FLYING

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



LEDYBA

LEDIAN

SPINARAK

GEN II - JOHTO

#167

BUG
POISON

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



SPINARAK

ARIADOS

ARIADOS

GEN II - JOHTO

#168

BUG
POISON

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



SPINARAK

ARIADOS

CROBAT

GEN II - JOHTO

#169



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

**CLEFFA**

GEN II - JOHTO

#173



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

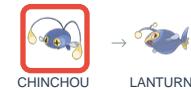
**CHINCHOU**

GEN II - JOHTO

#170



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

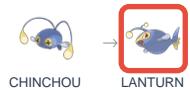
**LANTURN**

GEN II - JOHTO

#171



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

**PICHU**

GEN II - JOHTO

#172



IT IS NOT YET SKILLED AT STORING ELECTRICITY. IT MAY SEND OUT A JOLT IF AMUSED OR STARTLED.

**IGGLYBUFF**

GEN II - JOHTO

#174

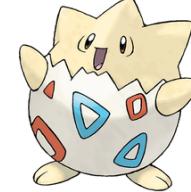


IT HAS A VERY SOFT BODY. IF IT STARTS TO ROLL, IT WILL BOUNCE ALL OVER AND BE IMPOSSIBLE TO STOP.

**TOGEPI**

GEN II - JOHTO

#175



THE SHELL SEEMS TO BE FILLED WITH JOY. IT IS SAID THAT IT WILL SHARE GOOD LUCK WHEN TREATED KINDLY.

**TOGETIC**

GEN II - JOHTO

#176



THEY SAY THAT IT WILL APPEAR BEFORE KINDHEARTED, CARING PEOPLE AND SHOWER THEM WITH HAPPINESS.



NATU

GEN II - JOHTO

#177



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

GEN II - JOHTO

#178



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



NATU XATU

MAREEP

GEN II - JOHTO

#179



IF STATIC ELEC-TRICITY BUILDS IN ITS BODY, ITS FLEECE DOUBLES IN VOLUME. TOUCHING IT WILL SHOCK YOU.



MAREEP FLAFFFY AMPHAROS

FLAFFFY

GEN II - JOHTO

#180



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



MAREEP FLAFFFY AMPHAROS

AMPHAROS

GEN II - JOHTO

#181



THE TAIL'S TIP SHINES BRIGHTLY AND CAN BE SEEN FROM FAR AWAY. IT ACTS AS A BEACON FOR LOST PEOPLE.

**BELLOSSOM**

GEN II - JOHTO

#182



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

**MARILL**

GEN II - JOHTO

#183



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



AZURILL MARILL AZUMARILL

AZUMARILL

GEN II - JOHTO

#184



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.

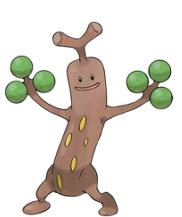


AZURILL MARILL AZUMARILL

SUDOWOODO

GEN II - JOHTO

#185



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



BONSLY

SUDOWOODO

POLITOED

GEN II - JOHTO

#186



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



POLIWAG

POLIWHIRL

POLIWRATH

**JUMPLUFF**

GEN II - JOHTO

#189



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



HOPPIP SKIPLOOM JUMPLUFF

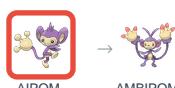
AIPOM

GEN II - JOHTO

#190



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



AIPOM AMBIPOM

HOPPIP

GEN II - JOHTO

#187



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



HOPPIP

SKIPLOOM

JUMPLUFF

SKIPLOOM

GEN II - JOHTO

#188



THE BLOOM ON TOP OF ITS HEAD OPENS AND CLOSES AS THE TEMPERATURE FLUCTUATES UP AND DOWN.



HOPPIP

SKIPLOOM

JUMPLUFF

SUNKERN

GEN II - JOHTO

#191

SUNFLORA

GEN II - JOHTO

#192



IT MAY DROP OUT OF THE SKY SUDDENLY. IF ATTACKED BY A SPEAROW, IT WILL VIOLENTLY SHAKE ITS LEAVES.



SUNKERN SUNFLORA

SUNFLORA

GEN II - JOHTO

#192



IT CONVERTS SUN-LIGHT INTO ENERGY. IN THE DARKNESS AFTER SUNSET, IT CLOSES ITS PETALS AND BECOMES STILL.



SUNKERN SUNFLORA

YANMA

GEN II - JOHTO

#193



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

**WOOPER**

GEN II - JOHTO

#194



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

**QUAGSIRE**

GEN II - JOHTO

#195



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

**ESPEON**

GEN II - JOHTO

#196



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

**UMBREON**

GEN II - JOHTO

#197



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

**MURKROW**

GEN II - JOHTO

#198



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

**SLOWKING**

GEN II - JOHTO

#199



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

**MISDREAVUS**

GEN II - JOHTO

#200



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



UNOWN

GEN II - JOHTO

#201



PSYCHIC

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

WOBBUFFET

GEN II - JOHTO

#202



PSYCHIC

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

WYNAUT

WOBBUFFET

DUNSPARCE

GEN II - JOHTO

#206

NORMAL



WHEN SPOTTED, THIS POKÉMON ESCAPES BACKWARD BY FURIOUSLY BORING INTO THE GROUND WITH ITS TAIL.

DUNSPARCE

DUDUNSPARCE

FORRETRESS

GEN II - JOHTO

#205



BUG

STEEL

ITS ENTIRE BODY IS SHIELDED BY A STEEL-HARD SHELL. WHAT LURKS INSIDE THE ARMOR IS A TOTAL MYSTERY.

PINECO

FORRETRESS

GIRAFARIG

GEN II - JOHTO

#203



NORMAL

PSYCHIC

ITS TAIL HAS A SMALL BRAIN OF ITS OWN. BEWARE! IF YOU GET CLOSE, IT MAY REACT TO YOUR SCENT AND BITE.

GIRAFARIG

FARIGIRAF

PINECO

GEN II - JOHTO

#204

BUG



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

PINECO

FORRETRESS

GLIGAR

GEN II - JOHTO

#207

GROUND

FLYING



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

GLIGAR

GLISCOR

STEELIX

GEN II - JOHTO

#208

STEEL

GROUND



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

ONIX

STEELIX

SNUBULL
GEN II - JOHTO

#209



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



SNUBULL → GRANBULL

GRANBULL
GEN II - JOHTO

#210



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



SNUBULL → GRANBULL

QWILFISH
GEN II - JOHTO

#211



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



QWILFISH → OVERQWIL

SCIZOR
GEN II - JOHTO

#212



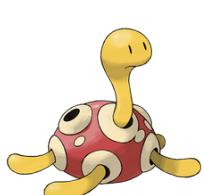
IT HAS A STEEL-HARD BODY. IT INTIMIDATES FOES BY UPRISING ITS EYE-PATTERNED PINCERS.



SCYTHER → SCIZOR → KLEAVOR

SHUCKLE
GEN II - JOHTO

#213



THE BERRIES IT STORES IN ITS VASE-LIKE SHELL DECOMPOSE AND BECOME A GOOEY LIQUID.

HERACROSS
GEN II - JOHTO

#214



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

SNEASEL
GEN II - JOHTO

#215



ITS PAWS CONCEAL SHARP CLAWS. IF ATTACKED, IT SUDDENLY EXTENDS THE CLAWS AND STARTLES ITS ENEMY.



SNEASEL → WEAVILE → SNEASLER

TEDDIURSA
GEN II - JOHTO

#216



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



TEDDIURSA → URSARING → URSLUNA

URSARING #217
GEN II - JOHTO

NORMAL

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



TEDDIURSA → URSARING → URSALUNA

SLUGMA #218
GEN II - JOHTO

FIRE

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



SLUGMA → MAGCARGO

MAGCARGO #219
GEN II - JOHTO

FIRE



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



SLUGMA → MAGCARGO

SWINUB #220
GEN II - JOHTO

ICE



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



SWINUB → PILOSWINES → MAMOSWINES

PILOSWINES #221
GEN II - JOHTO

ICE

GROUND

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



SWINUB → PILOSWINES → MAMOSWINES

CORSOLA #222
GEN II - JOHTO

WATER

ROCK

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



CORSOLA → CURSOLA

REMORAI #223
GEN II - JOHTO

WATER

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



REMORAI → OCTILLERY

OCTILLERY #224
GEN II - JOHTO

WATER

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



REMORAI → OCTILLERY

DELIBIRD

GEN II - JOHTO

#225



ICE

FLYING

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

MANTINE

GEN II - JOHTO

#226



WATER

FLYING

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

**HOUNDOUR**

GEN II - JOHTO

#228



DARK

FIRE

IF YOU ARE BURNED BY THE FLAMES IT SHOOTS FROM ITS MOUTH, THE PAIN WILL NEVER GO AWAY.

**KINGDRA**

GEN II - JOHTO

#230



WATER

DRAGON

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

**SKARMORY**

GEN II - JOHTO

#227



STEEL

FLYING

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

**HOUNDOOM**

GEN II - JOHTO

#228



DARK

FIRE

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

**HOUNDOOM**

GEN II - JOHTO

#229



DARK

FIRE

IF YOU ARE BURNED BY THE FLAMES IT SHOOTS FROM ITS MOUTH, THE PAIN WILL NEVER GO AWAY.

**KINGDRA**

GEN II - JOHTO

#230



WATER

DRAGON

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

**PHANPY**

GEN II - JOHTO

#231



GROUND

IT SWINGS ITS LONG SNOUT AROUND PLAY- FULLY, BUT BECAUSE IT IS SO STRONG, THAT CAN BE DAN- GEROUS.

**DONPHAN**

GEN II - JOHTO

#232



GROUND

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



PORYGON2
GEN II - JOHTO

#233



NORMAL

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

**STANTLER**
GEN II - JOHTO

#234



NORMAL

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

**HITMONTOP**
GEN II - JOHTO

#237



FIGHTING

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

**SMOOCHUM**
GEN II - JOHTO

#238



ICE

PSYCHIC

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

**SMEARGLE**
GEN II - JOHTO

#235



NORMAL

A SPECIAL FLUID OOZES FROM THE TIP OF ITS TAIL. IT PAINTS THE FLUID EVERYWHERE TO MARK ITS TERRITORY.

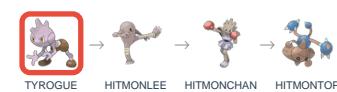
TYROGUE
GEN II - JOHTO

#236

FIGHTING



IT IS ALWAYS BURSTING WITH EN-ERGY. TO MAKE IT-SELF STRONGER, IT KEEPS ON FIGHTING EVEN IF IT LOSES.

**ELEKID**
GEN II - JOHTO

#239

ELECTRIC



IT ROTATES ITS ARMS TO GENERATE ELECTRICITY, BUT IT TIRES EASILY, SO IT CHARGES UP ONLY A LITTLE BIT.

**MAGBY**
GEN II - JOHTO

#240

FIRE



EACH AND EVERY TIME IT INHALES AND EXHALES, HOT EMBERS DRIBBLE OUT OF ITS MOUTH AND NOSTRILS.



MILTANK

GEN II - JOHTO

#241



NORMAL

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

BLISSEY

GEN II - JOHTO

#242



NORMAL

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

**SUCUNE**

GEN II - JOHTO

#245



WATER
LEGENDARY

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

LARVITAR

GEN II - JOHTO

#246



ROCK
GROUND

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

**RAIKOU**

GEN II - JOHTO

#243



ELECTRIC
LEGENDARY

THE RAIN CLOUDS IT CARRIES LET IT FIRE THUNDERBOLTS AT WILL. THEY SAY THAT IT DESCENDED WITH LIGHTNING.

PUPITAR

GEN II - JOHTO

#247



ROCK
GROUND

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

**ENTEI**

GEN II - JOHTO

#244



FIRE
LEGENDARY

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

TYRANITAR

GEN II - JOHTO

#248



ROCK
DARK

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



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.

HO-OH

GEN II - JOHTO

#250



LEGENDS CLAIM THIS POKÉMON FLIES THE WORLD'S SKIES CONTINUOUSLY ON ITS MAGNIFICENT SEVEN-COLORED WINGS.

CELEBI

GEN II - JOHTO

#251



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

TREECKO

GEN III - HOENN

#252



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

**GROVYLE**

GEN III - HOENN

#253



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

SCEPTILE

GEN III - HOENN

#254



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

TORCHIC

GEN III - HOENN

#255



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

COMBUSKEN

GEN III - HOENN

#256

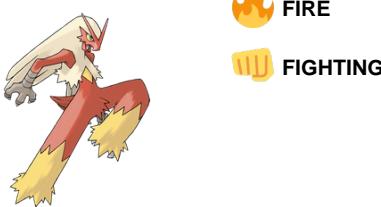


COMBUSKEN TOUGHENS UP ITS LEGS AND THIGHS BY RUNNING THROUGH FIELDS AND MOUNTAINS. THIS POKÉMON'S LEGS POSSESS BOTH SPEED AND POWER,



BLAZIKEN
GEN III - HOENN

#257



🔥 FIRE

👊 FIGHTING

IN BATTLE, BLAZIKEN BLOWS OUT INTENSE FLAMES FROM ITS WRISTS AND ATTACKS FOES COURAGEOUSLY. THE STRONGER THE FOE, THE MORE



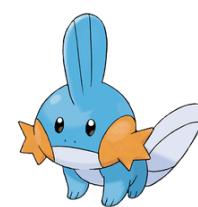
TORCHIC

COMBUSKEN

BLAZIKEN

MUDKIP
GEN III - HOENN

#258



💧 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

MARSHTOMP
GEN III - HOENN

#259



💧 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

MARSHOMP

SWAMPERT

SWAMPERT
GEN III - HOENN

#260



💧 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

MARSHOMP

SWAMPERT

POOCHYENA
GEN III - HOENN

#261

🌙 DARK



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



POOCHYENA

MIGHTYENA

MIGHTYENA
GEN III - HOENN

#262

🌙 DARK



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



POOCHYENA

MIGHTYENA

ZIGZAGOON
GEN III - HOENN

#263

🐾 NORMAL



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



ZIGZAGOON

LINOONE

OBSTAGOON

LINOONE
GEN III - HOENN

#264

🐾 NORMAL



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



ZIGZAGOON

LINOONE

OBSTAGOON

WURMPLE

GEN III - HOENN

#265



BUG

USING THE SPIKES ON ITS REAR END, WURMPLE PEELS THE BARK OFF TREES AND FEEDS ON THE SAP THAT OOZES OUT. THIS POKÉMON'S FEET ARE TIPPED



DUSTOX

GEN III - HOENN

#269



BUG

POISON

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



SILCOON

GEN III - HOENN

#266



BUG

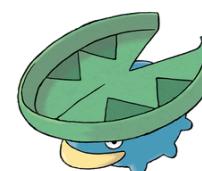
SILCOON TETHERS ITSELF TO A TREE BRANCH USING SILK TO KEEP FROM FALLING. THERE, THIS POKÉMON HANGS QUIETLY WHILE IT AWAITS EVOLUTION. IT



LOTAD

GEN III - HOENN

#270



WATER
GRASS

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



BEAUTIFLY

GEN III - HOENN

#267



BUG

FLYING

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



LOMBRE

GEN III - HOENN

#271



WATER
GRASS

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.



CASCOON

GEN III - HOENN

#268



BUG

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



LUDICOLO

GEN III - HOENN

#272



WATER
GRASS

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



SEEDOT

GEN III - HOENN

#273



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

**SWELLOW**

GEN III - HOENN

#277



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

**NUZLEAF**

GEN III - HOENN

#274

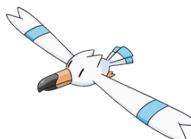


NUZLEAF LIVE IN DENSELY OVERGROWN FORESTS. THEY OCCASIONALLY VENTURE OUT OF THE FOREST TO STARTLE PEOPLE. THIS POKÉMON DISLIKES HAVING

**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

**SHIFTRY**

GEN III - HOENN

#275



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

**TAILLOW**

GEN III - HOENN

#276



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

**PELIPPER**

GEN III - HOENN

#279



IT IS A MESSENGER OF THE SKIES, CARRYING SMALL POKÉMON AND EGGS TO SAFETY IN ITS BILL.

**RALTS**

GEN III - HOENN

#280



RALTS SENSES THE EMOTIONS OF PEOPLE USING THE HORNS 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

**SHROOMISH**

GEN III - HOENN

#285



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

**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

**BRELOOM**

GEN III - HOENN

#286



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

**SURSKIT**

GEN III - HOENN

#283



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

**SLAKOTH**

GEN III - HOENN

#287



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

**MASQUERAIN**

GEN III - HOENN

#284



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

**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



SLAKING

GEN III - HOENN

#289



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



SLAKOTH

VIGOROTH

SLAKING

WHISMUR

GEN III - HOENN

#293



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



WHISMUR

LOUDRED

EXPLoud

NINCADA

GEN III - HOENN

#290



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



NINCADA

NINJASK

SHEDINJA

LOUDRED

GEN III - HOENN

#294



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

EXPLoud

NINJASK

GEN III - HOENN

#291



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



NINCADA

NINJASK

SHEDINJA

SHEDINJA

GEN III - HOENN

#292



SHEDINJA'S HARD BODY DOESN'T MOVE - NOT EVEN A TWITCH. IN FACT, ITS BODY APPEARS TO BE MERELY A HOLLOW SHELL. IT IS BELIEVED THAT THIS



NINCADA

NINJASK

SHEDINJA

MAKUHITA

GEN III - HOENN

#296



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,



MAKUHITA

HARIYAMA

HARIYAMA

GEN III - HOENN

#297



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



MAKUHITA

HARIYAMA

DELGATTY

GEN III - HOENN

#301



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



SKITTY

DELCATTY

AZURILL

GEN III - HOENN

#298



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



AZURILL

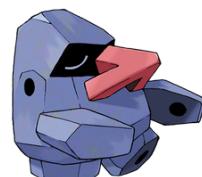
MARILL

AZUMARILL

NOSEPASS

GEN III - HOENN

#299



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



NOSEPASS

PROBOPASS

SKITTY

GEN III - HOENN

#300



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



SKITTY

DELCATTY

ARON

GEN III - HOENN

#304



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



ARON

LAIRON

AGGRON

SABLEYE

GEN III - HOENN

#302



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

MAWILE

GEN III - HOENN

#303



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

LAIRON

GEN III - HOENN

#305



STEEL

ROCK

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



ARON

LAIRON

AGGRON

AGGRON

GEN III - HOENN

#306



STEEL

ROCK

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



ARON

LAIRON

AGGRON

ELECTRIKE

GEN III - HOENN

#309



ELECTRIC

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



ELECTRIKE

MANECTRIC

MANECTRIC

GEN III - HOENN

#310



ELECTRIC

MANECTRIC IS CONSTANTLY DISCHARGING ELECTRICITY FROM ITS MANE. THE SPARKS SOMETIMES IGNITE FOREST FIRES. WHEN IT ENTERS A



ELECTRIKE

MANECTRIC

MEDITITE

GEN III - HOENN

#307



FIGHTING

PSYCHIC

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



MEDITITE

MEDICHAM

MEDICHAM

GEN III - HOENN

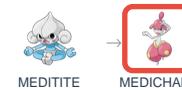
#308



FIGHTING

PSYCHIC

IT IS SAID THAT THROUGH MEDITATION, MEDICHAM HEIGHTENS ENERGY INSIDE ITS BODY AND SHARPENS ITS SIXTH SENSE. THIS POKÉMON HIDES ITS



MEDITITE

MEDICHAM

PLUSLE

GEN III - HOENN

#311

PLUSLE

GEN III - HOENN

#311



ELECTRIC

PLUSLE ALWAYS ACTS AS A CHEERLEADER FOR ITS PARTNERS. WHENEVER A TEAMMATE PUTS OUT A GOOD EFFORT IN BATTLE, THIS POKÉMON

MINUN

GEN III - HOENN

#312

ELECTRIC



MINUN IS MORE CONCERNED ABOUT CHEERING ON ITS PARTNERS THAN ITS OWN SAFETY. IT SHORTS OUT THE ELECTRICITY IN ITS BODY TO CREATE

VOLBEAT

GEN III - HOENN

#313



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

ILLUMISE

GEN III - HOENN

#314



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

ROSELIA

GEN III - HOENN

#315



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

**SWALOT**

GEN III - HOENN

#317



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

**CARVANHA**

GEN III - HOENN

#318



CARVANHA'S STRONGLY DEVELOPED JAWS AND ITS SHARPLY POINTED FANGS PACK THE DESTRUCTIVE POWER TO RIP OUT BOAT HULLS. MANY BOATS HAVE

**SHARPEDO**

GEN III - HOENN

#319



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

**GULPIN**

GEN III - HOENN

#316



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

**WAILMER**

GEN III - HOENN

#320



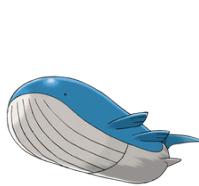
WAILMER'S NOSTRILS ARE LOCATED ABOVE ITS EYES. THIS PLAYFUL POKÉMON LOVES TO STARTLE PEOPLE BY FORCEFULLY SNORTING OUT SEAWATER



WAILORD

GEN III - HOENN

#321



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

SPOINK

GEN III - HOENN

#325



PSYCHIC

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



SPOINK

→

GRUMPIG

NUMEL

GEN III - HOENN

#322



FIRE

GROUND

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



NUMEL

→

CAMERUPT

GRUMPIG

GEN III - HOENN

#326



PSYCHIC

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



SPOINK

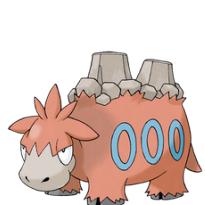
→

GRUMPIG

CAMERUPT

GEN III - HOENN

#323



FIRE

GROUND

CAMERUPT HAS A VOLCANO INSIDE ITS BODY. MAGMA OF 18,000 DEGREES F COURSES THROUGH ITS BODY. OCCASIONALLY, THE HUMPS ON THIS



NUMEL

→

CAMERUPT

TORKOAL

GEN III - HOENN

#324



FIRE

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

SPOINK

GEN III - HOENN

#325

SPINDA

GEN III - HOENN

#327



NORMAL

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

TRAPINCH

GEN III - HOENN

#328



GROUND



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



TRAPINCH



VIBRAVA



FLYGON

VIBRAVA

GEN III - HOENN

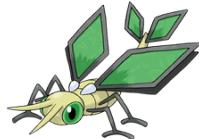
#329



GROUND



DRAGON



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



TRAPINCH → VIBRAVA → FLYGON

SWABLU

GEN III - HOENN

#333



NORMAL



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

FLYGON

GEN III - HOENN

#330



GROUND



DRAGON



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



TRAPINCH → VIBRAVA → FLYGON

CACNEA

GEN III - HOENN

#331



GRASS



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



CACNEA → CACTURNE

CACTURNE

GEN III - HOENN

#332



GRASS



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



CACNEA → CACTURNE

SWABLU

GEN III - HOENN

#333



NORMAL



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

ALTARIA

GEN III - HOENN

#334



DRAGON



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



SWABLU → ALTARIA

ZANGOOSE

GEN III - HOENN

#335



MEMORIES OF BATTLES WITH ITS ARCH-RIVAL SEVIPER ARE ETCHED INTO EVERY CELL OF ZANGOOSE'S BODY. THIS POKÉMON ADROITLY DODGES ATTACKS WITH

SEVIPER

GEN III - HOENN

#336



POISON

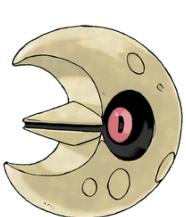


SEVIPER SHARES A GENERATIONS-LONG FEUD WITH ZANGOOSE. THE SCARS ON ITS BODY ARE EVIDENCE OF VICIOUS BATTLES. THIS POKÉMON ATTACKS USING

LUNATONE

GEN III - HOENN

#337



ROCK
PSYCHIC

LUNATONE WAS DISCOVERED AT A LOCATION WHERE A METEORITE FELL. AS A RESULT, SOME PEOPLE THEORIZE THAT THIS POKÉMON CAME FROM SPACE.

SOLROCK

GEN III - HOENN

#338



ROCK
PSYCHIC

SOLAR ENERGY IS THE SOURCE OF ITS POWER, SO IT IS STRONG DURING THE DAYTIME. WHEN IT SPINS, ITS BODY SHINES.

CORPHISH

GEN III - HOENN

#341



WATER

ITS HARDY VITALITY ENABLES IT TO ADAPT TO ANY ENVIRONMENT. ITS PINCERS WILL NEVER RELEASE PREY.

CRAWDAUNT

GEN III - HOENN

#342



WATER
DARK

CRAWDAUNT HAS AN EXTREMELY VIOLENT NATURE THAT COMPELS IT TO CHALLENGE OTHER LIVING THINGS TO BATTLE. OTHER LIFE-FORMS REFUSE TO

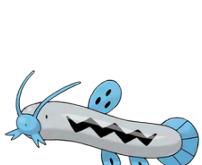


CORPHISH → CRAWDAUNT

BARBOACH

GEN III - HOENN

#339



WATER
GROUND

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



BARBOACH → WHISCASH

WHISCASH

GEN III - HOENN

#340



WATER
GROUND

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

BALTOY

GEN III - HOENN

#343



GROUND
PSYCHIC

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

CLAYDOL

GEN III - HOENN

#344



GROUND
PSYCHIC

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



BALTOY → CLAYDOL

LILEEP

GEN III - HOENN

#345



ROCK

GRASS

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



LILEEP → CRADILY

FEEBAS

GEN III - HOENN

#349



WATER

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



FEEBAS → MILOTIC

CRADILY

GEN III - HOENN

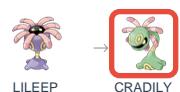
#346



ROCK

GRASS

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



CRADILY → MILOTIC

ANORITH

GEN III - HOENN

#347



ROCK

BUG

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

GEN III - HOENN

#348



ROCK

BUG

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

FEETAS

GEN III - HOENN

#349

WATER



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

MILOTIC

GEN III - HOENN

#350



WATER

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



FEEBAS → MILOTIC

CASTFORM

GEN III - HOENN

#351



NORMAL

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

NORMAL



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

SHUPPET

#353

GEN III - HOENN



GHOST

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



SHUPPET → BANETTE

TROPIUS

#357

GEN III - HOENN



GRASS



FLYING

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

BANETTE

#354

GEN III - HOENN



GHOST

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



BANETTE → DUSKULL

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



CHIMECHO → WYNAUT

DUSKULL

#355

GEN III - HOENN

DUSKULL

#355

GEN III - HOENN



GHOST

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



DUSKULL → DUSCLOPS → DUSKNOIR

DUSCLOPS

#356

GEN III - HOENN

DUSCLOPS

#356

GEN III - HOENN



GHOST

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



DUSCLOPS → DUSKNOIR

WYNAUT

#359

GEN III - HOENN

ABSOL

#359

GEN III - HOENN



DARK

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

WYNAUT

#360

GEN III - HOENN

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

SNORUNT

GEN III - HOENN

#361



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



WALREIN

GEN III - HOENN

#365



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



GLALIE

GEN III - HOENN

#362



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



SPHEAL

GEN III - HOENN

#363



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



SEALEO

GEN III - HOENN

#364



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



WALREIN

GEN III - HOENN

#365



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



CLAMPERL

GEN III - HOENN

#366



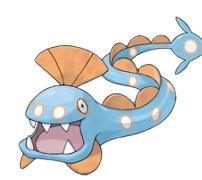
CLAMPERL'S STURDY SHELL IS NOT ONLY GOOD FOR PROTECTION - IT IS ALSO USED FOR CLAMPING AND CATCHING PREY. A FULLY GROWN CLAMPERL'S



HUNTAIL

GEN III - HOENN

#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



GOREBYSS

GEN III - HOENN

#368



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



RELICANTH

GEN III - HOENN

#369



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

LUVDISC

GEN III - HOENN

#370



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

BAGON

GEN III - HOENN

#371



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



SALAMENCE

GEN III - HOENN

#373



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



BELDUM

GEN III - HOENN

#374



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



METANG

GEN III - HOENN

#375



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



SHELGON

GEN III - HOENN

#372



INSIDE SHELGON'S ARMOR-LIKE SHELL, CELLS ARE IN THE MIDST OF TRANSFORMATION TO CREATE AN ENTIRELY NEW BODY. THIS POKÉMON'S



METAGROSS

GEN III - HOENN

#376



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



REGIROCK

GEN III - HOENN

#377



ROCK
★ LEGENDARY

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

REGICE

GEN III - HOENN

#378



ICE
★ LEGENDARY

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

REGISTEEL

GEN III - HOENN

#379



STEEL
★ LEGENDARY

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.

LATIAS

GEN III - HOENN

#380



DRAGON
PSYCHIC
★ LEGENDARY

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

LATIOS

GEN III - HOENN

#381



DRAGON
PSYCHIC
★ LEGENDARY

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



WATER
★ LEGENDARY

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

GROUDON

GEN III - HOENN

#383



GROUND
★ LEGENDARY

GROUDON HAS LONG BEEN DESCRIBED IN MYTHOLOGY AS THE POKÉMON THAT RAISED LANDS AND EXPANDED CONTINENTS. THIS POKÉMON TOOK TO

RAYQUAZA

GEN III - HOENN

#384



DRAGON
FLYING
★ LEGENDARY

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

JIRACHI

GEN III - HOENN

#385



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

DEOXYS-NORMAL

GEN III - HOENN

#386



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

TORTERRA

GEN IV - SINNOH

#389



GRASS



GROUND

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

TURTWIG

GEN IV - SINNOH

#387



GRASS

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

**GROTLE**

GEN IV - SINNOH

#388



GRASS



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

**TORTERRA**

GEN IV - SINNOH

#389

CHIMCHAR

GEN IV - SINNOH

#390



GRASS



GROUND



FIRE

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

MONFERNO

GEN IV - SINNOH

#391



FIRE



FIGHTING

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

**INFERNAPE**

GEN IV - SINNOH

#392



FIRE



FIGHTING



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



PIPLUP

GEN IV - SINNOH

#393



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

**STARLY**

GEN IV - SINNOH

#396



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

**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.

**BIDOOF**

GEN IV - SINNOH

#399



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

**STARAVIA**

GEN IV - SINNOH

#397



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

**STARAPTOR**

GEN IV - SINNOH

#398



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

**STARPERTUR**

GEN IV - SINNOH

#400



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



KRICKETOT
GEN IV - SINNOH

#401



BUG

IT SHAKES ITS HEAD BACK TO FRONT, CAUSING ITS ANTENNAE TO HIT EACH OTHER AND SOUND LIKE A XYLOPHONE.



KRICKETOT → KRICKETUNE

KRICKETUNE
GEN IV - SINNOH

#402



BUG

IT CROSSES ITS KNIFELIKE ARMS IN FRONT OF ITS CHEST WHEN IT CRIES. IT CAN COMPOSE MELODIES AD LIB.



KRICKETOT → KRICKETUNE

SHINX
GEN IV - SINNOH

#403



⚡ ELECTRIC

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



SHINX → LUXIO → LUXRAY

LUXIO
GEN IV - SINNOH

#404



⚡ ELECTRIC

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



SHINX → LUXIO → LUXRAY

LUXRAY
GEN IV - SINNOH

#405

⚡ ELECTRIC



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



SHINX → LUXIO → LUXRAY

BUDEW
GEN IV - SINNOH

#406

GRASS
POISON

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



BUDEW → ROSELIA → ROSEADE

ROSERADE
GEN IV - SINNOH

#407

GRASS
POISON

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



BUDEW → ROSELIA → ROSEADE

CRANIDOS
GEN IV - SINNOH

#408

ROCK



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



CRANIDOS → RAMPAODOS

RAMPARDOS

#409

GEN IV - SINNOH



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

**WORMADAM-PLANT**

#413

GEN IV - SINNOH



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

**SHIELDON**

#410

GEN IV - SINNOH



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

**MOTHIM**

#414

GEN IV - SINNOH



IT LOVES THE HONEY OF FLOWERS AND STEALS HONEY COLLECTED BY COMBEE.

**BASTIODON**

#411

GEN IV - SINNOH



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

**BURMY**

#412

GEN IV - SINNOH



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

**COMBEE**

#415

GEN IV - SINNOH



A POKÉMON FORMED BY THREE OTHERS. IT BUSILY CARRIES SWEET FLORAL HONEY TO VESPIQUEN.

**VESPIQUEN**

#416

GEN IV - SINNOH



ITS ABDOMEN IS A HONEYCOMB FOR GRUBS. IT RAISES ITS GRUBS ON HONEY COLLECTED BY COMBEE.



PACHIRISU
GEN IV - SINNOH

#417



⚡ ELECTRIC

IT MAKES FUR BALLS THAT CRACKLE WITH STATIC ELECTRICITY. IT STORES THEM WITH BERRIES IN TREE HOLES.

GEN IV - SINNOH

#418



WATER

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

**CHERUBI**
GEN IV - SINNOH

#420



GRASS

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

**SHELLOS**
GEN IV - SINNOH

#422



WATER

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

**FLOATZEL**
GEN IV - SINNOH

#419



WATER

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

**GASTRODON**
GEN IV - SINNOH

#423



WATER

GROUND

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

**CHERRIM**
GEN IV - SINNOH

#420



GRASS

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

**AMBIPOOM**
GEN IV - SINNOH

#424



NORMAL

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



DRIFLOON
GEN IV - SINNOH

#425



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

**DRIFBLIM**
GEN IV - SINNOH

#426



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

**BUNEARY**
GEN IV - SINNOH

#427



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

**LOPUNNY**
GEN IV - SINNOH

#428



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

**MISMAGIUS**
GEN IV - SINNOH

#429



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

**HONCHKROW**
GEN IV - SINNOH

#430



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

**GLAMEOW**
GEN IV - SINNOH

#431



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

**PURUGLY**
GEN IV - SINNOH

#432



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



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

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

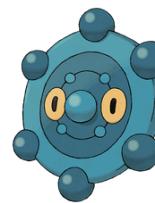
IT SPRAYS A VILE-SMELLING FLUID FROM THE TIP OF ITS TAIL TO ATTACK. ITS RANGE IS OVER 160 FEET.



STUNKY → SKUNTANK

BRONZOR #436

GEN IV - SINNOH



STEEL
PSYCHIC

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



BRONZOR → BRONZONG

BRONZONG #437

GEN IV - SINNOH



STEEL
PSYCHIC

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



BRONZOR → BRONZONG

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.



BONSLY → SUDOWOODO

MIME-JR #439

GEN IV - SINNOH



PSYCHIC
FAIRY

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



NORMAL

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



HAPPINY → CHANSEY → BLISSEY

CHATOT

GEN IV - SINNOH

#441



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

SPIRITOMB

GEN IV - SINNOH

#442



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

GIBLE

GEN IV - SINNOH

#443



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

**GARCHOMP**

GEN IV - SINNOH

#445



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

**MUNCHLAX**

GEN IV - SINNOH

#446



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

**RIOLU**

GEN IV - SINNOH

#447



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

**GABITE**

GEN IV - SINNOH

#444



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

**LUCARIO**

GEN IV - SINNOH

#448



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



HIPPOPOTAS

GEN IV - SINNOH

#449



GROUND



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



HIPPOPOTAS → HIPPOWDON

CROAGUNK

GEN IV - SINNOH

#453



POISON



FIGHTING



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



CROAGUNK → TOXICROAK

HIPPOWDON

GEN IV - SINNOH

#450



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



HIPPOPOTAS → HIPPOWDON

TOXICROAK

GEN IV - SINNOH

#454



POISON



FIGHTING



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



CROAGUNK → TOXICROAK

SKORUPI

GEN IV - SINNOH

#451



POISON



BUG



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



SKORUPI → DRAPION

DRAPION

GEN IV - SINNOH

#452



POISON



DARK



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



SKORUPI → DRAPION

CROAGUNK

GEN IV - SINNOH

#453

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

TOXICROAK

GEN IV - SINNOH

#454



CROAGUNK → TOXICROAK

CARNIVINE

GEN IV - SINNOH

#455



GRASS



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

FINNEON

GEN IV - SINNOH

#456



WATER



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



FINNEON → LUMINEON

LUMINEON
GEN IV - SINNOH

#457



WATER

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



FINNEON → LUMINEON

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 → SNAESLER

MANTYKE
GEN IV - SINNOH

#458

WATER
FLYING

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



MANTYKE → MANTINE

MAGNEZONE
GEN IV - SINNOH

#462

ELECTRIC
STEEL

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



MAGNEMITE → MAGNETON → MAGNEZONE

SNOVER
GEN IV - SINNOH

#459

GRASS
ICE

IT LIVES ON SNOWY MOUNTAINS. HAVING HAD LITTLE CONTACT WITH HUMANS, IT IS BOLDLY INQUISITIVE.



SNOVER → ABOMASNOW

ABOMASNOW
GEN IV - SINNOH

#460

GRASS
ICE

IT WHIPS UP BLIZZARDS IN MOUNTAINS THAT ARE ALWAYS BURIED IN SNOW. IT IS THE ABOMINABLE SNOWMAN.



SNOVER → ABOMASNOW

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 → SNAESLER

MAGNEZONE
GEN IV - SINNOH

#462

ELECTRIC
STEEL

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



MAGNEMITE → MAGNETON → MAGNEZONE

LIKILICKY
GEN IV - SINNOH

#463



NORMAL

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



LIKITUNG → LIKILICKY

RHYPERIOR
GEN IV - SINNOH

#464

GROUND
ROCK

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



RHYNHORN → RHYDON → RHYPERIOR

TANGROWTH

GEN IV - SINNOH



 GRASS

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

 → 

#465

ELECTIVIRE

GEN IV - SINNOH

 ELECTRIC

AS ITS ELECTRIC CHARGE AMPLIFIES, BLUE SPARKS BEGIN TO CRACKLE BETWEEN ITS HORNS.

**MAGMORTAR**

GEN IV - SINNOH

 FIRE

IT BLASTS FIREBALLS OF OVER 3,600 DEGREES F FROM THE ENDS OF ITS ARMS. IT LIVES IN VOLCANIC CRATERS.

**TOGEKISS**

GEN IV - SINNOH


 FAIRY
 FLYING

IT WILL NEVER APPEAR WHERE THERE IS STRIFE. ITS SIGHTINGS HAVE BECOME RARE RECENTLY.

**YANMEGA**

GEN IV - SINNOH


 BUG
 FLYING

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



#469

LEAFEON

GEN IV - SINNOH

 GRASS

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

**GLACEON**

GEN IV - SINNOH

 ICE

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

**GLISCOR**

GEN IV - SINNOH


 GROUND
 FLYING

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



#471

#472

MAMOSWINE

GEN IV - SINNOH

#473

ICE
GROUND

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



SWINUB → PILOSWINE → MAMOSWINE

PORYGON-Z

GEN IV - SINNOH

#474



ADDITIONAL SOFTWARE WAS INSTALLED TO MAKE IT A BETTER POKÉMON. IT BEGAN ACTING ODDLY, HOWEVER.



PORYGON → PORYGON2 → PORYGON-Z

GALLADE

GEN IV - SINNOH

#475

PSYCHIC
FIGHTING

A MASTER OF COURTESY AND SWORDSMANSHIP, IT FIGHTS USING EXTENDING SWORDS ON ITS ELBOWS.



RALTS → KIRLIA → GARDEVOIR → GALLADE

PROBOPASS

GEN IV - SINNOH

#476

ROCK
STEEL

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



NOSEPASS → PROBOPASS

DUSKNOIR

GEN IV - SINNOH

#477



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



DUSKULL → DUSCLOPS → DUSKNOIR

FROSLASS

GEN IV - SINNOH

#478

ICE
GHOST

IT FREEZES FOES WITH AN ICY BREATH NEARLY -60 DEGREES F. WHAT SEEMS TO BE ITS BODY IS ACTUALLY HOLLOW.



SNORUNT → GLALIE → FROSLASS

ROTOM

GEN IV - SINNOH

#479

ELECTRIC
GHOST

ITS BODY IS COMPOSED OF PLASMA. IT IS KNOWN TO INFILTRATE ELECTRONIC DEVICES AND WREAK HAVOC.

UXIE

GEN IV - SINNOH

#480

PSYCHIC
LEGENDARY

KNOWN AS "THE BEING OF KNOWLEDGE." IT IS SAID THAT IT CAN WIPE OUT THE MEMORY OF THOSE WHO SEE ITS EYES.

MESPRIT

GEN IV - SINNOH

#481

 PSYCHIC
 LEGENDARY

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

AZELF

GEN IV - SINNOH

#482

 PSYCHIC
 LEGENDARY

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

DIALGA

GEN IV - SINNOH

#483

 STEEL
 DRAGON
 LEGENDARY

IT HAS THE POWER TO CONTROL TIME. IT APPEARS IN SINNOH-REGION MYTHS AS AN ANCIENT DEITY.

PALKIA

GEN IV - SINNOH

#484

 WATER
 DRAGON
 LEGENDARY

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

HEATRAN

GEN IV - SINNOH

#485

 FIRE
 STEEL
 LEGENDARY

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

REGIGIGAS

GEN IV - SINNOH

#486

 NORMAL
 LEGENDARY

THERE IS AN ENDURING LEGEND THAT STATES THIS POKÉMON TOWED CONTINENTS WITH ROPES.

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.

CRESSELIA

GEN IV - SINNOH

#488

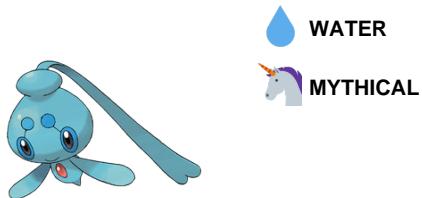
 PSYCHIC
 LEGENDARY

SHINY PARTICLES ARE RELEASED FROM ITS WINGS LIKE A VEIL. IT IS SAID TO REPRESENT THE CRESCENT MOON.

PHIONE

GEN IV - SINNOH

#489



WATER

MYTHICAL

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

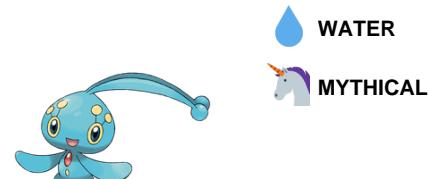


PHIONE → MANAPHY

MANAPHY

GEN IV - SINNOH

#490



WATER

MYTHICAL

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



PHIONE → MANAPHY

DARKRAI

GEN IV - SINNOH

#491



DARK

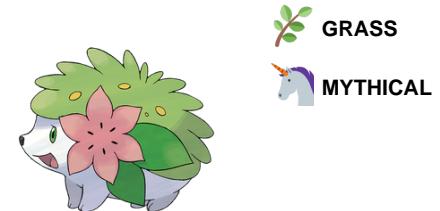
MYTHICAL

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

SHAYMIN-LAND

GEN IV - SINNOH

#492



GRASS

MYTHICAL

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

ARCEUS

GEN IV - SINNOH

#493



NORMAL

MYTHICAL

IT IS DESCRIBED IN MYTHOLOGY AS THE POKÉMON THAT SHAPED THE UNIVERSE WITH ITS 1,000 ARMS.

VICTINI

GEN V - UNOVA

#494



PSYCHIC

FIRE

MYTHICAL

THIS POKÉMON BRINGS VICTORY. IT IS SAID THAT TRAINERS WITH VICTINI ALWAYS WIN, REGARDLESS OF THE TYPE OF ENCOUNTER.

SNIVY

GEN V - UNOVA

#495



GRASS

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



SNIVY → SERVINE → SERPERIOR

SERVINE

GEN V - UNOVA

#496



GRASS

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



SNIVY → SERVINE → SERPERIOR

SERPERIOR
GEN V - UNOVA

#497



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



SNIVY → SERVINE → SERPERIOR

OSHAWOTT
GEN V - UNOVA

#501



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



OSHAWOTT → DEWOTT → SAMUROTT

TEPIG
GEN V - UNOVA

#498



IT CAN DEFTLY DODGE ITS FOE'S ATTACKS WHILE SHOOTING FIREBALLS FROM ITS NOSE. IT ROASTS BERRIES BEFORE IT EATS THEM.



TEPIG → PIGNITE → EMBOAR

PIGNITE
GEN V - UNOVA

#499



WHEN ITS INTERNAL FIRE FLARES UP, ITS MOVEMENTS GROW SHARPER AND FASTER. WHEN IN TROUBLE, IT EMITS SMOKE.



TEPIG → PIGNITE → EMBOAR

EMBOAR
GEN V - UNOVA

#500



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

DEWOTT
GEN V - UNOVA

#502



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



OSHAWOTT → DEWOTT → SAMUROTT

SAMUROTT
GEN V - UNOVA

#503



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



OSHAWOTT → DEWOTT → SAMUROTT

PATRAT
GEN V - UNOVA

#504



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

NORMAL

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

NORMAL

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



LILLIPUP → HERDIER → STOUTLAND

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.



LILLIPUP → HERDIER → STOUTLAND

PURRLOIN #509
GEN V - UNOVA

DARK

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



PURRLOIN → LIEPARD

LIEPARD #510
GEN V - UNOVA

DARK

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



PURRLOIN → LIEPARD

PANSAGE #511
GEN V - UNOVA

GRASS

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



PANSAGE → SIMISAGE

SIMISAGE #512
GEN V - UNOVA

GRASS

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



PANSAGE → SIMISAGE

PANSEAR
GEN V - UNOVA

#513



WHEN IT IS ANGERED, THE TEMPERATURE OF ITS HEAD TUFT REACHES 600° F. IT USES ITS TUFT TO ROAST BERRIES.



PANSEAR → SIMISEAR

SIMISEAR
GEN V - UNOVA

#514



IT LOVES SWEETS BECAUSE THEY BECOME ENERGY FOR THE FIRE BURNING INSIDE ITS BODY.



PANSEAR → SIMISEAR

PANPOUR
GEN V - UNOVA

#515



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



PANPOUR → SIMIPOUR

SIMIPOUR
GEN V - UNOVA

#516



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

MUNNA
GEN V - UNOVA

#517



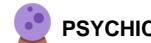
MUNNA ALWAYS FLOAT IN THE AIR. PEOPLE WHOSE DREAMS ARE EATEN BY THEM FORGET WHAT THE DREAMS HAD BEEN ABOUT.



MUNNA → MUSHARNA

MUSHARNA
GEN V - UNOVA

#518



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



MUNNA → MUSHARNA

PIDOVE
GEN V - UNOVA

#519



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



PIDOVE → TRANQUILL → UNFEZANT

TRANQUILL
GEN V - UNOVA

#520



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



PIDOVE → TRANQUILL → UNFEZANT

UNFEZANT
GEN V - UNOVA

#521

 NORMAL
 FLYING

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

**BOLDORE**
GEN V - UNOVA

#525



ROCK

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

**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.

**ZEBSTRIKA**
GEN V - UNOVA

#523



ELECTRIC

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

**ROGGENROLA**
GEN V - UNOVA

#524



ROCK

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

**GIGALITH**
GEN V - UNOVA

#526



ROCK

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

**WOOBAT**
GEN V - UNOVA

#527

 PSYCHIC
 FLYING

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

**SWOOBAT**
GEN V - UNOVA

#528

 PSYCHIC
 FLYING

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



DRILBUR

GEN V - UNOVA



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

GROUND


GURDURR
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.

**EXCADRILL**

GEN V - UNOVA

GROUND
STEEL

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


CONKELDURR
GEN V - UNOVA

FIGHTING



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

**AUDINO**

GEN V - UNOVA



NORMAL

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

TYMPOLE
GEN V - UNOVA

WATER



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

**TIMBURR**

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.


PALPITOAD
GEN V - UNOVA
WATER
GROUND

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



SEISMITOAD #537

GEN V - UNOVA



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



SWADLOON #541

GEN V - UNOVA



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



THROH #538

GEN V - UNOVA



WHEN IT TIGHTENS ITS BELT, IT BECOMES STRONGER. WILD THROH USE VINES TO WEAVE THEIR OWN BELTS.

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.

SEWADDLE #540

GEN V - UNOVA

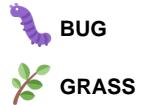
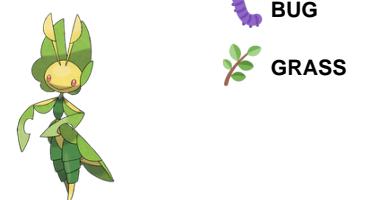


LEAVANNY DRESS IT IN CLOTHES THEY MADE FOR IT WHEN IT HATCHED. IT HIDES ITS HEAD IN ITS HOOD WHILE IT IS SLEEPING.



LEAVANNY #542

GEN V - UNOVA



UPON FINDING A SMALL POKÉMON, IT WEAVES CLOTHING FOR IT FROM LEAVES, USING THE CUTTERS ON ITS ARMS AND STICKY SILK.



VENIPEDE #543

GEN V - UNOVA



ITS BITE INJECTS A POTENT POISON, ENOUGH TO PARALYZE LARGE BIRD POKÉMON THAT TRY TO PREY ON IT.



WHIRLIPEDA #544

GEN V - UNOVA



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



SCOLIPEDE #545

GEN V - UNOVA



BUG

POISON

WITH QUICK MOVEMENTS, IT CHASES DOWN ITS FOES, ATTACKING RELENTLESSLY WITH ITS HORNS UNTIL IT PREVAILS.



COTTONEE #546

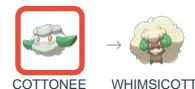
GEN V - UNOVA



GRASS

FAIRY

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



LILLIGANT #549

GEN V - UNOVA



GRASS

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



BASCULIN-RED-STRIPED #550

GEN V - UNOVA



WATER

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



SANDILE #551

GEN V - UNOVA

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.



PETILIL #548

GEN V - UNOVA



GRASS

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



KROKOROK #552

GEN V - UNOVA



GROUND

DARK

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



KROOKODILE
GEN V - UNOVA

#553



THEY NEVER ALLOW PREY TO ESCAPE. THEIR JAWS ARE SO POWERFUL, THEY CAN CRUSH THE BODY OF AN AUTOMOBILE.



SANDILE → KROKOROK → KROOKODILE

DARUMAKA
GEN V - UNOVA

#554



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
GEN V - UNOVA

#555



ITS INTERNAL FIRE BURNS AT 2,500° F, MAKING ENOUGH POWER THAT IT CAN DESTROY A DUMP TRUCK WITH ONE PUNCH.



DARUMAKA → DARMANITAN

MARACTUS
GEN V - UNOVA

#556



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

DWEBBLE
GEN V - UNOVA

#557



THIS POKÉMON CAN EASILY MELT HOLES IN HARD ROCKS WITH A LIQUID SECRETED FROM ITS MOUTH.



DWEBBLE → CRUSTLE

CRUSTLE
GEN V - UNOVA

#558



COMPETING FOR TERRITORY, CRUSTLE FIGHT VIOLENTLY. THE ONE WHOSE BOULDER IS BROKEN IS THE LOSER OF THE BATTLE.



DWEBBLE → CRUSTLE

SCRAGGY
GEN V - UNOVA

#559



ITS SKIN HAS A RUBBERY ELASTICITY, SO IT CAN REDUCE DAMAGE BY DEFENSIVELY PULLING ITS SKIN UP TO ITS NECK.



SCRAGGY → SCRUFFY

SCRUFFY
GEN V - UNOVA

#560



GROUPS OF THEM BEAT UP ANYTHING THAT ENTERS THEIR TERRITORY. EACH CAN SPIT ACIDIC LIQUID FROM ITS MOUTH.



SCRAGGY → SCRUFFY

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.

**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.

**ARCHEN**

GEN V - UNOVA

#566



SAID TO BE AN ANCESTOR OF BIRD POKÉMON, THEY WERE UNABLE TO FLY AND MOVED ABOUT BY HOPPING FROM ONE BRANCH TO ANOTHER.

**COFAGRIGUS**

GEN V - UNOVA

#563



IT HAS BEEN SAID THAT THEY SWALLOW THOSE WHO GET TOO CLOSE AND TURN THEM INTO MUMMIES. THEY LIKE TO EAT GOLD NUGGETS.

**TIRTOUGA**

GEN V - UNOVA

#564



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

**CARRACOSTA**

GEN V - UNOVA

#565

ARCHEOPS

GEN V - UNOVA

#567

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.

**TRUBBISH**

GEN V - UNOVA

#568



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



GARBODOR #569

GEN V - UNOVA



POISON

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



ZORUA #570

GEN V - UNOVA

DARK



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



ZOROARK #571

GEN V - UNOVA

DARK



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



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.



CINCCINO #573

GEN V - UNOVA

NORMAL



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



GOTHITA #574

GEN V - UNOVA

PSYCHIC



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



GOTHORITA #575

GEN V - UNOVA

PSYCHIC



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



GOTHITELLE #576

GEN V - UNOVA

PSYCHIC



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



SOLOSIS

GEN V - UNOVA



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

**DUOSION**

#577

GEN V - UNOVA



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

**REUNICLUS**

#579

GEN V - UNOVA



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

**DUCKLETT**

GEN V - UNOVA



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

**SWANNA**

GEN V - UNOVA



SWANNA START TO DANCE AT DUSK. THE ONE DANCING IN THE MIDDLE IS THE LEADER OF THE FLOCK.

**VANILLITE**

#581

GEN V - UNOVA



THE TEMPERATURE OF THEIR BREATH IS -58° F. THEY CREATE SNOW CRYSTALS AND MAKE SNOW FALL IN THE AREAS AROUND THEM.

**VANILLISH**

#582

GEN V - UNOVA



SNOWY MOUNTAINS ARE THIS POKÉMON'S HABITAT. DURING AN ANCIENT ICE AGE, THEY MOVED TO SOUTHERN AREAS.

**VANILLUXE**

#583

GEN V - UNOVA



SWALLOWING LARGE AMOUNTS OF WATER, THEY MAKE SNOW CLOUDS INSIDE THEIR BODIES AND ATTACK THEIR FOES WITH VIOLENT BLIZZARDS.



DEERLING #585
GEN V - UNOVA

NORMAL

GRASS

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



DEERLING → SAWSBUCK

SAWSBUCK #586
GEN V - UNOVA

NORMAL

GRASS

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



DEERLING → SAWSBUCK

EMOLGA #587
GEN V - UNOVA

ELECTRIC

FLYING

THE ENERGY MADE IN ITS CHEEKS' ELECTRIC POUCHES IS STORED INSIDE ITS MEMBRANE AND RELEASED WHILE IT IS GLIDING.

KARRABLAST #588
GEN V - UNOVA

BUG

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



KARRABLAST → ESCAVALIER

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

FOONGUS #590
GEN V - UNOVA

GRASS

POISON

IT LURES PEOPLE IN WITH ITS POKÉ BALL PATTERN, THEN RELEASES POISON SPORES. WHY IT RESEMBLES A POKÉ BALL IS UNKNOWN.



FOONGUS → AMOONGUSS

AMOONGUSS #591
GEN V - UNOVA

GRASS

POISON

IT LURES PREY CLOSE BY DANCING AND WAVING ITS ARM CAPS, WHICH RESEMBLE POKÉ BALLS, IN A SWAYING MOTION.



FOONGUS → AMOONGUSS

FRILLISH #592
GEN V - UNOVA

WATER

GHOST

WITH ITS THIN, VEIL-LIKE ARMS WRAPPED AROUND THE BODY OF ITS OPPONENT, IT SINKS TO THE OCEAN FLOOR.



FRILLISH → JELLICENT

JELLICENT
GEN V - UNOVA

#593



WATER

GHOST

THE FATE OF THE SHIPS AND CREW THAT WANDER INTO JELLICENT'S HABITAT: ALL SUNKEN, ALL LOST, ALL VANISHED.



FRILLISH → JELLICENT

ALOMOMOLA
GEN V - UNOVA

#594



WATER

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

GALVANTULA
GEN V - UNOVA

#596



BUG

ELECTRIC

WHEN ATTACKED, THEY CREATE AN ELECTRIC BARRIER BY SPITTING OUT MANY ELECTRICALLY CHARGED THREADS.



JOLTIK → GALVANTULA

FERROSEED
GEN V - UNOVA

#597



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
GEN V - UNOVA

#598



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
GEN V - UNOVA

#599



STEEL

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



KLINK → KLANG → KLINKLANG

KLANG
GEN V - UNOVA

#600



STEEL

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



KLINK → KLANG → KLINKLANG

KLINKLANG

GEN V - UNOVA

#601



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



KLINK → KLANG → KLINKLANG

TYNAMO

GEN V - UNOVA

#602



WHILE ONE ALONE DOESN'T HAVE MUCH POWER, A CHAIN OF MANY TYNAMO CAN BE AS POWERFUL AS LIGHTNING.



TYNAMO → ELEKTRIK → ELEKTROSS

ELGYEM

GEN V - UNOVA

#605



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



ELGYEM → BEHEEYEM

BEHEEYEM

GEN V - UNOVA

#606



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



ELGYEM → BEHEEYEM

ELEKTRIK

GEN V - UNOVA

#603



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



TYNAMO → ELEKTRIK → ELEKTROSS

ELEKTROSS

GEN V - UNOVA

#604



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



TYNAMO → ELEKTRIK → ELEKTROSS

LITWICK

GEN V - UNOVA

#607



LITWICK SHINES A LIGHT THAT ABSORBS THE LIFE ENERGY OF PEOPLE AND POKÉMON, WHICH BECOMES THE FUEL THAT IT BURNS.



LITWICK → LAMPENT → CHANDELURE

LAMPENT

GEN V - UNOVA

#608



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



LITWICK → LAMPENT → CHANDELURE

CHANDELURE #609

GEN V - UNOVA



Ghost

Fire

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



CUBCHOO #613

GEN V - UNOVA



Ice

WHEN IT IS NOT FEELING WELL, ITS MUCUS GETS WATERY AND THE POWER OF ITS ICE-TYPE MOVES DECREASES.



AXEW #610

GEN V - UNOVA



Dragon

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



FRAXURE #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.



HAXORUS #612

GEN V - UNOVA



Dragon

THEY ARE KIND BUT CAN BE RELENTLESS WHEN DEFENDING TERRITORY. THEY CHALLENGE FOES WITH TUSKS THAT CAN CUT STEEL.



CUBCHOO #613

GEN V - UNOVA

Ice



BEARTIC #614

GEN V - UNOVA



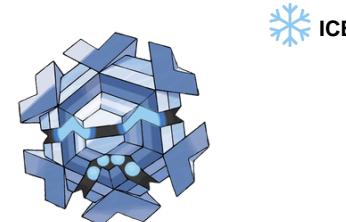
Ice

IT CAN MAKE ITS BREATH FREEZE AT WILL. VERY ABLE IN THE WATER, IT SWIMS AROUND IN NORTHERN SEAS AND CATCHES PREY.



CRYOGONAL #615

GEN V - UNOVA



Ice

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

SHELMET #616

GEN V - UNOVA



Bug

WHEN ATTACKED, IT DEFENDS ITSELF BY CLOSING THE LID OF ITS SHELL. IT CAN SPIT A STICKY, POISONOUS LIQUID.



ACCELGOR

GEN V - UNOVA

#617



WHEN ITS BODY DRIES OUT, IT WEAKENS. SO, TO PREVENT DEHYDRATION, IT WRAPS ITSELF IN MANY LAYERS OF THIN MEMBRANE.



SHELMET → ACCELGOR

DRUDDIGON

GEN V - UNOVA

#621



IT WARMs ITS BODY BY ABSORBING SUNLIGHT WITH ITS WINGS. WHEN ITS BODY TEMPERATURE FALLS, IT CAN NO LONGER MOVE.

STUNFISK

GEN V - UNOVA

#618



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

GOLETT

GEN V - UNOVA

#622



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



GOLETT → GOLURK

MIENFOO

GEN V - UNOVA

#619



IN FIGHTS, THEY DOMINATE WITH ONSLAUGHS OF FLOWING, CONTINUOUS ATTACKS. WITH THEIR SHARP CLAWS, THEY CUT ENEMIES.



MIENFOO → MIENSHAO

PAWNIARD

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.



MIENFOO → MIENSHAO

GOLURK

GEN V - UNOVA

#623



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



GOLETT → GOLURK

PAWNIARD

GEN V - UNOVA

#624



BLADES comprise this POKÉMON'S ENTIRE BODY. IF BATTLING DULLS THE BLADES, IT SHARPENS THEM ON STONES BY THE RIVER.



PAWNIARD → BISHARP → KINGAMBIT

BISHARP
GEN V - UNOVA

#625



IT LEADS A GROUP OF PAWNARD. IT BATTLES TO BECOME THE BOSS, BUT WILL BE DRIVEN FROM THE GROUP IF IT LOSES.

**VULLABY**
GEN V - UNOVA

#629



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

**BOUFFALANT**
GEN V - UNOVA

#626



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

RUFFLET
GEN V - UNOVA

#627



THEY CRUSH BERRIES WITH THEIR TALONS. THEY BRAVELY STAND UP TO ANY OPPONENT, NO MATTER HOW STRONG IT IS.

**BRAVIARY**
GEN V - UNOVA

#628



THEY FIGHT FOR THEIR FRIENDS WITHOUT ANY THOUGHT ABOUT DANGER TO THEMSELVES. ONE CAN CARRY A CAR WHILE FLYING.

**MANDIBUZZ**
GEN V - UNOVA

#630



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

**HEATMOR**
GEN V - UNOVA

#631



IT BREATHES THROUGH A HOLE IN ITS TAIL WHILE IT BURNS WITH AN INTERNAL FIRE. DURANT IS ITS PREY.

DURANT
GEN V - UNOVA

#632



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

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

LARVESTA

GEN V - UNOVA

#636



BUG

FIRE

THIS POKÉMON WAS BELIEVED TO HAVE BEEN BORN FROM THE SUN. WHEN IT EVOLVES, ITS ENTIRE BODY IS ENGULFED IN FLAMES.



LARVESTA → VOLCARONA

VOLCARONA

GEN V - UNOVA

#637



BUG

FIRE

WHEN VOLCANIC ASH DARKENED THE ATMOSPHERE, IT IS SAID THAT VOLCARONA'S FIRE PROVIDED A REPLACEMENT FOR THE SUN.



LARVESTA → VOLCARONA

COBALION

GEN V - UNOVA

#638



STEEL

FIGHTING

LEGENDARY

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

TERRAKION

GEN V - UNOVA

#639



ROCK

FIGHTING

LEGENDARY

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

VIRIZION

GEN V - UNOVA

#640



GRASS

FIGHTING

LEGENDARY

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

TORNADUS-INCARNATE #641

GEN V - UNOVA



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

THUNDURUS-INCARNATE#642

GEN V - UNOVA



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

RESHIRAM #643

GEN V - UNOVA



THIS POKÉMON APPEARS IN LEGENDS. IT SENDS FLAMES INTO THE AIR FROM ITS TAIL, BURNING UP EVERYTHING AROUND IT.

ZEKROM

GEN V - UNOVA



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

LANDORUS-INCARNATE #645

GEN V - UNOVA



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

KYUREM #646

GEN V - UNOVA



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

KELDEO-ORDINARY #647

GEN V - UNOVA



BY BLASTING WATER FROM ITS HOOVES, IT CAN GLIDE ACROSS WATER. IT EXCELS AT USING LEG MOVES WHILE BATTLING.

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.

GENESECT
GEN V - UNOVA

#649



- BUG
- STEEL
- MYTHICAL

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

CHESPIN
GEN VI - KALOS

#650



- 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.

**BRAIXEN**
GEN VI - KALOS

#654

- FIRE



EATING A TWIG FILLS IT WITH ENERGY, AND ITS ROOMY EARS GIVE VENT TO AIR HOTTER THAN 390 DEGREES FAHRENHEIT.

- FIRE



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**
GEN VI - KALOS

#655

- FIRE
- PSYCHIC



IT GAZES INTO THE FLAME AT THE TIP OF ITS BRANCH TO ACHIEVE A FOCUSED STATE, WHICH ALLOWS IT TO SEE INTO THE FUTURE.

**QUILLADIN**
GEN VI - KALOS

#651



- GRASS

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

**CHESNAUGHT**
GEN VI - KALOS

#652

- GRASS
- FIGHTING



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

**FENNEKIN**
GEN VI - KALOS

#653

- FIRE



EATING A TWIG FILLS IT WITH ENERGY, AND ITS ROOMY EARS GIVE VENT TO AIR HOTTER THAN 390 DEGREES FAHRENHEIT.

BRAIXEN
GEN VI - KALOS

#654

- WATER



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



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

FLETCHLING

GEN VI - KALOS

#661



THESE FRIENDLY POKÉMON SEND SIGNALS TO ONE ANOTHER WITH BEAUTIFUL CHIRPS AND TAIL-FEATHER MOVEMENTS.



FLETCHLING FLETCHINDER TALONFLAME

GRENNINJA

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 GRENNINJA

BUNNELBY

GEN VI - KALOS

#659



NORMAL



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



BUNNELBY DIGGERSBY

DIGGERSBY

GEN VI - KALOS

#660



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.



BUNNELBY DIGGERSBY

FLETCHLING

GEN VI - KALOS

#661



THESE FRIENDLY POKÉMON SEND SIGNALS TO ONE ANOTHER WITH BEAUTIFUL CHIRPS AND TAIL-FEATHER MOVEMENTS.



FLETCHLING FLETCHINDER TALONFLAME

FLETCHINDER

GEN VI - KALOS

#662



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.



FLETCHLING FLETCHINDER TALONFLAME

TALONFLAME

GEN VI - KALOS

#663



IN THE FEVER OF AN EXCITING BATTLE, IT SHOWERS EMBERS FROM THE GAPS BETWEEN ITS FEATHERS AND TAKES TO THE AIR.



FLETCHLING FLETCHINDER TALONFLAME

SCATTERBUG

GEN VI - KALOS

#664



BUG



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



SCATTERBUG SPEWPA VIVILLON

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



SCATTERBUG

SPEWPA

VIVILLON

FLABEBE

GEN VI - KALOS

#669



IT DRAWS OUT AND CONTROLS THE HIDDEN POWER OF FLOWERS. THE FLOWER FLABÉBÉ HOLDS IS MOST LIKELY PART OF ITS BODY.



FLABEBE

FLOETTE

FLORGES

VIVILLON

GEN VI - KALOS

#666



VIVILLON WITH MANY DIFFERENT PATTERNS ARE FOUND ALL OVER THE WORLD. THESE PATTERNS ARE AFFECTED BY THE CLIMATE OF THEIR HABITAT.



SCATTERBUG

SPEWPA

VIVILLON

LITLEO

GEN VI - KALOS

#667



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



LITLEO

PYROAR

PYROAR

GEN VI - KALOS

#668



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



LITLEO

PYROAR

FLOBEBE

GEN VI - KALOS

#669



IT FLUTTERS AROUND FIELDS OF FLOWERS AND CARES FOR FLOWERS THAT ARE STARTING TO WILT. IT DRAWS OUT THE HIDDEN POWER OF FLOWERS TO

FLOETTE

GEN VI - KALOS

#670



IT CLAIMS EXQUISITE FLOWER GARDENS AS ITS TERRITORY, AND IT OBTAINS POWER FROM BASKING IN THE ENERGY EMITTED BY FLOWERING PLANTS.



FLABEBE

FLOETTE

FLORGES

FLORGES

GEN VI - KALOS

#671



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



FLABEBE

FLOETTE

FLORGES

SKIDDO

GEN VI - KALOS

#672



SCATTERBUG → SPEWPA → VIVILLON → LITLEO → PYROAR → GOGOAT



SKIDDO

GOGOAT

GOGOAT

GEN VI - KALOS

#673



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.



SKIDDО

GOGOAT

ESPURR

GEN VI - KALOS

#677



PSYCHIC

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



ESPURR

MEOWSTIC

PANCHAM

GEN VI - KALOS

#674



FIGHTING

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

GEN VI - KALOS

#675



DARK

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

GEN VI - KALOS

#676



NORMAL

TRIMMING ITS FLUFFY FUR NOT ONLY MAKES IT MORE ELEGANT BUT ALSO INCREASES THE SWIFTNESS OF ITS MOVEMENTS.

MEOWSTIC-MALE

GEN VI - KALOS

#678



PSYCHIC

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



ESPURR

MEOWSTIC

HONEDGE

GEN VI - KALOS

#679



STEEL



GHOST

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



HONEDGE

DOUBLADE

AEGISLASH

DOUBLADE

GEN VI - KALOS

#680



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

GEN VI - KALOS

#681



STEEL

GHOST

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



HONEDGE

DOUBLADE

AEGISLASH

SPRITZEE

GEN VI - KALOS

#682



FAIRY

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



SPRITZEE

AROMATISSE

AROMATISSE

GEN VI - KALOS

#683



FAIRY

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



SPRITZEE

AROMATISSE

SWIRLIX

GEN VI - KALOS

#684

FAIRY



TO ENTANGLE ITS OPPONENTS IN BATTLE, IT EXTRUDES WHITE THREADS AS SWEET AND STICKY AS COTTON CANDY.



SWIRLIX

SLURPUFF

SLURPUFF

GEN VI - KALOS

#685

FAIRY



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

INKAY

GEN VI - KALOS

#686

DARK

PSYCHIC



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



INKAY

MALAMAR

MALAMAR

GEN VI - KALOS

#687

DARK

PSYCHIC



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



INKAY

MALAMAR

BINACLE

GEN VI - KALOS

#688

ROCK

WATER



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



BINACLE

BARBARACLE

BARBARACLE

GEN VI - KALOS

#689



ROCK



WATER



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

**CLAWITZER**

GEN VI - KALOS

#693



WATER



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

**SKRELP**

GEN VI - KALOS

#690



POISON



WATER



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

**HELIOTILE**

GEN VI - KALOS

#694



ELECTRIC



NORMAL



THEY MAKE THEIR HOME IN DESERTS. THEY CAN GENERATE THEIR ENERGY FROM BASKING IN THE SUN, SO EATING FOOD IS NOT A REQUIREMENT.

**DRAGALGE**

GEN VI - KALOS

#691



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

**CLAUNCHER**

GEN VI - KALOS

#692



WATER



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

**TYRUNT**

GEN VI - KALOS

#696



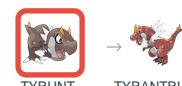
ROCK



DRAGON



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



TYRANTRUM #697

GEN VI - KALOS



ROCK

DRAGON

THANKS TO ITS GARGANTUAN JAWS, WHICH COULD SHRED THICK METAL PLATES AS IF THEY WERE PAPER, IT WAS INVINCIBLE IN THE ANCIENT WORLD IT LIVED IN.



TYRUNT



TYRANTRUM

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.



AMAURA



AURORUS

HAWLUCHA #701

GEN VI - KALOS



FIGHTING

FLYING

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

DEDENNE #702

GEN VI - KALOS



ELECTRIC

FAIRY

ITS WHISKERS SERVE AS ANTENNAS. BY SENDING AND RECEIVING ELECTRICAL WAVES, IT CAN COMMUNICATE WITH OTHERS OVER VAST DISTANCES.

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.



AMAURA



AURORUS

SYLVEON #700

GEN VI - KALOS

FAIRY



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



CARBINK #703

GEN VI - KALOS

GOOMY #704

GEN VI - KALOS

DRAGON

ROCK

FAIRY



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



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



SLIGGOO

GEN VI - KALOS

#705



DRAGON



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



GOOMY

SLIGGOO

GOODRA

GOODRA

GEN VI - KALOS

#706



DRAGON



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



GOOMY

SLIGGOO

GOODRA

KLEFKI

GEN VI - KALOS

#707



STEEL FAIRY



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



GHOST



GRASS

PHANTUMP

GEN VI - KALOS

#708



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



PHANTUMP

TREVENANT

TREVENANT

GEN VI - KALOS

#709



GHOST



GRASS



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



PHANTUMP

TREVENANT

PUMPKABOO-AVERAGE #710

GEN VI - KALOS



GHOST



GRASS



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



PUMPKABOO

GOURGEIST

GOURGEIST-AVERAGE #711

GEN VI - KALOS

#711



GHOST



GRASS



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



PUMPKABOO

GOURGEIST

BERGMITE

GEN VI - KALOS

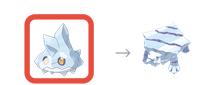
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ICE



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



BERGMITE

AVALUGG

AVALUGG

GEN VI - KALOS

#713



ICE

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



BERGMITE

AVALUGG

YVELTAL

GEN VI - KALOS

#717



DARK



FLYING



LEGENDARY

WHEN THIS LEGENDARY POKÉMON'S WINGS AND TAIL FEATHERS SPREAD WIDE AND GLOW RED, IT ABSORBS THE LIFE FORCE OF LIVING CREATURES.

NOIBAT

GEN VI - KALOS

#714



FLYING



DRAGON

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



NOIBAT

NOIVERN

NOIVERN

GEN VI - KALOS

#715

NOIVERN

GEN VI - KALOS



FLYING



DRAGON

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



NOIBAT

NOIVERN

XERNEAS

GEN VI - KALOS

#716



FAIRY



LEGENDARY

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

ZYGARDE-50

GEN VI - KALOS

#718



DRAGON



GROUND



LEGENDARY

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

DIANCIE

GEN VI - KALOS

#719

DIANCIE

GEN VI - KALOS



ROCK



FAIRY



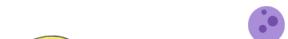
MYTHICAL

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

HOOPA

GEN VI - KALOS

#720



PSYCHIC



GHOST



MYTHICAL

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

VOLCANION

GEN VI - KALOS

#721



FIRE
WATER
MYTHICAL

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

ROWLET

GEN VII - ALOLA

#722



GRASS
FLYING

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



LITTEN

GEN VII - ALOLA

#725



FIRE

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



TORRACAT

GEN VII - ALOLA

#726



FIRE

AT ITS THROAT, IT BEARS A BELL OF FIRE. THE BELL RINGS BRIGHTLY WHENEVER THIS POKÉMON SPITS FIRE.



DARTRIX

GEN VII - ALOLA

#723



GRASS
FLYING

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



DECIDUEYE

GEN VII - ALOLA

#724



GRASS
GHOST

IT FIRES ARROW QUILLS FROM ITS WINGS WITH SUCH PRECISION, THEY CAN PIERCE A PEBBLE AT DISTANCES OVER A HUNDRED YARDS.



LITTEN

GEN VII - ALOLA

#725

FIRE

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



TORRACAT

GEN VII - ALOLA

#726



FIRE

AT ITS THROAT, IT BEARS A BELL OF FIRE. THE BELL RINGS BRIGHTLY WHENEVER THIS POKÉMON SPITS FIRE.



INCINEROAR

GEN VII - ALOLA

#727



FIRE
DARK

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.



POPLIO

GEN VII - ALOLA

#728

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

GEN VII - ALOLA

#729



WATER



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

**TOUCANNON**

GEN VII - ALOLA

#733



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

**PRIMARINA**

GEN VII - ALOLA

#730

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

**PIKIEPK**

GEN VII - ALOLA

#731

NORMAL
FLYING

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**

GEN VII - ALOLA

#732

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.

**TOUCANNON**

GEN VII - ALOLA

#733



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

**YUNGOOS**

GEN VII - ALOLA

#734



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

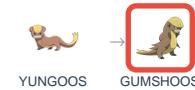
**GUMSHOOS**

GEN VII - ALOLA

#735



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

**GRUBBIN**

GEN VII - ALOLA

#736

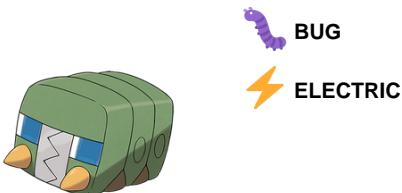


ITS STRONG JAW ENABLES IT TO SCRAPE TREES AND SLURP OUT THE SAP. IT NORMALLY LIVES UNDERGROUND.



CHARJABUG #737

GEN VII - ALOLA



BUG

ELECTRIC

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



GRUBBIN CHARJABUG VIKAVOLT

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.



GRUBBIN CHARJABUG VIKAVOLT

CРАBRAWLER #739

GEN VII - ALOLA



FIGHTING

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



CRABRAWLER CRABOMINABLE

CRABOMINABLE #740

GEN VII - ALOLA



FIGHTING

ICE

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

ORICORIO-BAILE #741

GEN VII - ALOLA



FIRE

FLYING

IT BEATS ITS WINGS TOGETHER TO CREATE FIRE. AS IT MOVES IN THE STEPS OF ITS BEAUTIFUL DANCE, IT BATHES OPPONENTS IN INTENSE FLAMES.

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

ROCKRUFF #744

GEN VII - ALOLA

ROCK



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

GEN VII - ALOLA

#745



ROCK

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

GEN VII - ALOLA

#749



GROUND

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



MUDBRAY

MUDSDALE

WISHIWASHI-SOLO

GEN VII - ALOLA

#746



WATER

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

TOXAPEX

GEN VII - ALOLA

#748



POISON



WATER

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



MAREANIE

TOXAPEX

MUDSDALE

GEN VII - ALOLA

#750



GROUND

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



MUDSDALE

DEWPIDER

MAREANIE

GEN VII - ALOLA

#747



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.



MAREANIE

TOXAPEX

DEWPIDER

GEN VII - ALOLA

#751



WATER



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



DEWPIDER

ARAQUANID

ARAQUANID

GEN VII - ALOLA

#752



WATER



BUG

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



DEWPIDER

ARAQUANID

FOMANTIS

GEN VII - ALOLA

#753



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



FOMANTIS → LURANTIS

SALANDIT

GEN VII - ALOLA

#757



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



SALANDIT → SALAZZLE

LURANTIS

GEN VII - ALOLA

#754



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



FOMANTIS → LURANTIS

SALAZZLE

GEN VII - ALOLA

#758



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



SALANDIT → SALAZZLE

MOREULL

GEN VII - ALOLA

#755



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



MOREULL → SHIINOTIC

SHIINOTIC

GEN VII - ALOLA

#756



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



MOREULL → SHIINOTIC

SALANDIT

GEN VII - ALOLA

#757



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

GEN VII - ALOLA

#758



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



SALANDIT → SALAZZLE

STUFFUL

GEN VII - ALOLA

#759



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



STUFFUL → BEWEAR

BEWEAR

GEN VII - ALOLA

#760



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



STUFFUL → BEWEAR

BOONSWEET
GEN VII - ALOLA

#761



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

**ORANGURU**
GEN VII - ALOLA

#765



KNOWN FOR ITS EXTREME INTELLIGENCE, THIS POKÉMON WILL LOOK DOWN ON INEXPERIENCED TRAINERS, SO IT'S BEST SUITED TO VETERAN TRAINERS.

STEENEE
GEN VII - ALOLA

#762



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

**PASSIMIAN**
GEN VII - ALOLA

#766



THEY FORM GROUPS OF ROUGHLY 20 INDIVIDUALS. THEIR MUTUAL BOND IS REMARKABLE—THEY WILL NEVER LET DOWN A COMRADE.

TSAREENA
GEN VII - ALOLA

#763



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

**COMFEY**
GEN VII - ALOLA

#764



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

WIMPOD
GEN VII - ALOLA

#767



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

**GOLISOPOD**
GEN VII - ALOLA

#768



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



SANDYGAST

GEN VII - ALOLA

#769



GHOST

GROUND

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



SANDYGAST → PALOSSAND

PALOSSAND

GEN VII - ALOLA

#770



GHOST

GROUND

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



SANDYGAST → PALOSSAND

PYUKUMUKU

GEN VII - ALOLA

#771

WATER



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

TYPE-NULL

GEN VII - ALOLA

#772



NORMAL

LEGENDARY

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



TYPE-NULL → SILVALLY

SILVALLY

GEN VII - ALOLA

#773

NORMAL
LEGENDARY

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 → SILVALLY

MINIOR-RED-METEOR

GEN VII - ALOLA

#774

ROCK
FLYING

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

KOMALA

GEN VII - ALOLA

#775

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.

TURTONATOR

GEN VII - ALOLA

#776

FIRE
DRAGON

THE SHELL ON ITS BACK IS CHEMICALLY UNSTABLE AND EXPLODES VIOLENTLY IF STRUCK. THE HOLE IN ITS STOMACH IS ITS WEAK POINT.

TOGEDEMARU
GEN VII - ALOLA

#777

 ELECTRIC
 STEEL

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.

MIMIKYU-DISGUISED
GEN VII - ALOLA

#778

 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.

BRUXISH
GEN VII - ALOLA

#779

 WATER
 PSYCHIC

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

DRAMPA
GEN VII - ALOLA

#780

 NORMAL
 DRAGON

IT HAS A COMPASSIONATE PERSONALITY, BUT IF IT IS ANGERED, IT COMPLETELY DESTROYS ITS SURROUNDINGS WITH ITS INTENSE BREATH.

DHELMISE
GEN VII - ALOLA

#781

 GHOST
 GRASS

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

JANGMO-O
GEN VII - ALOLA

#782



DRAGON

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.

**KOMMO-O**
GEN VII - ALOLA

#784

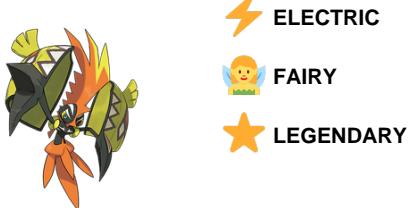
 DRAGON
 FIGHTING

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



TAPU-KOKO GEN VII - ALOLA

#785



ELECTRIC
FAIRY
LEGENDARY

THIS GUARDIAN DEITY OF MELEMELE IS BRIMMING WITH CURIOSITY. IT SUMMONS THUNDERCLOUDS AND STORES THEIR LIGHTNING INSIDE ITS BODY.

TAPU-LELE GEN VII - ALOLA

#786



PSYCHIC
FAIRY
LEGENDARY

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

TAPU-BULU GEN VII - ALOLA

#787



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.

TAPU-FINI GEN VII - ALOLA

#788



WATER
FAIRY
LEGENDARY

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

COSMOG GEN VII - ALOLA

#789

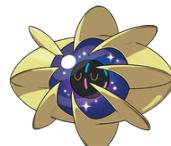


PSYCHIC
LEGENDARY

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

COSMOEM GEN VII - ALOLA

#790



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.

SOLGALEO GEN VII - ALOLA

#791



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

LUNALA GEN VII - ALOLA

#792



PSYCHIC
GHOST
LEGENDARY

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



NIHILEGO

GEN VII - ALOLA

#793



ONE OF SEVERAL MYSTERIOUS ULTRA BEASTS. PEOPLE ON THE STREET REPORT OBSERVING THOSE INFESTED BY IT SUDDENLY BECOMING VIOLENT.

BUZZWOLE

GEN VII - ALOLA

#794



THIS ULTRA BEAST APPEARED FROM ANOTHER WORLD. IT SHOWS OFF ITS BODY, BUT WHETHER THAT DISPLAY IS A BOAST OR A THREAT REMAINS UNCLEAR.

PEROMOSA

GEN VII - ALOLA

#795



ONE OF THE DANGEROUS ULTRA BEASTS, IT HAS BEEN SPOTTED RUNNING ACROSS THE LAND AT TERRIFIC SPEEDS.

XURKITREE

GEN VII - ALOLA

#796



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

CELESTEELA

GEN VII - ALOLA

#797

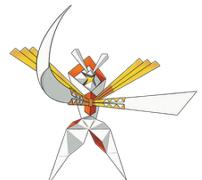


IT APPEARED FROM THE ULTRA WORMHOLE. WITNESSES OBSERVED IT FLYING ACROSS THE SKY AT HIGH SPEED.

KARTANA

GEN VII - ALOLA

#798



THIS ULTRA BEAST CAME FROM THE ULTRA WORMHOLE. IT SEEMS NOT TO ATTACK ENEMIES ON ITS OWN, BUT ITS SHARP BODY IS A DANGEROUS WEAPON

GUZZLORD

GEN VII - ALOLA

#799



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

NECROZMA

GEN VII - ALOLA

#800



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

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

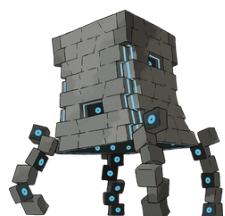
MYTHICAL

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

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.

BLACEPHALON

GEN VII - ALOLA

#806



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.

POIPOLE

GEN VII - ALOLA

#803



POISON

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



POIPOLE → NAGANADEL

NAGANADEL

GEN VII - ALOLA

#804



POISON

DRAGON

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



POIPOLE → NAGANADEL

ZERAORA

GEN VII - ALOLA

#807

MELTAN

GEN VII - ALOLA

#808



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.



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



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

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



GROOKEY

THWACKEY

RILLABOOM

THWACKEY
GEN VIII - GALAR

#811



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



GROOKEY

THWACKEY

RILLABOOM

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.



GROOKEY

THWACKEY

RILLABOOM

SCORBUNNY
GEN VIII - GALAR

#813



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.



SCORBUNNY

RABOOT

CINDERACE

RABOOT
GEN VIII - GALAR

#814



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



SCORBUNNY

RABOOT

CINDERACE

CINDERACE
GEN VIII - GALAR

#815



IT JUGGLES A PEBBLE WITH ITS FEET, TURNING IT INTO A BURNING SOCCER BALL. ITS SHOTS STRIKE OPPONENTS HARD AND LEAVE THEM SCORCHED.



SCORBUNNY

RABOOT

CINDERACE

SOBBLE
GEN VIII - GALAR

#816



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



SOBBLE

DRIZZLE

INTELEON

DRIZZLE

GEN VIII - GALAR

#817



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

**INTELEON**

GEN VIII - GALAR

#818



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**

GEN VIII - GALAR

#821



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

**CORVISQUIRE**

GEN VIII - GALAR

#822



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

**SKWOVET**

GEN VIII - GALAR

#819



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

**GREEDENT**

GEN VIII - GALAR

#820



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

**ROOKIDEE**

GEN VIII - GALAR

#821



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

**CORVISQUIRE**

GEN VIII - GALAR

#822



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

**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.

**BLIPBUG**

GEN VIII - GALAR

#824



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



DOTTLER
GEN VIII - GALAR

#825

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

GOSSIFLEUR
GEN VIII - GALAR

#829



GRASS

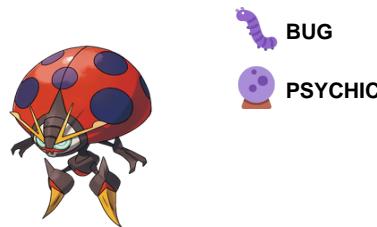
IT ANCHORS ITSELF IN THE GROUND WITH ITS SINGLE LEG, THEN BASKS IN THE SUN. AFTER ABSORBING ENOUGH SUNLIGHT, ITS PETALS SPREAD AS IT BLOOMS



GOSSIFLEUR → ELEDGOSS

ORBEETLE
GEN VIII - GALAR

#826

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.



BLIPBUG → DOTTLER → ORBEETLE

NICKIT
GEN VIII - GALAR

#827



DARK

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



NICKIT → THIEVUL

THIEVUL
GEN VIII - GALAR

#828



DARK

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

GOSSIFLEUR
GEN VIII - GALAR

#829

GRASS

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



GOSSIFLEUR → ELEDGOSS

ELEDGOSS
GEN VIII - GALAR

#830



GRASS

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



GOSSIFLEUR → ELEDGOSS

WOOLOO
GEN VIII - GALAR

#831



NORMAL

ITS CURLY FLEECE IS SUCH AN EFFECTIVE CUSHION THAT THIS POKÉMON COULD FALL OFF A CLIFF AND STAND RIGHT BACK UP AT THE BOTTOM, UNHARMED.



WOOLOO → DUBWOOL

DUBWOOL
GEN VIII - GALAR

#832

NORMAL



WEAVE A CARPET FROM ITS SPRINGY WOOL, AND YOU END UP WITH SOMETHING CLOSER TO A TRAMPOLINE. YOU'LL START TO BOUNCE THE MOMENT



WOOLOO → DUBWOOL

CHEWΤLE
GEN VIII - GALAR

#833



WATER

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



CHEWΤLE → DREDNAW

DREDNAW
GEN VIII - GALAR

#834



WATER

ROCK

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



CHEWΤLE → DREDNAW

YAMPER
GEN VIII - GALAR

#835



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
GEN VIII - GALAR

#836



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

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.



ROLYCOLY → CARKOL → COALLOSSAL

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.



ROLYCOLY → CARKOL → COALLOSSAL

COALLOSSAL
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



ROLYCOLY → CARKOL → COALLOSSAL

APPLIN
GEN VIII - GALAR

#840

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

GEN VIII - GALAR

#841



GRASS

DRAGON

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

**CRAMORANT**

GEN VIII - GALAR

#845



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.

APPLETUN

GEN VIII - GALAR

#842



GRASS

DRAGON

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

**ARROKUDA**

GEN VIII - GALAR

#846



WATER

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

**SILICOBRA**

GEN VIII - GALAR

#843



GROUND

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

**SANDACONDA**

GEN VIII - GALAR

#844



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.

**CRAMORANT**

GEN VIII - GALAR

#845

ARROKUDA

GEN VIII - GALAR

#846

BARRASKEWDA

GEN VIII - GALAR

#847



WATER

TOXEL

GEN VIII - GALAR

#848

ELECTRIC

POISON



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



TOXTRICITY-AMPED

#849

GEN VIII - GALAR



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



TOXEL



TOXTRICITY

GRAPPLUCT

#853

GEN VIII - GALAR



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



CLOBBOPUS



GRAPPLUCT

SIZZLIPEDA

#850

GEN VIII - GALAR



IT STORES FLAMMABLE GAS IN ITS BODY AND USES IT TO GENERATE HEAT. THE YELLOW SECTIONS ON ITS BELLY GET PARTICULARLY HOT.



SIZZLIPEDA



CENTISKORCH

CENTISKORCH

#851

GEN VIII - GALAR



WHEN IT HEATS UP, ITS BODY TEMPERATURE REACHES ABOUT 1,500 DEGREES FAHRENHEIT. IT LASHES ITS BODY LIKE A WHIP AND LAUNCHES ITSELF



SIZZLIPEDA



CENTISKORCH

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

GRAPPLUCT

GRAPPLUCT

#853

GEN VIII - GALAR

**SINISTEA**

#854

GEN VIII - GALAR



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



SINISTEA



POLTEAGEIST

POLTEAGEIST

#855

GEN VIII - GALAR



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



SINISTEA



POLTEAGEIST

HATENNA

#856

GEN VIII - GALAR



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.



HATENNA

HATTREM



HATTERENE

HATTRREM

GEN VIII - GALAR

#857



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



HATENNA → HATTRREM → HATTERENE

HATTERENE

GEN VIII - GALAR

#858



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



HATENNA → HATTRREM → HATTERENE

IMPIDIMP

GEN VIII - GALAR

#859



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



IMPIDIMP → MORGREM → GRIMMSNARL

MORGREM

GEN VIII - GALAR

#860



WHEN IT GETS DOWN ON ALL FOURS 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

GRIMMSNARL

GEN VIII - GALAR

#861



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



IMPIDIMP → MORGREM → GRIMMSNARL

OBSTAGOON

GEN VIII - GALAR

#862



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



ZIGZAGOON → LINOOONE → OBSTAGOON

PERRSERKER

GEN VIII - GALAR

#863



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



MEOWTH → PERSIAN → PERRSERKER

CURSOLA

GEN VIII - GALAR

#864



ITS SHELL IS OVERFLOWING WITH ITS HEIGHTENED OTHERWORLDLY ENERGY. THE ECTOPLASM SERVES AS PROTECTION FOR THIS POKÉMON'S CORE SPIRIT.



CORSOLA → CURSOLA

SIRFETCH'D GEN VIII - GALAR

#865



ONLY FARFETCH'D THAT HAVE SURVIVED MANY BATTLES CAN ATTAIN THIS EVOLUTION. WHEN THIS POKÉMON'S LEEK WITHERS, IT WILL RETIRE FROM COMBAT.



ALCREMIE GEN VIII - GALAR

#869



WHEN IT TRUSTS A TRAINER, IT WILL TREAT THEM TO BERRIES IT'S DECORATED WITH CREAM.



MR-RIME GEN VIII - GALAR

#866



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



RUNERIGUS GEN VIII - GALAR

#867



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



MILCERY GEN VIII - GALAR

#868



THIS POKÉMON WAS BORN FROM SWEET-SMELLING PARTICLES IN THE AIR. ITS BODY IS MADE OF CREAM.



FALINKS GEN VIII - GALAR

#870



FIVE OF THEM ARE TROOPERS, AND ONE IS THE BRASS. THE BRASS'S ORDERS ARE ABSOLUTE.

PINCURCHIN GEN VIII - GALAR

#871



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



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.



FROSMOTH GEN VIII - GALAR

#873



ICE

BUG

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



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

STONJOURNER GEN VIII - GALAR

#874

ROCK



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

EISCU-E-ICE GEN VIII - GALAR

#875

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.

INDEEDEE-MALE GEN VIII - GALAR

#876

PSYCHIC

NORMAL



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

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.



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.

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

ARCTOZOLT

GEN VIII - GALAR

#881



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

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.

ARCTOVISH

GEN VIII - GALAR

#883



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

DURALUDON

GEN VIII - GALAR

#884



ITS BODY RESEMBLES POLISHED METAL, AND IT'S BOTH LIGHTWEIGHT AND STRONG. THE ONLY DRAWBACK IS THAT IT RUSTS EASILY.



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.

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.

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.



ZACIAN

GEN VIII - GALAR

#888



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

ZAMAZENTA

GEN VIII - GALAR

#889



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.

ETERNATUS

GEN VIII - GALAR

#890



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

ZARUDE

GEN VIII - GALAR

#893



DARK

GRASS

MYTHICAL

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

REGIELEKI

GEN VIII - GALAR

#894



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

KUBFU

GEN VIII - GALAR

#891



FIGHTING

LEGENDARY

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



KUBFU → URSHIFU

URSHIFU-SINGLE-STRIKE

GEN VIII - GALAR

#892



FIGHTING

DARK

LEGENDARY

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



KUBFU → URSHIFU

ZARUDE

GEN VIII - GALAR

#893

REGIELEKI

GEN VIII - GALAR

#894

DARK

GRASS

MYTHICAL

THIS POKÉMON IS A CLUSTER OF ELECTRICAL ENERGY. IT'S SAID THAT REMOVING THE RINGS ON REGIELEKI'S BODY WILL UNLEASH THE POKÉMON'S

REGIDRAGO

GEN VIII - GALAR

#895



DRAGON

LEGENDARY

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

GLASTRIER

GEN VIII - GALAR

#896



ICE

LEGENDARY

GLASTRIER EMITS INTENSE COLD FROM ITS HOOVES. IT'S ALSO A BELLIGERENT POKÉMON—ANYTHING IT WANTS, IT TAKES BY FORCE.

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

CALYREX

GEN VIII - GALAR

#898



PSYCHIC



GRASS



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

URSALUNA

GEN VIII - GALAR

#901



GROUND



NORMAL



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

**BASCULEGION-MALE**

GEN VIII - GALAR

#902



WATER



GHOST



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

**WYRDEER**

GEN VIII - GALAR

#899



NORMAL



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



STANTLER

→

WYRDEER

KLEAVOR

GEN VIII - GALAR

#900



BUG



ROCK



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



SCYTHER

→

SCIZOR

→

KLEAVOR

SNEASLER

GEN VIII - GALAR

#903



FIGHTING



POISON



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

**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.



QWILFISH



OVERQWIL

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

SPRIGATITO #906

GEN IX - PALDEA



GRASS

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



#909

GEN IX - PALDEA

FIRE



IT LIES ON WARM ROCKS AND USES THE HEAT ABSORBED BY ITS SQUARE-SHAPED SCALES TO CREATE FIRE ENERGY.



CROCALOR #910

GEN IX - PALDEA

FIRE



THE COMBINATION OF CROCALOR'S FIRE ENERGY AND OVERFLOWING VITALITY HAS CAUSED AN EGG-SHAPED FIREBALL TO APPEAR ON THE POKÉMON'S HEAD.



#910

GEN IX - PALDEA



FLORAGATO #907

GEN IX - PALDEA



GRASS

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



#907

GEN IX - PALDEA



MEOWSCARADA #908

GEN IX - PALDEA



- GRASS
- DARK

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



#908

GEN IX - PALDEA



FUECOCO #909

GEN IX - PALDEA

FIRE



IT LIES ON WARM ROCKS AND USES THE HEAT ABSORBED BY ITS SQUARE-SHAPED SCALES TO CREATE FIRE ENERGY.



#910

GEN IX - PALDEA

FIRE



THE COMBINATION OF CROCALOR'S FIRE ENERGY AND OVERFLOWING VITALITY HAS CAUSED AN EGG-SHAPED FIREBALL TO APPEAR ON THE POKÉMON'S HEAD.



#910

GEN IX - PALDEA



SKELEDIRGE #911

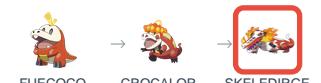
GEN IX - PALDEA



FIRE

GHOST

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.



#911

GEN IX - PALDEA



QUAXLY #912

#912

GEN IX - PALDEA

WATER



THIS POKÉMON MIGRATED TO PALDEA FROM DISTANT LANDS LONG AGO. THE GEL SECRETED BY ITS FEATHERS REPELS WATER AND GRIME."



#912

GEN IX - PALDEA



QUAXWELL
GEN IX - PALDEA

#913



WATER

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

**QUAUAVAL**
GEN IX - PALDEA

#914

WATER
FIGHTING

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

**LECHONK**
GEN IX - PALDEA

#915



NORMAL

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

**OINKOLLOGNE-MALE**
GEN IX - PALDEA

#916



NORMAL

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

**TAROUNTULA**
GEN IX - PALDEA

#917



BUG

THE BALL OF THREADS WRAPPED AROUND ITS BODY IS ELASTIC ENOUGH TO DEFLECT THE SCYTHES OF SCYTHER, THIS POKÉMON'S NATURAL ENEMY.

**SPIDOPS**
GEN IX - PALDEA

#918



BUG

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

**NYMBLE**
GEN IX - PALDEA

#919



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.

**LOKIX**
GEN IX - PALDEA

#920

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



PAWMI

GEN IX - PALDEA



IT HAS UNDERDEVELOPED ELECTRIC SACS ON ITS CHEEKS. THESE SACS CAN PRODUCE ELECTRICITY ONLY IF PAWMI RUBS THEM FURIOUSLY WITH THE PADS


MAUSHOLD-FAMILY-OF-F#925
GEN IX - PALDEA

NORMAL



THE TWO LITTLE ONES JUST APPEARED ONE DAY. THE GROUP MIGHT BE A FAMILY OF RELATED POKÉMON, BUT NOBODY KNOWS FOR SURE.

**#921****PAWMO**

GEN IX - PALDEA

ELECTRIC



WHEN ITS GROUP IS ATTACKED, PAWMO IS THE FIRST TO LEAP INTO BATTLE, DEFEATING ENEMIES WITH A FIGHTING TECHNIQUE THAT UTILIZES ELECTRIC

**#922****PAWMOT**

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.

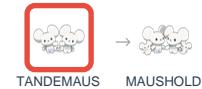
**#923****TANDEMUS**

GEN IX - PALDEA

NORMAL



EXHIBITING GREAT TEAMWORK, THEY USE THEIR INCISORS TO CUT PIECES OUT OF ANY MATERIAL THAT MIGHT BE USEFUL FOR A NEST, THEN MAKE OFF WITH THEM.

**#924**
FIDOUGH
GEN IX - PALDEA

NORMAL



FAIRY

THIS POKÉMON IS SMOOTH AND MOIST TO THE TOUCH. YEAST IN FIDOUGH'S BREATH INDUCES FERMENTATION IN THE POKÉMON'S VICINITY.

**#926**
DACHSBUN
GEN IX - PALDEA

#927

FAIRY



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

**#927**
SMOLIV
GEN IX - PALDEA

#928

GRASS



NORMAL

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

**#928**

DOLLIV

GEN IX - PALDEA

#929



GRASS

NORMAL

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

**NACLSTACK**

GEN IX - PALDEA

#933

ROCK



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

**ARBOLIVA**

GEN IX - PALDEA

#930



GRASS

NORMAL

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

**SQUAWKABILLY-GREEN**

GEN IX - PALDEA

#931MA



NORMAL

FLYING

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

NACLI

GEN IX - PALDEA

#932

ROCK



IT WAS BORN IN A LAYER OF ROCK SALT DEEP UNDER THE EARTH. THIS SPECIES WAS PARTICULARLY TREASURED IN THE OLD DAYS, AS THEY WOULD SHARE

**NACLSTACK**

GEN IX - PALDEA

#933

GARGANACL

GEN IX - PALDEA

#934



ROCK

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

**CHARCADET**

GEN IX - PALDEA

#935



FIRE

BURNT CHARCOAL CAME TO LIFE AND BECAME A POKÉMON. POSSESSING A FIERY FIGHTING SPIRIT, CHARCADET WILL BATTLE EVEN TOUGH OPPONENTS.

**ARMAROUGE**

GEN IX - PALDEA

#936



FIRE

PSYCHIC

ARMAROUGE EVOLVED THROUGH THE USE OF A SET OF ARMOR THAT BELONGED TO A DISTINGUISHED WARRIOR. THIS POKÉMON IS INCREDIBLY



CERULEEDGE

#937

GEN IX - PALDEA



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

**KILOWATTREL**

#941

GEN IX - PALDEA



KILOWATTREL INFLATES ITS THROAT SAC TO AMPLIFY ITS ELECTRICITY. BY RIDING THE WIND, THIS POKÉMON CAN FLY OVER 430 MILES IN A DAY.

**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.

**BELLIBOLT**

#939

GEN IX - PALDEA



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

**WATTREL**

#940

GEN IX - PALDEA



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

**MASCHIFF**

#942

GEN IX - PALDEA



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

**MABOSSTIFF**

#943

GEN IX - PALDEA



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

**SHROODLE**

#944

GEN IX - PALDEA



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



GRAFAIAI
GEN IX - PALDEA

#945



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

BRAMBLIN
GEN IX - PALDEA

#946



GRASS



GHOST



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.



BRAMBLIN

BRAMBLEGHAST

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

TOEDSCOOL
GEN IX - PALDEA

#948



GROUND



GRASS



TOEDSCOOL LIVES IN MUGGY FORESTS. THE FLAPS THAT FALL FROM ITS BODY ARE CHEWY AND VERY DELICIOUS.



TOEDSCOOL

TOEDSCRUEL

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.



TOEDSCOOL

TOEDSCRUEL

KLAWF
GEN IX - PALDEA

#950



ROCK



KLAWF HANGS UPSIDE-DOWN FROM CLIFFS, WAITING FOR PREY. BUT KLAWF CAN'T REMAIN IN THIS POSITION FOR LONG BECAUSE ITS BLOOD RUSHES TO

CAPSAKID
GEN IX - PALDEA

#951



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
GEN IX - PALDEA

#952



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

RELLOR

GEN IX - PALDEA

#953



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

RABSCA

GEN IX - PALDEA

#954



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

FLITTLE

GEN IX - PALDEA

#955



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

GEN IX - PALDEA

#956



IT IMMOBILIZES OPPONENTS BY BATHING THEM IN PSYCHIC POWER FROM ITS LARGE EYES. DESPITE ITS APPEARANCE, IT HAS A VIOLENT TEMPERAMENT.



FLITTLE ESPATHRA

TINKATINK

GEN IX - PALDEA

#957



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

**TINKATUFF**

GEN IX - PALDEA

#958



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

**TINKATON**

GEN IX - PALDEA

#959



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

**WIGLETT**

GEN IX - PALDEA

#960



THIS POKÉMON CAN PICK UP THE SCENT OF A VELUZA JUST OVER 65 FEET AWAY AND WILL HIDE ITSELF IN THE SAND.



WIGLETT WUGTRIO

WUGTRIO

GEN IX - PALDEA

#961



WATER

IT HAS A VICIOUS TEMPERAMENT, CONTRARY TO WHAT ITS APPEARANCE MAY SUGGEST. IT WRAPS ITS LONG BODIES AROUND PREY, THEN DRAGS THE



WIGLETT

WUGTRIO

BOMBIRDIER

GEN IX - PALDEA

#962

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

FINIZEN

GEN IX - PALDEA

#963



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



FINIZEN

PALAFIN

PALAFIN-ZERO

GEN IX - PALDEA

#964



WATER

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



FINIZEN

PALAFIN

VAROOM

GEN IX - PALDEA

#965



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

GEN IX - PALDEA

#966



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

CYCLIZAR

GEN IX - PALDEA

#967

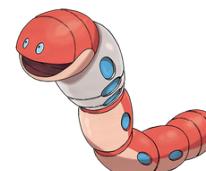


DRAGON

NORMAL

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

STEEL



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

GLIMMET

GEN IX - PALDEA

#969



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

**FLAMIGO**

GEN IX - PALDEA

#973



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.

GLIMMORA

GEN IX - PALDEA

#970



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

**CETODDLE**

GEN IX - PALDEA

#974



THIS SPECIES LEFT THE OCEAN AND BEGAN LIVING ON LAND A VERY LONG TIME AGO. IT SEEMS TO BE CLOSELY RELATED TO WAILMER.

**GREAVERS**

GEN IX - PALDEA

#971



IT IS SAID THAT A DOG POKÉMON THAT DIED IN THE WILD WITHOUT EVER INTERACTING WITH A HUMAN WAS REBORN AS THIS POKÉMON.

**HOUNDSTONE**

GEN IX - PALDEA

#972

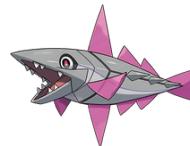


HOUNDSTONE SPENDS MOST OF ITS TIME SLEEPING IN GRAVEYARDS. AMONG ALL THE DOG POKÉMON, THIS ONE IS MOST LOYAL TO ITS MASTER.

**VELUZA**

GEN IX - PALDEA

#976



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

DONDOZO
GEN IX - PALDEA

#977



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

TATSUGIRI-CURLY
GEN IX - PALDEA

#978



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

ANNIHILAPE
GEN IX - PALDEA

#979



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



MANKEY → PRIMEAPE → ANNihilape

CLODSIRE
GEN IX - PALDEA

#980



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



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.

**DUDUNSPARCE-TWO-SE#982NT**
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

**KINGAMBIT**
GEN IX - PALDEA

#983



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

**GREAT-TUSK**
GEN IX - PALDEA

#984



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

SCREAM-TAIL GEN IX - PALDEA

#985



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

BRUTE-BONNET GEN IX - PALDEA

#986



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

FLUTTER-MANE GEN IX - PALDEA

#987



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

SLITHER-WING GEN IX - PALDEA

#988



THIS MYSTERIOUS POKÉMON HAS SOME SIMILARITIES TO A CREATURE THAT AN OLD BOOK INTRODUCED AS SLITHER WING.

SANDY-SHOCKS GEN IX - PALDEA

#989



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 GEN IX - PALDEA

#990



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

IRON-BUNDLE GEN IX - PALDEA

#991



ITS SHAPE IS SIMILAR TO A ROBOT FEATURED IN A PARANORMAL MAGAZINE ARTICLE. THE ROBOT WAS SAID TO HAVE BEEN CREATED BY AN ANCIENT

IRON-HANDS GEN IX - PALDEA

#992



IT IS VERY SIMILAR TO A CYBORG COVERED EXCLUSIVELY BY A PARANORMAL MAGAZINE. THE CYBORG WAS SAID TO BE THE MODIFIED FORM OF

IRON-JUGULIS

GEN IX - PALDEA

#993



DARK

FLYING

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

IRON-MOTH

GEN IX - PALDEA

#994



FIRE

POISON

THIS POKÉMON RESEMBLES AN UNKNOWN OBJECT DESCRIBED IN A PARANORMAL MAGAZINE AS A UFO SENT TO OBSERVE HUMANITY.

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.

**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.

**IRON-THORNS**

GEN IX - PALDEA

#995



ROCK

ELECTRIC

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

FRIGIBAX

GEN IX - PALDEA

#996



DRAGON

ICE

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

**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

**GHOLDENGO**

GEN IX - PALDEA

#1000



STEEL

GHOST

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.



WO-CHIEN
GEN IX - PALDEA

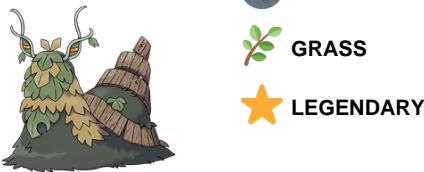
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DARK



GRASS



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

CHIEN-PAO
GEN IX - PALDEA

#1002



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.

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.

CHI-YU
GEN IX - PALDEA

#1004



DARK



FIRE



IT CONTROLS FLAMES BURNING AT OVER 5,400 DEGREES FAHRENHEIT. IT CASUALLY SWIMS THROUGH THE SEA OF LAVA IT CREATES BY MELTING ROCK AND

ROARING-MOON
GEN IX - PALDEA

#1005



DRAGON



DARK

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

IRON-VALIANT
GEN IX - PALDEA

#1006



FAIRY



FIGHTING



IT HAS SOME SIMILARITIES TO A MAD SCIENTIST'S INVENTION COVERED IN A PARANORMAL MAGAZINE.

KORAI DON
GEN IX - PALDEA

#1007



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.

MIRAI DON
GEN IX - PALDEA

#1008



ELECTRIC



DRAGON



LEGENDARY

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

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-LEAVES #1010

GEN IX - PALDEA



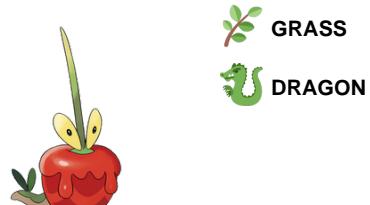
GRASS

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.



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.



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.

OGERPON
GEN IX - PALDEA

#1017

 GRASS
 LEGENDARY

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

ARCHALUDON
GEN IX - PALDEA

#1018

 STEEL
 DRAGON

IT GATHERS STATIC ELECTRICITY FROM ITS SURROUNDINGS. THE BEAMS IT LAUNCHES WHEN DOWN ON ALL FOURS ARE TREMENDOUSLY POWERFUL.

→

RAGING-BOLT
GEN IX - PALDEA

#1021

 ELECTRIC
 DRAGON

IT'S SAID TO INCINERATE EVERYTHING AROUND IT WITH LIGHTNING LAUNCHED FROM ITS FUR. VERY LITTLE IS KNOWN ABOUT THIS CREATURE.

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.

HYDRAPPLE
GEN IX - PALDEA

#1019

 GRASS
 DRAGON

SEVEN SYRPENTS LIVE INSIDE AN APPLE MADE OF SYRUP. THE SYRPENT IN THE CENTER IS THE COMMANDER.

→ → → →

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.

TERAPAGOS
GEN IX - PALDEA

#1024

 NORMAL
 LEGENDARY

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

PECHARUNT

#1025

GEN IX - PALDEA



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