

**BULBASAUR**

#001

GEN I - KANTO



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



BULBASAUR → IVYSAUR → VENUSAUR

**IVYSAUR**

#002

GEN I - KANTO



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



BULBASAUR → IVYSAUR → VENUSAUR

**VENUSAUR**

#003

GEN I - KANTO



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



BULBASAUR → IVYSAUR → VENUSAUR

**CHARMANDER**

#004

GEN I - KANTO



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



CHARMANDER → CHARMELEON → CHARIZARD

**CHARMELEON**

#005

GEN I - KANTO



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



CHARMANDER → CHARMELEON → CHARIZARD

**CHARIZARD**

#006

GEN I - KANTO



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



CHARMANDER → CHARMELEON → CHARIZARD

**SQUIRTLE**

#007

GEN I - KANTO



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



SQUIRTLE → WARTORTLE → BLASTOISE

**WARTORTLE**

#008

GEN I - KANTO



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.



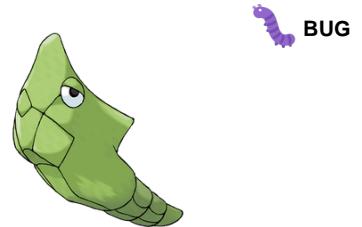
CATERPIE

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

**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



IT HAS THREE POISONOUS STINGERS ON ITS FORELEGS AND ITS TAIL. THEY ARE USED TO JAB ITS ENEMY REPEATEDLY.



WEEDLE

KAKUNA

BEEDRILL

**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 #017

GEN I - KANTO



NORMAL  
 FLYING

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



## PIDGEOT #018

GEN I - KANTO



NORMAL  
 FLYING

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



## SPEAROW #021

GEN I - KANTO



NORMAL  
 FLYING

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



## FEAROW #022

GEN I - KANTO



NORMAL  
 FLYING

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



## RATTATA #019

GEN I - KANTO

## RATICATE #020

GEN I - KANTO



NORMAL

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



NORMAL

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

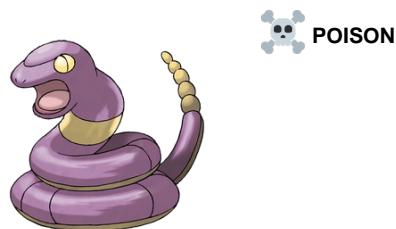


## EKANS #023

GEN I - KANTO

## ARBOK #024

GEN I - KANTO



POISON

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



POISON



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



**PIKACHU**

#025

GEN I - KANTO



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



PICHU → PIKACHU → RAICHU

**RAICHU**

#026

GEN I - KANTO



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



PICHU → PIKACHU → RAICHU

**SANDSHREW**

#027

GEN I - KANTO



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



SANDSHREW → SANDSLASH

**SANDSLASH**

#028

GEN I - KANTO



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



SANDSHREW → SANDSLASH

**NIDORAN-F**

#029

GEN I - KANTO



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



NIDORAN-F → NIDORINA → NIDOQUEEN

**NIDORINA**

#030

GEN I - KANTO



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



NIDORAN-F → NIDORINA → NIDOQUEEN

**NIDOQUEEN**

#031

GEN I - KANTO



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



NIDORAN-F → NIDORINA → NIDOQUEEN

**NIDORAN-M**

#032

GEN I - KANTO



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



NIDORAN-M → NIDORINO → NIDOKING

**NIDORINO**

#033

GEN I - KANTO



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

**VULPIX**

#037

GEN I - KANTO



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

**NIDOKING**

#034

GEN I - KANTO



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

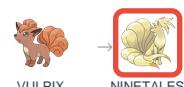
**NINETALES**

#038

GEN I - KANTO



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

**CLEFAIRY**

#035

GEN I - KANTO



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

**CLEFABLE**

#036

GEN I - KANTO



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

**JIGGLYPUFF**

#039

GEN I - KANTO



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

**WIGGLYTUFF**

#040

GEN I - KANTO



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



**ZUBAT**

GEN I - KANTO



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

**VILEPLUME**

GEN I - KANTO



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

**GOLBAT**

GEN I - KANTO



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

**PARAS**

GEN I - KANTO



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

**ODDISH**

GEN I - KANTO



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

**PARASECT**

GEN I - KANTO



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

**GLOOM**

GEN I - KANTO



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

**VENONAT**

GEN I - KANTO



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

**#045**

#046

**#047**

#048

**#049**

#050

**#051**

#052

**#053**

#054

**#055**

#056

**#057**

#058

**#059**

#060

**#061**

#062

**#063**

#064

**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**  
GEN I - KANTO

#057



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



MANKEY → PRIMEAPE → ANNIHILAPE

**GROWLITHE**  
GEN I - KANTO

#058



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



GROWLITHE → ARCANINE

**ARCANINE**  
GEN I - KANTO

#059



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



GROWLITHE → ARCANINE

**POLIWAG**  
GEN I - KANTO

#060



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



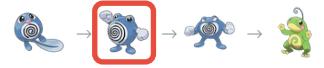
POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

**POLIWHIRL**  
GEN I - KANTO

#061



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



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

**POLIWRATH**  
GEN I - KANTO

#062



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



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

**ABRA**  
GEN I - KANTO

#063



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



ABRA → KADABRA → ALAKAZAM

**KADABRA**  
GEN I - KANTO

#064



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.



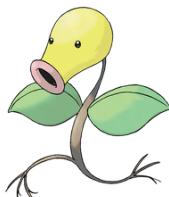
ABRA

KADABRA

ALAKAZAM

**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

**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

**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



SAYD 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**

GEN I - KANTO

#073



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



TENTACOOL → TENTACRUEL

**GEODUDE**

GEN I - KANTO

#074



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



GEODUDE → GRAVELER → GOLEM

**PONYTA**

GEN I - KANTO

#077



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



PONYTA → RAPIDASH

**RAPIDASH**

GEN I - KANTO

#078



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



RAPIDASH → SLOWPOKE

**GRAVELER**

GEN I - KANTO

#075



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



GEODUDE → GRAVELER → GOLEM

**GOLEM**

GEN I - KANTO

#076



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



GEODUDE → GRAVELER → GOLEM

**SLOWPOKE**

GEN I - KANTO

#079

**SLOWPOKE**

GEN I - KANTO



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



SLOWPOKE → SLOWBRO → SLOWKING

**SLOWBRO**

GEN I - KANTO

#080



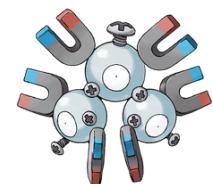
THE SHELLDER THAT IS LATCHED ONTO SLOWPOKE'S TAIL IS SAID TO FEED ON THE HOST'S LEFT OVER SCRAPS.



SLOWPOKE → SLOWBRO → SLOWKING

**MAGNEMITE** #081  
GEN I - KANTO

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

**MAGNETON** #082  
GEN I - KANTO

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

**DODRIO** #085  
GEN I - KANTO

NORMAL  
FLYING



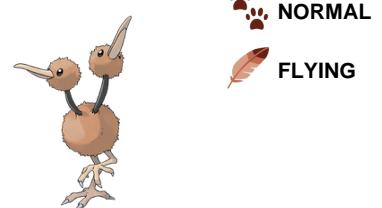
USES ITS THREE BRAINS TO EXECUTE COMPLEX PLANS. WHILE TWO HEADS SLEEP, ONE HEAD STAYS AWAKE.

**SEEL** #086  
GEN I - KANTO

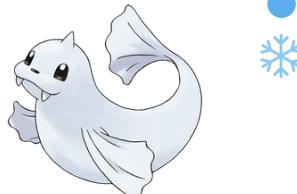
THE PROTRUDING HORN ON ITS HEAD IS VERY HARD. IT IS USED FOR BASHING THROUGH THICK ICE.

**FARFETCH'D** #083  
GEN I - KANTO

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

**DODUO** #084  
GEN I - KANTO

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

**DEWGONG** #087  
GEN I - KANTO

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

**GRIMER** #088  
GEN I - KANTO

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



**MUK**

GEN I - KANTO



#089

**SHELDER**

GEN I - KANTO



#090

**CLOYSTER**

GEN I - KANTO



#091

**GASTLY**

GEN I - KANTO



#092

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



GRIMER



MUK

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



SHELDER



CLOYSTER

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



SHELDER



CLOYSTER

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



GASTLY



HAUNTER



GENGAR

**HAUNTER**

GEN I - KANTO



#093

**GENGAR**

GEN I - KANTO



#094

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



GASTLY

HAUNTER

GENGAR

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

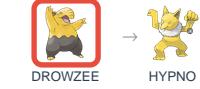
STEELIX

**DROWZEE**

GEN I - KANTO



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.

**ELECTRODE**

GEN I - KANTO



#101



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

**KRABBY**

GEN I - KANTO



#098

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

**KINGLER**

GEN I - KANTO



#099

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

**VOLTORB**

GEN I - KANTO



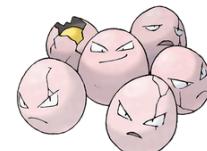
USUALLY FOUND IN POWER PLANTS. EASILY MISTAKEN FOR A POKÉ BALL, THEY HAVE ZAPPED MANY PEOPLE.

**ELECTRODE**

#101

**EXEGGCUTE**

GEN I - KANTO



#102

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

**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.

**CUBONE**

GEN I - KANTO



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



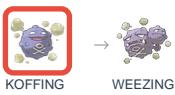
#104

**MAROWAK**  
GEN I - KANTO

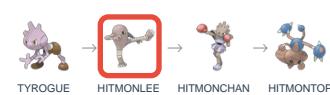
THE BONE IT HOLDS IS ITS KEY WEAPON. IT THROWS THE BONE SKILLFULLY LIKE A BOOMERANG TO KO TARGETS.

**KOFFING**  
GEN I - KANTO

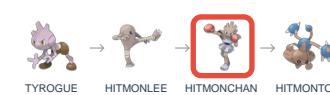
BECAUSE IT STORES SEVERAL KINDS OF TOXIC GASES IN ITS BODY, IT IS PRONE TO EXPLODING WITHOUT WARNING.

**HITMONLEE**  
GEN I - KANTO

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

**HITMONCHAN**  
GEN I - KANTO

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

**LICKITUNG**  
GEN I - KANTO

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

**WEEZING**  
GEN I - KANTO

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

**RHYHORN**  
GEN I - KANTO

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

**RHYDON**  
GEN I - KANTO

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



**CHANSEY**

#113

GEN I - KANTO



NORMAL

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



HAPPINY → CHANSEY → BLISSEY

**SEADRA**

#117

GEN I - KANTO



WATER

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

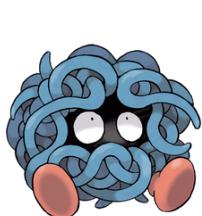


HORSEA → SEADRA → KINGDRA

**TANGELA**

#114

GEN I - KANTO



GRASS

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



TANGELA → TANGROWTH

**KANGASKHAN**

#115

GEN I - KANTO



NORMAL

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

**HORSEA**

#116

GEN I - KANTO



WATER

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



HORSEA → SEADRA → KINGDRA

**GOLDEEN**

#118

GEN I - KANTO



WATER

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



GOLDEEN → SEAKING

**SEAKING**

#119

GEN I - KANTO



WATER

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



GOLDEEN → SEAKING

**STARYU**

#120

GEN I - KANTO



WATER

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



STARYU → STARMIE

**STARMIE**

#121

GEN I - KANTO



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



STARYU      STARMIE

**MR-MIME**

#122

GEN I - KANTO



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



MIME-JR      MR-MIME      MR-RIME

**ELECTABUZZ**

#125

GEN I - KANTO



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



ELEKID      ELECTABUZZ      ELECTIVIRE

**MAGMAR**

#126

GEN I - KANTO



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



MAGBY      MAGMAR      MAGMORTAR

**SCYTHER**

#123

GEN I - KANTO



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



SCYTHER      SCIZOR      KLEAVOR

**JYNX**

#124

GEN I - KANTO



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



SMOOCHUM      JYNX

**ELECTABUZZ**

#125

GEN I - KANTO



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



ELEKID      ELECTABUZZ      ELECTIVIRE

**MAGMAR**

#126

GEN I - KANTO



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



MAGBY      MAGMAR      MAGMORTAR

**PINSIR**

#127

GEN I - KANTO



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

**TAUROS**

#128

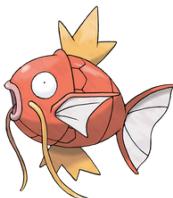
GEN I - KANTO



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.

**GYARADOS**  
GEN I - KANTO

#130

WATER  
FLYING

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

**EEVEE**  
GEN I - KANTO

#133



NORMAL

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

**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.

**LAPRAS**  
GEN I - KANTO

#131

**LAPRAS**

GEN I - KANTO

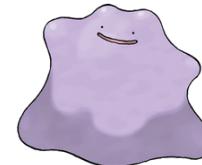
WATER  
ICE

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

NORMAL

**DITTO**

GEN I - KANTO



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

**EEVEE**  
GEN I - KANTO

#133

**JOLTEON**  
GEN I - KANTO

#135

**FLAREON**

GEN I - KANTO



ELECTRIC

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

FIRE

**FLAREON**

GEN I - KANTO



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

**UMBREON**  
GEN I - KANTO

#136

**LEAFEON**

#136

**GLACEON**

#136

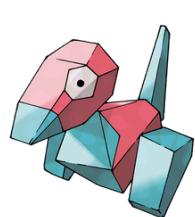
**SYLVEON**

#136



**PORYGON**

GEN I - KANTO



NORMAL

#137

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

**KABUTO**

GEN I - KANTO

**KABUTO**

GEN I - KANTO



ROCK

WATER

#140

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

**KABUTOPS**

#141

GEN I - KANTO



ROCK

WATER

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

**OMANYTE**

GEN I - KANTO



ROCK

WATER

#138

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

**AERODACTYL**

GEN I - KANTO



ROCK

FLYING

#142

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

**OMASTAR**

GEN I - KANTO



ROCK

WATER

#139

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

**SNORLAX**

GEN I - KANTO



NORMAL

#143

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

**ARTICUNO**

#144

GEN I - KANTO

**ARTICUNO**

GEN I - KANTO



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



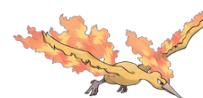
#145

- ⚡ ELECTRIC
- 羽毛 FLYING
- ⭐ LEGENDARY

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

**MOLTRES**

GEN I - KANTO



#146

- 🔥 FIRE
- 羽毛 FLYING
- ⭐ LEGENDARY

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

**DRATINI**

GEN I - KANTO



#147

- 🐉 DRAGON

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

**DRAGONITE**

GEN I - KANTO



#149

- 🐉 DRAGON
- 羽毛 FLYING

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

**MEWTWO**

GEN I - KANTO



#150

- 🔮 PSYCHIC
- ⭐ LEGENDARY

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

**MEW**

GEN I - KANTO



#151

- 🔮 PSYCHIC
- 🦄 MYTHICAL

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

**DRAGONAIR**

GEN I - KANTO



#148

- 🐉 DRAGON

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

**CHIKORITA**

GEN II - JOHTO



- 🌿 GRASS

#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**

#153

GEN II - JOHTO



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

**TYPHLOSION**

#157

GEN II - JOHTO



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

**MEGANIUM**

#154

GEN II - JOHTO



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

**CYNDAQUIL**

#155

GEN II - JOHTO



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

**QUILAVA**

#156

GEN II - JOHTO



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

**TOTODILE**

#158

GEN II - JOHTO



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

**CROCONAW**

#159

GEN II - JOHTO



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

**FERALIGATR**

#160

GEN II - JOHTO

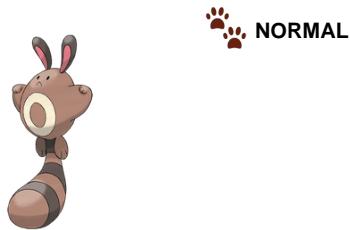


WHEN IT BITES WITH ITS MASSIVE AND POWERFUL JAWS, IT SHAKES ITS HEAD AND SAVAGELY TEARS ITS VICTIM UP.



**SENTRET**

GEN II - JOHTO



NORMAL

#161

**CROBAT**

GEN II - JOHTO



POISON

FLYING

#169

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



ZUBAT

GOLBAT

CROBAT

**CLEFFA**

GEN II - JOHTO



FAIRY

#173

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



CLEFFA

CLEFAIRY

CLEFABLE

**CHINCHOU**

GEN II - JOHTO

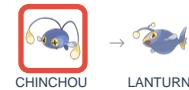


WATER

ELECTRIC

#170

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



CHINCHOU

LANTURN

**PIKACHU**

GEN II - JOHTO

ELECTRIC



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



PICHU

PIKACHU

RAICHU

**LANTURN**

GEN II - JOHTO



WATER

ELECTRIC

#171

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



CHINCHOU

LANTURN

**IGGLYBUFF**

GEN II - JOHTO

NORMAL

FAIRY



#174

GEN II - JOHTO

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



IGGLYBUFF

JIGGLYPUFF

WIGGLYTUFF

**TOGETIC**

GEN II - JOHTO

#175

FAIRY

**TOGEPI**

GEN II - JOHTO

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



TOGEPI

TOGETIC

TOKEKISS

**TOGETIC**

GEN II - JOHTO

FAIRY

FLYING



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



TOGEPI

TOGETIC

TOKEKISS

**NATU**

#177

GEN II - JOHTO



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



NATU XATU

**XATU**

#178

GEN II - JOHTO



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



NATU XATU

**MAREEP**

#179

GEN II - JOHTO



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



MAREEP FLAFFY AMPHAROS

**FLAFFY**

#180

GEN II - JOHTO



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



MAREEP FLAFFY AMPHAROS

**AMPHAROS**

#181

GEN II - JOHTO



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



MAREEP FLAFFY AMPHAROS

**BELLOSSOM**

#182

GEN II - JOHTO



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



ODDISH GLOOM VILEPLUME BELLOSSOM

**MARILL**

#183

GEN II - JOHTO



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



AZURILL MARILL AZUMARILL

**AZUMARILL**

#184

GEN II - JOHTO



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



AZURILL MARILL AZUMARILL

**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.

**POLITOED**

GEN II - JOHTO



#186

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

**JUMPLUFF**

GEN II - JOHTO



#189

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

**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.

**HOPPIP**

GEN II - JOHTO

**HOPPIP**

GEN II - JOHTO



#187

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

**SKIPLOOM**

GEN II - JOHTO



#188

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

**SUNKERN**

GEN II - JOHTO



#191

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

**SUNFLORA**

GEN II - JOHTO



#192

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



**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.

**UMBREON**

GEN II - JOHTO

#197



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

**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.

**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



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

**WOBBUFFET**

GEN II - JOHTO

#202



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

**FORRETRESS**

GEN II - JOHTO

#205



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

**DUNSPARCE**

GEN II - JOHTO

#206



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

**GIRAFARIG**

GEN II - JOHTO

#203



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

**PINECO**

GEN II - JOHTO

#204



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

**GLIGAR**

GEN II - JOHTO

#207



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

**STEELIX**

GEN II - JOHTO

#208



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



**SNUBBULL**

#209

GEN II - JOHTO



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



SNUBBULL → GRANBULL

**GRANBULL**

#210

GEN II - JOHTO



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



SNUBBULL → GRANBULL

**QWILFISH**

#211

GEN II - JOHTO



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



QWILFISH → OVERQWIL

**SCIZOR**

#212

GEN II - JOHTO



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

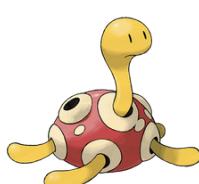


SCYTHER → SCIZOR → KLEAVOR

**SHUCKLE**

#213

GEN II - JOHTO



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

**HERACROSS**

#214

GEN II - JOHTO



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

**SNEASEL**

#215

GEN II - JOHTO



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



SNEASEL → WEAVILE → SNEASLER

**TEDDIURSA**

#216

GEN II - JOHTO



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

**SLUGMA**

#218

GEN II - JOHTO



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

**MAGCARGO**

#219

GEN II - JOHTO



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

**SWINUB**

#220

GEN II - JOHTO



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



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

**PILOSWINE**

#221

GEN II - JOHTO



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

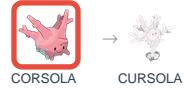
**CORSOLA**

#222

GEN II - JOHTO



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

**REMORAIID**

#223

GEN II - JOHTO



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

**OCTILLERY**

#224

GEN II - JOHTO



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



**DELIBIRD**

#225

GEN II - JOHTO



ICE

FLYING

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

**MANTINE**

#226

GEN II - JOHTO



WATER

FLYING

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



MANKEY

MANTINE

**HOUNDOOM**

#229

GEN II - JOHTO



DARK

FIRE

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



HOUNDOUR

→



HOUNDOOM

**KINGDRA**

#230

GEN II - JOHTO



WATER

DRAGON

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



HORSEA

→

SEADRA

→

KINGDRA

**SKARMORY**

#227

GEN II - JOHTO



STEEL

FLYING

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



PHANPY



DONPHAN

**PHANPY**

#231

GEN II - JOHTO

GROUND



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

**HOUNDOOM**

#228

GEN II - JOHTO



DARK

FIRE

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



HOUNDOUR

→

HOUNDOOM

**DONPHAN**

#232

GEN II - JOHTO

GROUND



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



PHANPY



→

DONPHAN

**PORYGON2**

#233

GEN II - JOHTO



NORMAL

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



PORYGON PORYGON2 PORYGON-Z

**STANTLER**

#234

GEN II - JOHTO



NORMAL

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



STANTLER WYRDEER

**HITMONTOP**

#237

GEN II - JOHTO



FIGHTING

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



TYROGUE HITMONLEE HITMONCHAN HITMONTOP

**SMOOCHUM**

#238

GEN II - JOHTO



ICE

PSYCHIC

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



SMOOCHUM JYNX

**SMEARGLE**

#235

GEN II - JOHTO



NORMAL

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



ELEKID ELECTABUZZ ELECTIVIRE

**TYROGUE**

#236

GEN II - JOHTO

FIGHTING



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



TYROGUE HITMONLEE HITMONCHAN HITMONTOP

**ELEKID**

#239

GEN II - JOHTO

ELECTRIC



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

**MAGBY**

#240

GEN II - JOHTO

FIRE



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



MAGBY MAGMAR MAGMORTAR

**MILTANK**

#241

GEN II - JOHTO



NORMAL

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

**SUICUNE**

#245

GEN II - JOHTO



WATER

LEGENDARY

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

**BLISSEY**

#242

GEN II - JOHTO



NORMAL

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

**LARVITAR**

#246

GEN II - JOHTO



ROCK

GROUND

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

**RAIKOU**

#243

GEN II - JOHTO



ELECTRIC

LEGENDARY

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

**PUPITAR**

#247

GEN II - JOHTO



ROCK

GROUND

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

**ENTEI**

#244

GEN II - JOHTO



FIRE

LEGENDARY

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

**TYRANITAR**

#248

GEN II - JOHTO



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



- PSYCHIC
- FLYING
- LEGENDARY

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



- FIRE
- FLYING
- LEGENDARY

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

**CELEBI**

GEN II - JOHTO

#251



- PSYCHIC
- GRASS
- MYTHICAL

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

**TREECKO**

GEN III - HOENN

#252

- GRASS



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

- GRASS



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

- GRASS



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

- FIRE



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

- FIRE
- FIGHTING



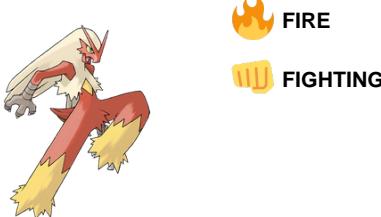
COMBUSKEN TOUGHENS UP ITS LEGS AND THIGHS BY RUNNING THROUGH FIELDS AND MOUNTAINS. THIS POKÉMON'S LEGS POSSESS BOTH SPEED AND POWER,



**BLAZIKEN**

#257

GEN III - HOENN


🔥 FIRE  
👊 FIGHTING

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



TORCHIC → COMBUSKEN → BLAZIKEN

**MUDKIP**

#258

GEN III - HOENN


💧 WATER

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



MUDKIP → MARSHOMP → SWAMPERT

**POOCHYENA**

#261

GEN III - HOENN


🌙 DARK

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



POOCHYENA → MIGHTYENA

**MIGHTYENA**

#262

GEN III - HOENN


🌙 DARK

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



POOCHYENA → MIGHTYENA

**MARSHOMP**

#259

GEN III - HOENN


💧 WATER  
earth GROUND

THE SURFACE OF MARSHOMP'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**

#260

GEN III - HOENN


💧 WATER  
earth 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

**ZIGZAGOON**

#263

GEN III - HOENN

🐾 NORMAL
**LINOONE**

#264

GEN III - HOENN


🐾 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**

#264

GEN III - HOENN



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**

#265

GEN III - HOENN



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



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

**SILCOON**

#266

GEN III - HOENN



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



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

**BEAUTIFLY**

#267

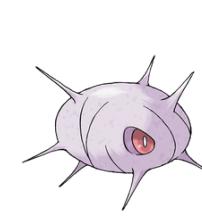
GEN III - HOENN



BEAUTIFLY'S FAVORITE FOOD IS THE SWEET POLLEN OF FLOWERS. IF YOU WANT TO SEE THIS POKÉMON, JUST LEAVE A POTTED FLOWER BY AN OPEN

**CASCOON**

GEN III - HOENN



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

**DUSTOX**

#269

GEN III - HOENN



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

**LOTAD**

GEN III - HOENN



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

**LOMBRE**

#271

GEN III - HOENN



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

**LUDICOLO**

GEN III - HOENN



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



**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

**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

**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

**SWELLOW**

GEN III - HOENN

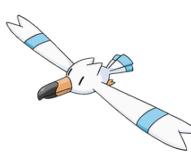


#277

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

**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

**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

**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

**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

**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

**GARDEVOIR**

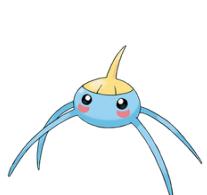
GEN III - HOENN

#282

**SURSKIT**

GEN III - HOENN

#283

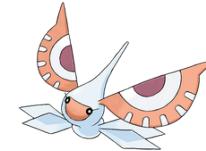


FROM THE TIPS OF ITS FEET, SURSKIT SECRETES AN OIL THAT ENABLES IT TO WALK ON WATER AS IF IT WERE SKATING. THIS POKÉMON FEEDS ON MICROSCOPIC

**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

**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

**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

**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

**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**

#289

GEN III - HOENN



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



SLAKOTH

VIGOROTH

SLAKING

**NINCADA**

#290

GEN III - HOENN



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



NINCADA

NINJASK

SHEDINJA

**NINJASK**

#291

GEN III - HOENN



NINJASK MOVES AROUND AT SUCH A HIGH SPEED THAT IT CANNOT BE SEEN, EVEN WHILE ITS CRYING CAN BE CLEARLY HEARD. FOR THAT REASON, THIS



NINCADA

NINJASK

SHEDINJA

**SHEDINJA**

#292

GEN III - HOENN



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

**WHISMUR**

#293

GEN III - HOENN



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

**LOUDRED**

#294

GEN III - HOENN



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

**EXPLoud**

#295

GEN III - HOENN



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



WHISMUR

LOUDRED

EXPLoud

**MAKUHITA**

#296

GEN III - HOENN



MAKUHITA IS TENACIOUS - IT WILL KEEP GETTING UP AND ATTACKING ITS FOE HOWEVER MANY TIMES IT IS KNOCKED DOWN. EVERY TIME IT GETS BACK UP,



MAKUHITA

HARIYAMA

**HARIYAMA**

#297

GEN III - HOENN



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



MAKUHITA

HARIYAMA

**DELCATTY**

#301

GEN III - HOENN



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



SKITTY

DELCATTY

**AZURILL**

#298

GEN III - HOENN



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



AZURILL

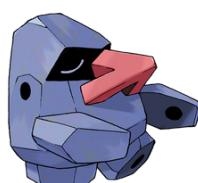
MARILL

AZUMARILL

**NOSEPASS**

#299

GEN III - HOENN



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**

#300

GEN III - HOENN



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

**DELCATTY**

#301

GEN III - HOENN



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

**SABLEYE**

#302

GEN III - HOENN



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

**MAWILE**

#302

GEN III - HOENN



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

**ARON**

#304

GEN III - HOENN



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

**LAIRON**

GEN III - HOENN



STEEL

ROCK

#305

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

**ELECTRIKE**

GEN III - HOENN



ELECTRIC

#309

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



ELECTRIKE → MANECTRIC

**AGGRON**

GEN III - HOENN



STEEL

ROCK

#306

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



ARON → LAIRON → AGGRON

**MEDITITE**

GEN III - HOENN



FIGHTING

PSYCHIC

#307

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



MEDITITE → MEDICHAM

**MEDICHAM**

GEN III - HOENN



FIGHTING

PSYCHIC

#308

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



MEDITITE → MEDICHAM

**ELECTRIKE**

#309

GEN III - HOENN

ELECTRIC

**MANECTRIC**

GEN III - HOENN



ELECTRIC

#310

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



ELECTRIKE → MANECTRIC

**PLUSLE**

GEN III - HOENN



ELECTRIC

#311

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



ELECTRIC

#312

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

**VOLBEAT**

#313

GEN III - HOENN



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

**ILLUMISE**

#314

GEN III - HOENN



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

**ROSELIA**

#315

GEN III - HOENN



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

**SWALOT**

#317

GEN III - HOENN



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

**CARVANHA**

#318

GEN III - HOENN



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

**SHARPEDO**

#319

GEN III - HOENN



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**

#316

GEN III - HOENN



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

**WAILMER**

#320

GEN III - HOENN



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



**WAILORD**

#321

GEN III - HOENN



WATER



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



WAILMER

→ WAILORD

**SPOINK**

#325

GEN III - HOENN



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**

#322

GEN III - HOENN



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**

#326

GEN III - HOENN



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**

#323

GEN III - HOENN



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**

#324

GEN III - HOENN



FIRE



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



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

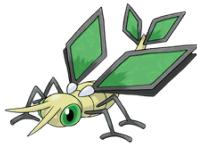
**VIBRAVA**

#329

GEN III - HOENN

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

NORMAL

FLYING



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



SWABLU → ALTARIA

**FLYGON**

#330

GEN III - HOENN

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**

#331

GEN III - HOENN

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**

#332

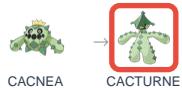
GEN III - HOENN

GRASS

DARK



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



CACNEA → CACTURNE

**SWALB**

#333

GEN III - HOENN

NORMAL

FLYING



SWALB 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**

#334

GEN III - HOENN

DRAGON

FLYING



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



SWABLU → ALTARIA

**ZANGOOSE**

#335

GEN III - HOENN

NORMAL



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

POISON

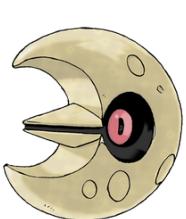


SEVIPER SHARES A GENERATIONS-LONG FEUD WITH ZANGOOSE. THE SCARS ON ITS BODY ARE EVIDENCE OF VICIOUS BATTLES. THIS POKÉMON ATTACKS USING

**LUNATONE**

#337

GEN III - HOENN



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

**SOLROCK**

#338

GEN III - HOENN



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

**BARBOACH**

#339

GEN III - HOENN



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

**WHISCASH**

#340

GEN III - HOENN



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

**CORPHISH**

#341

GEN III - HOENN



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

**CRAWDAUNT**

#342

GEN III - HOENN



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

**BALTOY**

#343

GEN III - HOENN



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

**CLAYDOL**

#344

GEN III - HOENN



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



**LILEEP**

GEN III - HOENN

#345



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

**FEEBAS**

GEN III - HOENN

#349



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

**CRADILY**

GEN III - HOENN

#346



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

**MILOTIC**

GEN III - HOENN

#350



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

**ANORITH**

GEN III - HOENN

#347



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

**ARMALDO**

GEN III - HOENN

#348



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

**KECLEON**

GEN III - HOENN

#352



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

**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

**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

**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



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

**TROPIUS**

#357

GEN III - HOENN



GRASS



TROPPIUS → CHIMECHO

**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 → ABSOL

**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



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**

#361

GEN III - HOENN



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

**WALREIN**

#365

GEN III - HOENN



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

**GLALIE**

#362

GEN III - HOENN



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

**CLAMPERL**

#366

GEN III - HOENN



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

**SPHEAL**

#363

GEN III - HOENN

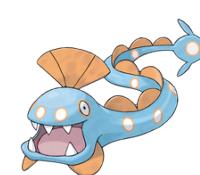


SPHEAL IS MUCH FASTER ROLLING THAN WALKING TO GET AROUND. WHEN GROUPS OF THIS POKÉMON EAT, THEY ALL CLAP AT ONCE TO SHOW THEIR

**HUNTAIL**

#367

GEN III - HOENN



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

**SEALEO**

#364

GEN III - HOENN



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

**GOREBYSS**

#368

GEN III - HOENN



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



**RELICANTH**

#369

GEN III - HOENN



WATER

ROCK

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

**LUVDISC**

#370

GEN III - HOENN



WATER

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

**SALAMENCE**

#373

GEN III - HOENN



DRAGON

FLYING

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

**BELDUM**

#374

GEN III - HOENN



STEEL

PSYCHIC

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



BELDUM



METANG



METAGROSS

**BAGON**

#371

**BAGON**

#371

GEN III - HOENN



DRAGON

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



BAGON



SHELTON



SALAMENCE

**SHELTON**

#372

**SHELTON**

GEN III - HOENN

DRAGON



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



BAGON



SHELTON



SALAMENCE

**METANG**

#375

GEN III - HOENN



STEEL

PSYCHIC

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



BELDUM



METANG



METAGROSS

**METAGROSS**

#376

GEN III - HOENN

STEEL

PSYCHIC



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



BELDUM



METANG



METAGROSS

**REGIROCK**

#377

GEN III - HOENN



★ LEGENDARY

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

**REGICE**

#378

GEN III - HOENN



★ 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**

#379

GEN III - HOENN



★ 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**

#380

GEN III - HOENN



★ 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**

#381

GEN III - HOENN



★ 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**

#382

GEN III - HOENN



★ LEGENDARY

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

**GROUDON**

#383

GEN III - HOENN



★ LEGENDARY

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

**RAYQUAZA**

#384

GEN III - HOENN



★ 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



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

**DEOXY'S-NORMAL**

GEN III - HOENN

#386



THE DNA OF A SPACE VIRUS UNDERWENT A SUDDEN MUTATION UPON EXPOSURE TO A LASER BEAM AND RESULTED IN DEOXY'S. THE CRYSTALLINE ORGAN ON

**TORTERRA**

GEN IV - SINNOH

#389



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

**TURTWIG**

GEN IV - SINNOH

#387



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

**GROTEL**

GEN IV - SINNOH

#388



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

**TORTERRA**

GEN IV - SINNOH

#390

**CHIMCHAR**

GEN IV - SINNOH

#390



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

**MONFERNO**

GEN IV - SINNOH

#391



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

**INFERNAPE**

GEN IV - SINNOH

#392



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



**PIPLUP**

GEN IV - SINNOH



WATER

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

**STARLY**

GEN IV - SINNOH



NORMAL  
FLYING

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

**PRINPLUP**

GEN IV - SINNOH



WATER

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

**STARAVIA**

#397

GEN IV - SINNOH



NORMAL  
FLYING

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

**STARAPTOR**

#398

GEN IV - SINNOH



NORMAL  
FLYING

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

**EMPOLEON**

GEN IV - SINNOH



WATER

STEEL

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

**BIDOOF**

#399

GEN IV - SINNOH



NORMAL

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

**STARLY**

GEN IV - SINNOH



NORMAL  
FLYING

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

**BIBAREL**

#400

GEN IV - SINNOH



NORMAL  
WATER

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



**KRICKETOT**

#401

GEN IV - SINNOH



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



KRICKETOT KRICKETUNE

**LUXRAY**

#405

GEN IV - SINNOH



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



SHINX LUXIO LUXRAY

**KRICKETUNE**

#402

GEN IV - SINNOH



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



KRICKETOT KRICKETUNE

**SHINX**

#403

GEN IV - SINNOH



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



SHINX LUXIO LUXRAY

**LUXIO**

#404

GEN IV - SINNOH



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



SHINX LUXIO LUXRAY

**LUXRAY**

#405

GEN IV - SINNOH



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



SHINX LUXIO LUXRAY

**BUDEW**

#406

GEN IV - SINNOH



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



BUDEW ROSELIA ROSEADE

**ROSERADE**

#407

GEN IV - SINNOH

**ROSERADE**

#407

GEN IV - SINNOH



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



BUDEW ROSELIA ROSEADE

**CRANIDOS**

#408

GEN IV - SINNOH

**CRANIDOS**

#408



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



CRANIDOS RAMPARDOS

**RAMPARDOS**

#409

GEN IV - SINNOH



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



CRANIDOS → RAMPARDOS

**SHIELDON**

#410

GEN IV - SINNOH



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



SHIELDON → BASTIODON

**BASTIODON**

#411

GEN IV - SINNOH



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



SHIELDON → BASTIODON

**BURMY**

#412

GEN IV - SINNOH



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



BURMY → WORMADAM → MOTHIM

**WORMADAM-PLANT**

#413

GEN IV - SINNOH



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



BURMY → WORMADAM → MOTHIM

**MOTHIM**

#414

GEN IV - SINNOH



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



BURMY → WORMADAM → MOTHIM

**COMBEE**

#415

GEN IV - SINNOH



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



COMBEE → VESPIQUEN

**VESPIQUEN**

#416

GEN IV - SINNOH



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



COMBEE → VESPIQUEN

**PACHIRISU**  
GEN IV - SINNOH

#417



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

**BUIZEL**  
GEN IV - SINNOH

#418



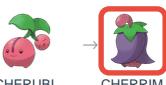
IT HAS A FLOTATION SAC THAT IS LIKE AN INFLATABLE COLLAR. IT FLOATS ON WATER WITH ITS HEAD OUT.

**CHERRIM**  
GEN IV - SINNOH

#421



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

**SHELLOS**  
GEN IV - SINNOH

#422



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

**FLOATZEL**  
GEN IV - SINNOH

#419



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

**CHERUBI**  
GEN IV - SINNOH

#420



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

**GASTRODON**  
GEN IV - SINNOH

#423



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

**AMBIPOOM**  
GEN IV - SINNOH

#424



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.



DRIFLOON → DRIFBLIM

**DRIFBLIM**

GEN IV - SINNOH



#426

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



DRIFLOON → DRIFBLIM

**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.



BUNEARY → LOPUNNY

**LOPUNNY**

GEN IV - SINNOH



#428

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



BUNEARY → LOPUNNY

**MISMAGIUS**

GEN IV - SINNOH



#429

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



MISDREAVUS → MISMAGIUS

**HONCHKROW**

GEN IV - SINNOH



#430

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



MURKROW → HONCHKROW

**GLAMEOW**

GEN IV - SINNOH



#431

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



GLAMEOW → PURUGLY

**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.

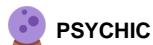


GLAMEOW → PURUGLY

**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

**BRONZONG**

#437

GEN IV - SINNOH



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



BRONZOR → BRONZONG

**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.

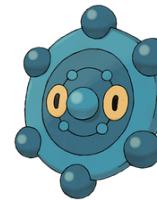


STUNKY → SKUNTANK

**BRONZOR**

#436

GEN IV - SINNOH



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



BRONZOR → BRONZONG

**BRONZONG**

#437

GEN IV - SINNOH



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

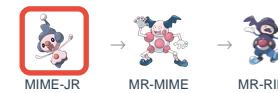
**MIME-JR**

#439

GEN IV - SINNOH



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

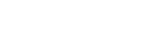


MIME-JR → MR-MIME → MR-RIME

**HAPPINY**

#440

GEN IV - SINNOH



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



HAPPINY → CHANSEY → BLISSEY

**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**

#449

GEN IV - SINNOH



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



HIPPOPOTAS → HIPPODON

**CROAGUNK**

#453

GEN IV - SINNOH



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



CROAGUNK → TOXICROAK

**HIPPODON**

#450

GEN IV - SINNOH



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



HIPPOPOTAS → HIPPODON

**SKORUPI**

#451

GEN IV - SINNOH



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



SKORUPI → DRAPION

**DRAPION**

#452

GEN IV - SINNOH



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



SKORUPI → DRAPION

**CROAGUNK**

#453

GEN IV - SINNOH



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



CROAGUNK → TOXICROAK

**TOXICROAK**

#454

GEN IV - SINNOH



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



CROAGUNK → TOXICROAK

**CARNIVINE**

#454

GEN IV - SINNOH

**CARNIVINE**

#455



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

**FINNEON**

#456

GEN IV - SINNOH

**FINNEON**

#456

GEN IV - SINNOH



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



FINNEON → LUMINEON

**LUMINEON**

#457

GEN IV - SINNOH



WATER

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



FINNEON

LUMINEON

**MANTYKE**

#458

GEN IV - SINNOH

WATER  
FLYING

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



MANTYKE

MANTINE

**SNOVER**

#459

GEN IV - SINNOH

GRASS  
ICE

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



SNOVER

ABOMASNOW

**ABOMASNOW**

#460

GEN IV - SINNOH

GRASS  
ICE

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



SNOVER

ABOMASNOW

**WEAVILE**

#461

GEN IV - SINNOH

DARK  
ICE

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



SNEASEL

WEAVILE

SNAESLER

**MAGNEZONE**

#462

GEN IV - SINNOH

ELECTRIC  
STEEL

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



MAGNEMITE

MAGNETON

MAGNEZONE

**ICKILICKY**

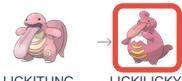
#463

GEN IV - SINNOH



NORMAL

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



LICKITUNG

LICKILICKY

**RHYPERIOR**

#464

GEN IV - SINNOH

GROUND  
ROCK

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



RHYHORN

RHYDON

RHYPERIOR

**TANGROWTH**

#465

GEN IV - SINNOH



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



TANGELA → TANGROWTH

**YANMEGA**

#469

GEN IV - SINNOH



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



YANMA → YANMEGA

**ELECTIVIRE**

#466

GEN IV - SINNOH



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



ELEKID → ELECTABUZZ → ELECTIVIRE

**MAGMORTAR**

#467

GEN IV - SINNOH



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



MAGBY → MAGMAR → MAGMORTAR

**TOGEKISS**

#468

GEN IV - SINNOH

FAIRY  
FLYING

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



TOGEPI → TOGETIC → TOGEKISS

**YANMEGA**

#469

GEN IV - SINNOH



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



YANMA → YANMEGA

**LEAFEON**

#470

GEN IV - SINNOH



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



UMBRON → LEAFEON → GLACEON → SYLVEON

**GLACEON**

#471

GEN IV - SINNOH



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



UMBRON → LEAFEON → GLACEON → SYLVEON

**GLISCOR**

#472

GEN IV - SINNOH

GROUND  
FLYING

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



GLIGAR → GLISCOR

**MAMOSWINE**

#473

GEN IV - SINNOH



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

**PORYGON-Z**

#474

GEN IV - SINNOH



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

**DUSKNOIR**

#477

GEN IV - SINNOH



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

**FROSLASS**

#478

GEN IV - SINNOH



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

**GALLADE**

#475

GEN IV - SINNOH



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

**PROBOPASS**

#476

GEN IV - SINNOH



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

**DUSKNOIR**

#477

GEN IV - SINNOH



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

**FROSLASS**

#478

GEN IV - SINNOH



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

**ROTOM**

#479

GEN IV - SINNOH



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

**UXIE**

#480

GEN IV - SINNOH



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



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

**AZELF**

GEN IV - SINNOH



#482



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



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

**PALKIA**

GEN IV - SINNOH



#484



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

**HEATRAN**

GEN IV - SINNOH



#485



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

**REGIGIGAS**

GEN IV - SINNOH



#486



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

**GIRATINA-ALTERED**

GEN IV - SINNOH



#487



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



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

**PHIONE**

#489

GEN IV - SINNOH



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

**ARCEUS**

#493

GEN IV - SINNOH



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

**MANAPHY**

#490

GEN IV - SINNOH



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



PHIONE → MANAPHY

**VICTINI**

#494

GEN V - UNOVA



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

**DARKRAI**

#491

GEN IV - SINNOH



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

**SHAYMIN-LAND**

#492

GEN IV - SINNOH



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

**ARCEUS**

#493

GEN IV - SINNOH



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

**VICTINI**

#494

GEN V - UNOVA



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

**SNIVY**

#495

GEN V - UNOVA



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



SNIVY → SERVINE → SERPERIOR

**SERVINE**

#496

GEN V - UNOVA



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



SNIVY → SERVINE → SERPERIOR

**SERPERIOR**

#497

GEN V - UNOVA



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



SNIVY → SERVINE → SERPERIOR

**OSHAWOTT**

#501

GEN V - UNOVA



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



OSHAWOTT → DEWOTT → SAMUROTT

**TEPIG**

#498

GEN V - UNOVA



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**

#499

GEN V - UNOVA



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



TEPIG → PIGNITE → EMBOAR

**EMBOAR**

#500

GEN V - UNOVA



IT CAN THROW A FIRE PUNCH BY SETTING ITS FISTS ON FIRE WITH ITS FIERY CHIN. IT CARES DEEPLY ABOUT ITS FRIENDS.



TEPIG → PIGNITE → EMBOAR

**DEWOTT**

#502

GEN V - UNOVA



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



OSHAWOTT → DEWOTT → SAMUROTT

**SAMUROTT**

#503

GEN V - UNOVA



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



OSHAWOTT → DEWOTT → SAMUROTT

**PATRAT**

#504

GEN V - UNOVA



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



PATRAT → WATCHOG

**WATCHOG**  
GEN V - UNOVA

#505



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**  
GEN V - UNOVA

#506



NORMAL

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



LILLIPUP → HERDIER → STOUTLAND

**HERDIER**  
GEN V - UNOVA

#507



NORMAL

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



LILLIPUP → HERDIER → STOUTLAND

**STOUTLAND**  
GEN V - UNOVA

#508



NORMAL

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



LILLIPUP → HERDIER → STOUTLAND

**PURRLOIN**  
GEN V - UNOVA

#509



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**  
GEN V - UNOVA

#510



DARK

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



PURRLOIN → LIEPARD

**PANSAGE**  
GEN V - UNOVA

#511



GRASS

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



PANSAGE → SIMISAGE

**SIMISAGE**  
GEN V - UNOVA

#512



GRASS

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



PANSAGE → SIMISAGE

**PANSEAR**

#513

GEN V - UNOVA



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



PANSEAR → SIMISEAR

**MUNNA**

#517

GEN V - UNOVA



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



MUNNA → MUSHARNA

**SIMISEAR**

#514

GEN V - UNOVA



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



PANSEAR → SIMISEAR

**PANPOUR**

#515

GEN V - UNOVA



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



PANPOUR → SIMIPOUR

**SIMIPOUR**

#516

GEN V - UNOVA



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



PANPOUR → SIMIPOUR

**MUSHARNA**

#518

GEN V - UNOVA



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



MUNNA → MUSHARNA

**PIDOVE**

#519

GEN V - UNOVA



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



PIDOVE → TRANQUILL → UNFEZANT

**TRANQUILL**

#520

GEN V - UNOVA



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



PIDOVE → TRANQUILL → UNFEZANT

**UNFEZANT**

#521

GEN V - UNOVA

 NORMAL  
 FLYING

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

**BOLDORE**

#525

GEN V - UNOVA



ROCK

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

**BLITZLE**

#522

GEN V - UNOVA



ELECTRIC

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

**ZEBSTRIKA**

#523

GEN V - UNOVA



ELECTRIC

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

**ROGGENROLA**

#524

GEN V - UNOVA

ROCK



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

**GIGALITH**

#526

GEN V - UNOVA



ROCK

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

**WOOBAT**

#527

GEN V - UNOVA

 PSYCHIC  
 FLYING

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

**SWOOBAT**

#528

GEN V - UNOVA

 PSYCHIC  
 FLYING

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



**DRILBUR**

#529

GEN V - UNOVA



GROUND



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



DRILBUR → EXCADRILL

**GURDURR**

#533

GEN V - UNOVA



FIGHTING



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



TIMBURR → GURDURR → CONKELDURR

**EXCADRILL**

#530

GEN V - UNOVA

GROUND  
STEEL

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



DRILBUR → EXCADRILL

**CONKELDURR**

#534

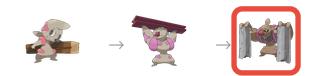
GEN V - UNOVA



FIGHTING



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



TIMBURR → GURDURR → CONKELDURR

**AUDINO**

#531

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.

**TIMBURR**

#532

GEN V - UNOVA



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



TIMBURR → GURDURR → CONKELDURR

**GURDURR**

#533

GEN V - UNOVA



FIGHTING



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



TIMBURR → GURDURR → CONKELDURR

**CONKELDURR**

#534

GEN V - UNOVA



FIGHTING



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



TIMBURR → GURDURR → CONKELDURR

**TYMPOLE**

#535

GEN V - UNOVA



WATER



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



TYMPOLE → PALPITOAD → SEISMITOAD

**PALPITOAD**

#536

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.



TYMPOLE → PALPITOAD → SEISMITOAD

**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

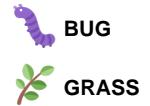


WHEN IT TIGHTENS ITS BELT, IT BECOMES STRONGER. WILD THROH USE VINES TO WEAVE THEIR OWN BELTS.

**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**

GEN V - UNOVA



BUG

POISON

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



VENIPEDE WHIRLIPEDA SCOLIPEDE

**COTTONEE**

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.



COTTONEE WHIMSICOTT

**LILLIGANT**

GEN V - UNOVA



GRASS

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



PETILIL LILLIGANT

**BASCULIN-RED-STRIPED**

GEN V - UNOVA



WATER

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



BASCULIN BASCULEGION

**WHIMSICOTT**

GEN V - UNOVA



GRASS

FAIRY

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



COTTONEE WHIMSICOTT

**PETILIL**

GEN V - UNOVA

GRASS



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



PETILIL LILLIGANT

**#549****BASCELEON**

GEN V - UNOVA



WATER

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



BASCULIN BASCULEGION

**#550****SANDILE**

GEN V - UNOVA

**#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.



SANDILE KROKOROK KROOKODILE

**#552****KROOKODILE**

GEN V - UNOVA

**KROKOROK**

GEN V - UNOVA

GROUND

DARK



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



SANDILE KROKOROK KROOKODILE

**KROOKODILE**

#553

GEN V - UNOVA



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



SANDILE

KROKOROK

KROOKODILE

**DARUMAKA**

#554

GEN V - UNOVA



WHEN ITS INTERNAL FIRE IS BURNING, IT CANNOT CALM DOWN AND IT RUNS AROUND. WHEN THE FIRE DIMINISHES, IT FALLS ASLEEP.



DARUMAKA

DARMANITAN

**DARMANITAN-STANDARD**

#555

GEN V - UNOVA



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



DARUMAKA

DARMANITAN

**MARACTUS**

#556

GEN V - UNOVA



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

**DWEBBLE**

#557

GEN V - UNOVA



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



DWEBBLE

CRUSTLE

**CRUSTLE**

#558

GEN V - UNOVA



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



DWEBBLE

CRUSTLE

**SCRAGGY**

#559

GEN V - UNOVA



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



SCRAGGY

SCRUFFY

**SCRUFFY**

#560

GEN V - UNOVA



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



SCRAGGY

SCRUFFY

**SIGILYPH**

#561

GEN V - UNOVA



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

**YAMASK**

#562

GEN V - UNOVA



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

**CARRACOSTA**

#565

GEN V - UNOVA



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**

#566

GEN V - UNOVA



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

**COFAGRIGUS**

#563

GEN V - UNOVA



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

**TIRTOUGA**

#564

GEN V - UNOVA

**TIRTOUGA**

#564

GEN V - UNOVA



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

**CARRACOSTA**

#565

GEN V - UNOVA

**ARCHEOPS**

#567

GEN V - UNOVA



THEY ARE INTELLIGENT AND WILL COOPERATE TO CATCH PREY. FROM THE GROUND, THEY USE A RUNNING START TO TAKE FLIGHT.

**TRUBBISH**

#568

GEN V - UNOVA

**TRUBBISH**

#568

GEN V - UNOVA



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



**GARBODOR**

#569

GEN V - UNOVA



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



TRUBBISH

GARBODOR

**CINCCINO**

#573

GEN V - UNOVA



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



MINCCINO

CINCCINO

**ZORUA**

#570

GEN V - UNOVA



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



ZORUA

ZOROARK

**ZOROARK**

#571

GEN V - UNOVA



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



ZORUA

ZOROARK

**MINCCINO**

#572

GEN V - UNOVA



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



MINCCINO

CINCCINO

**GOTHITA**

#574

GEN V - UNOVA



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



GOTHITA

GOTHORITA

GOTHITELLE

**GOTHORITA**

#575

GEN V - UNOVA



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



GOTHITA

GOTHORITA

GOTHITELLE

**GOTHITELLE**

#576

GEN V - UNOVA



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



GOTHITA

GOTHORITA

GOTHITELLE

**SOLOSIS**

#577

GEN V - UNOVA



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

**DUOSION**

#578

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**

#580

GEN V - UNOVA



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

**SWANNA**

#581

GEN V - UNOVA



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

**VANILLITE**

#582

GEN V - UNOVA



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

**VANILLISH**

#583

GEN V - UNOVA



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

**VANILLUXE**

#584

GEN V - UNOVA

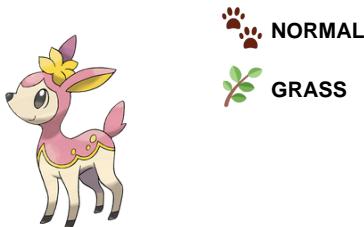


SWALLOWING LARGE AMOUNTS OF WATER, THEY MAKE SNOW CLOUDS INSIDE THEIR BODIES AND ATTACK THEIR FOES WITH VIOLENT BLIZZARDS.



**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

**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 → JELICENT

**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

**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

**ALOMOMOLA**  
GEN V - UNOVA

#594



WATER

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

**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

**JOLTIK**  
GEN V - UNOVA

#595



BUG

ELECTRIC

JOLTIK THAT LIVE IN CITIES HAVE LEARNED A TECHNIQUE FOR SUCKING ELECTRICITY FROM THE OUTLETS IN HOUSES.



JOLTIK → GALVANTULA

**GALVANTULA**  
GEN V - UNOVA

#596



BUG

ELECTRIC

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



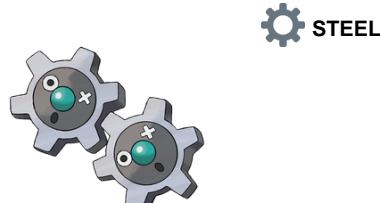
JOLTIK → GALVANTULA

**KLINK**  
GEN V - UNOVA

#599

**KLANG**  
GEN V - UNOVA

#600



STEEL

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



KLINK → KLANG → KLINKLANG

**KLANG**  
GEN V - UNOVA

STEEL



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



KLINK → KLANG → KLINKLANG

**KLINKLANG**

#601

GEN V - UNOVA



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



KLINK → KLANG → KLINKLANG

**TYNAMO**

#602

GEN V - UNOVA



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

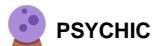


TYNAMO → ELEKTRIK → ELEKTROSS

**ELGYEM**

#605

GEN V - UNOVA



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



ELGYEM → BEHEEYEM

**BEHEEYEM**

#606

GEN V - UNOVA



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



ELGYEM → BEHEEYEM

**ELEKTRIK**

#603

GEN V - UNOVA



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



TYNAMO → ELEKTRIK → ELEKTROSS

**ELEKTROSS**

#604

GEN V - UNOVA



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**

#607

GEN V - UNOVA



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



LITWICK → LAMPENT → CHANDELURE

**LAMPENT**

#608

GEN V - UNOVA



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



LITWICK → LAMPENT → CHANDELURE

**CHANDELURE**

#609

GEN V - UNOVA



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



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

**AXEW**

#610

GEN V - UNOVA



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

**BEARTIC**

#614

GEN V - UNOVA



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

**FRAXURE**

#611

GEN V - UNOVA

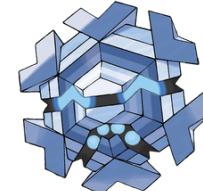


SINCE A BROKEN TUSK WILL NOT GROW BACK, THEY DILIGENTLY SHARPEN THEIR TUSKS ON RIVER ROCKS AFTER THEY'VE BEEN FIGHTING.

**CRYOGONAL**

#615

GEN V - UNOVA



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

**HAXORUS**

#612

GEN V - UNOVA



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

**CUBCHOO**

#616

GEN V - UNOVA



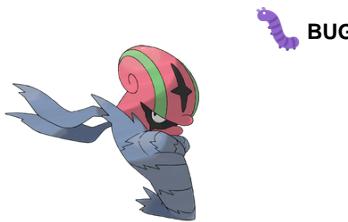
WHEN ATTACKED, IT DEFENDS ITSELF BY CLOSING THE LID OF ITS SHELL. IT CAN SPIT A STICKY, POISONOUS LIQUID.



**ACCELGOR**

#617

GEN V - UNOVA



BUG

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



SHELMET

ACCELGOR

**DRUDDIGON**

#621

GEN V - UNOVA



DRAGON

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

**STUNFISK**

#618

GEN V - UNOVA

 GROUND  
 ELECTRIC

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

**GOLETT**

#622

GEN V - UNOVA

 GROUND  
 GHOST

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

**GOLURK**

#623

GEN V - UNOVA

**MIENFOO**

#619

GEN V - UNOVA



FIGHTING

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



MIENFOO

MIENSHAO

**PAWNIARD**

#624

GEN V - UNOVA

 DARK  
 STEEL**MIENSHAO**

#620

GEN V - UNOVA

FIGHTING



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

**BISHARP**

#625

GEN V - UNOVA

 DARK  
 STEEL**KINGAMBIT**

#626

GEN V - UNOVA

 DARK  
 STEEL**PAWNIARD**

#624

GEN V - UNOVA

 DARK  
 STEEL**PAWNIARD**

#624

GEN V - UNOVA

 DARK  
 STEEL**KINGAMBIT**

#626

GEN V - UNOVA

 DARK  
 STEEL**PAWNIARD**

#624

GEN V - UNOVA

 DARK  
 STEEL**KINGAMBIT**

#626

GEN V - UNOVA

 DARK  
 STEEL

**BISHARP**

#625

GEN V - UNOVA



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

**VULLABY**

#629

GEN V - UNOVA



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

**BOUFFALANT**

#626

GEN V - UNOVA



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

**RUFFLET**

#627

GEN V - UNOVA



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

**BRAVIARY**

#628

GEN V - UNOVA



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

**MANDIBUZZ**

#630

GEN V - UNOVA



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**

#631

GEN V - UNOVA



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

**DURANT**

#632

GEN V - UNOVA



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

**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.

**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

**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



FLYING

★ LEGENDARY

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



ELECTRIC

FLYING

★ LEGENDARY

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

**RESHIRAM #643**

GEN V - UNOVA



DRAGON

FIRE

★ LEGENDARY

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

**ZEKROM #644**

GEN V - UNOVA



DRAGON

ELECTRIC

★ LEGENDARY

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

**LANDORUS-INCARNATE #645**

GEN V - UNOVA



GROUND

FLYING

★ LEGENDARY

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

**KYUREM #646**

GEN V - UNOVA



DRAGON

ICE

★ LEGENDARY

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

**KELDEO-ORDINARY #647**

GEN V - UNOVA



WATER

FIGHTING

MYTHICAL

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



NORMAL

PSYCHIC

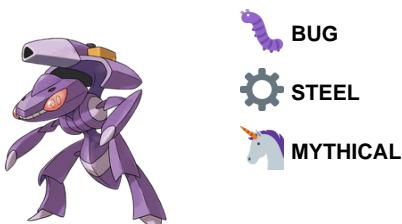
MYTHICAL

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.

**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

- 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.

**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.

**FROAKIE**

GEN VI - KALOS

#656

- WATER



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



**FROGADIER**

#657

GEN VI - KALOS



WATER



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



FROAKIE → FROGADIER → GRENINJA

**FLETCHLING**

#661

GEN VI - KALOS



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



FLETCHLING → FLETCHINDER → TALONFLAME

**GRENINJA**

#658

GEN VI - KALOS



WATER



DARK



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



FROAKIE → FROGADIER → GRENINJA

**FLETCHINDER**

#662

GEN VI - KALOS



FROM ITS BEAK, IT EXPELS EMBERS THAT SET THE TALL GRASS ON FIRE. THEN IT POUNCES ON THE BEWILDERED PREY THAT POP OUT OF THE GRASS.



FLETCHLING → FLETCHINDER → TALONFLAME

**BUNNELBY**

#659

GEN VI - KALOS



NORMAL



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



BUNNELBY → DIGGERSBY

**DIGGERSBY**

#660

GEN VI - KALOS



NORMAL



GROUND



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



BUNNELBY → DIGGERSBY

**TALONFLAME**

#663

GEN VI - KALOS

**SCATTERBUG**

#664

GEN VI - KALOS



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



FLETCHLING → FLETCHINDER → TALONFLAME

**SCATTERBUG**

#664

GEN VI - KALOS



SCATTERBUG → SPEEWA → VIVILLON

**SPEWPA**

GEN VI - KALOS



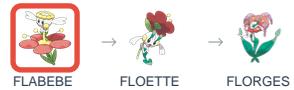
IT LIVES HIDDEN WITHIN THICKET SHADOWS. WHEN PREDATORS ATTACK, IT QUICKLY BRISTLES THE FUR COVERING ITS BODY IN AN EFFORT TO THREATEN

**FLABEBE**

GEN VI - KALOS



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

**VIVILLON**

GEN VI - KALOS



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

**FLOETTE**

GEN VI - KALOS



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

**LITLEO**

GEN VI - KALOS



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

**FLORGES**

GEN VI - KALOS



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

**PYROAR**

GEN VI - KALOS



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

**SKIDDO**

GEN VI - KALOS



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



**GOGOAT**

#673

GEN VI - KALOS



GRASS

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



SKIDD

GOGOAT

**ESPURR**

#677

GEN VI - KALOS



PSYCHIC

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



ESPURR

MEOWSTIC

**PANCHAM**

#674

GEN VI - KALOS



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**

#675

GEN VI - KALOS



FIGHTING



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**

#676

GEN VI - KALOS



NORMAL

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

**MEOWSTIC-MALE**

#678

GEN VI - KALOS



PSYCHIC

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



ESPURR

MEOWSTIC

**HONEDGE**

#679

GEN VI - KALOS



STEEL



GHOST

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



HONEDGE

DOUBLADE

AEGISLASH

**DOUBLADE**

#680

GEN VI - KALOS



STEEL



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



HONEDGE

DOUBLADE

AEGISLASH

**AEGISLASH-SHIELD**

#681

GEN VI - KALOS



STEEL

GHOST

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



HONEDGE → DOUBLADE → AEGISLASH

**SPRITZEE**

#682

GEN VI - KALOS



FAIRY

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



SPRITZEE → AROMATISSE

**SLURPUFF**

#685

GEN VI - KALOS



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**

#686

GEN VI - KALOS



DARK

PSYCHIC

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



INKAY → MALAMAR

**AROMATISSE**

#683

GEN VI - KALOS



FAIRY

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



SPRITZEE → AROMATISSE

**SWIRLIX**

#684

GEN VI - KALOS



FAIRY

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



SWIRLIX → SLURPUFF

**MALAMAR**

#687

GEN VI - KALOS



DARK

PSYCHIC

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



INKAY → MALAMAR

**BINACLE**

#688

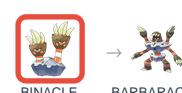
GEN VI - KALOS

ROCK

WATER



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



BINACLE → BARBARACLE

**BARBARACLE**

#689

GEN VI - KALOS



ROCK

WATER

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

**CLAWITZER**

#693

GEN VI - KALOS



WATER

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

**SKRELP**

#690

GEN VI - KALOS



POISON

WATER

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

**HELIOTILE**

#694

GEN VI - KALOS



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**

#691

GEN VI - KALOS



POISON

DRAGON

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

**CLAUNCHER**

#692

GEN VI - KALOS



WATER

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

**HELIOLISK**

#695

GEN VI - KALOS



ELECTRIC

NORMAL

THEY FLARE THEIR FRILLS AND GENERATE ENERGY. A SINGLE HELIOLISK CAN GENERATE SUFFICIENT ELECTRICITY TO POWER A SKYSCRAPER.

**TYRUNT**

#696

GEN VI - KALOS



ROCK

DRAGON

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



## 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



ROCK

FAIRY

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

DRAGON



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



GOOMY



SLIGGO



GOODRA

**SLIGGOO**

#705

GEN VI - KALOS



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**

#706

GEN VI - KALOS



DRAGON



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



GOOMY

SLIGGOO

GOODRA

**KLEFKI**

#707

GEN VI - KALOS



STEEL



FAIRY

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

**PHANTUMP**

#708

GEN VI - KALOS



GHOST



GRASS

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



PHANTUMP

TREVENANT

**TREVENANT**

#709

GEN VI - KALOS



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



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**

#712

GEN VI - KALOS



ICE



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



BERGMITE

AVALUGG

**AVALUGG**

#713

GEN VI - KALOS



ICE

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



BERGMITE

AVALUGG

**NOIBAT**

#714

GEN VI - KALOS



FLYING

DRAGON

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



NOIBAT

NOIVERN

**NOIVERN**

#715

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**

#716

GEN VI - KALOS



FAIRY



LEGENDARY

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

**YVELTAL**

#717

GEN VI - KALOS



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.

**ZYGARDE-50**

#718

GEN VI - KALOS



DRAGON



GROUND



LEGENDARY

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

**DIANCIE**

#719

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**

#720

GEN VI - KALOS



PSYCHIC



GHOST



MYTHICAL

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

**VOLCANION**

#721

GEN VI - KALOS

 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.

**LITTEN**

#725

GEN VII - ALOLA



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

**ROWLET**

#722

GEN VII - ALOLA

 GRASS  
 FLYING

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

**DARTRIX**

#723

GEN VII - ALOLA

 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**

#724

GEN VII - ALOLA

 GRASS  
 GHOST

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

**LITTEN**

#725

GEN VII - ALOLA

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**

#726

GEN VII - ALOLA



FIRE

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

**INCINEROAR**

#727

GEN VII - ALOLA

 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**

#728

GEN VII - ALOLA

WATER



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



**BRIONNE**

#729

GEN VII - ALOLA



WATER



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

**TOUCANNON**

#733

GEN VII - ALOLA



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

**PRIMARINA**

#730

GEN VII - ALOLA



WATER



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

**PIKIPEK**

#731

GEN VII - ALOLA



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**

#732

GEN VII - ALOLA



NORMAL



FLYING

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

**TOUCANNON**

#733

GEN VII - ALOLA



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

**YUNGOOS**

#734

GEN VII - ALOLA



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

**GUMSHOOS**

#735

GEN VII - ALOLA



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

**GRUBBIN**

#736

GEN VII - ALOLA



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**ORICARIO-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**CRAKBRAWLER** #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**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**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

**LYCANROC-MIDDAY**

#745

GEN VII - ALOLA



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**

#749

GEN VII - ALOLA



GROUND



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



MUDBRAY

MUDSDALE

**WISHIWASHI-SOLO**

#746

GEN VII - ALOLA



WATER



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

**MAREANIE**

#747

GEN VII - ALOLA



POISON



WATER

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



MAREANIE

TOXAPEX

**TOXAPEX**

#748

GEN VII - ALOLA



POISON



WATER

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



MAREANIE

TOXAPEX

**MUDSDALE**

#750

GEN VII - ALOLA



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**

#751

GEN VII - ALOLA



WATER



BUG

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



DEWPIDER

ARAQUANID

**ARAQUANID**

#752

GEN VII - ALOLA



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**

#761

GEN VII - ALOLA



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

**STEENE**

#762

GEN VII - ALOLA



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

**TSAREENA**

#763

GEN VII - ALOLA



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

**COMFEY**

#764

GEN VII - ALOLA



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

**ORANGURU**

#765

GEN VII - ALOLA



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

**PASSIMIAN**

#766

GEN VII - ALOLA



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

**WIMPOD**

#767

GEN VII - ALOLA



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

**GOLISOPOD**

#768

GEN VII - ALOLA



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



**SANDYGAST**

#769

GEN VII - ALOLA



GHOST

GROUND

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



SANDYGAST → PALOSSAND

**PALOSSAND**

#770

GEN VII - ALOLA



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

**SILVALLY**

#773

GEN VII - ALOLA



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**

#774

GEN VII - ALOLA



ROCK

FLYING

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

**PYUKUMUKU**

#771

GEN VII - ALOLA

WATER



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

**TYPE-NULL**

#772

GEN VII - ALOLA

NORMAL

LEGENDARY



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



TYPE-NULL → SILVALLY

**KOMALA**

#775

GEN VII - ALOLA

NORMAL



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

**TURTONATOR**

#776

GEN VII - ALOLA

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** #777  
GEN VII - ALOLA 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** #778  
GEN VII - ALOLA GHOST  
 FAIRY

ITS ACTUAL APPEARANCE IS UNKNOWN. A SCHOLAR WHO SAW WHAT WAS UNDER ITS RAG WAS OVERWHELMED BY TERROR AND DIED FROM THE SHOCK.

**BRUXISH** #779  
GEN VII - ALOLA WATER  
 PSYCHIC

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

**DRAMPA** #780  
GEN VII - ALOLA NORMAL  
 DRAGON

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

**DHELMISE** #781  
GEN VII - ALOLA 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** #782  
GEN VII - ALOLA

DRAGON

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

**HAKAMO-O** #783  
GEN VII - ALOLA DRAGON  
 FIGHTING

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

**KOMMO-O** #784  
GEN VII - ALOLA 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**

#785

GEN VII - ALOLA



⚡ ELECTRIC

🧚 FAIRY

⭐ LEGENDARY

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

**TAPU-LELE**

#786

GEN VII - ALOLA



🔮 PSYCHIC

🧚 FAIRY

⭐ LEGENDARY

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

**TAPU-BULU**

#787

GEN VII - ALOLA



🌿 GRASS

🧚 FAIRY

⭐ LEGENDARY

IT PULLS LARGE TREES UP BY THE ROOTS AND SWINGS THEM AROUND. IT CAUSES VEGETATION TO GROW, AND THEN IT ABSORBS ENERGY FROM THE GROWTH.

**TAPU-FINI**

#788

GEN VII - ALOLA



💧 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**

#789

GEN VII - ALOLA



🔮 PSYCHIC

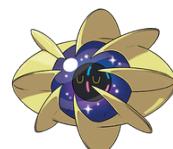
⭐ LEGENDARY

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

**COSMOEM**

#790

GEN VII - ALOLA



🔮 PSYCHIC

⭐ LEGENDARY

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

**SOLGALEO**

#791

GEN VII - ALOLA



🔮 PSYCHIC

⚙ STEEL

⭐ LEGENDARY

IT IS SAID TO LIVE IN ANOTHER WORLD. THE INTENSE LIGHT IT RADIATES FROM THE SURFACE OF ITS BODY CAN MAKE THE DARKEST OF NIGHTS LIGHT UP LIKE

**LUNALA**

#792

GEN VII - ALOLA



🔮 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**

#793

GEN VII - ALOLA



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

**BUZZWOLE**

#794

GEN VII - ALOLA



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**

#795

GEN VII - ALOLA



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

**XURKITREE**

#796

GEN VII - ALOLA



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

**CELESTEELA**

#797

GEN VII - ALOLA

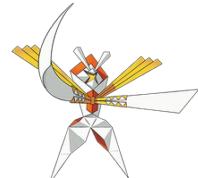


IT APPEARED FROM THE ULTRA WORMHOLE. WITNESSES OBSERVED IT FLYING ACROSS THE SKY AT HIGH SPEED.

**KARTANA**

#798

GEN VII - ALOLA



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**

#799

GEN VII - ALOLA



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

**NECROZMA**

#800

GEN VII - ALOLA



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

**MAGEARNA**

#801

GEN VII - ALOLA



STEEL



FAIRY



MYTHICAL



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

**MARSHADOW**

#802

GEN VII - ALOLA



FIGHTING



GHOST



MYTHICAL



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

**STAKATAKA**

#805

GEN VII - ALOLA



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**

#806

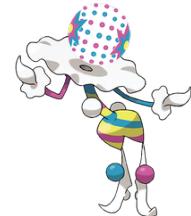
GEN VII - ALOLA



FIRE



GHOST



IT SLITHERS TOWARD PEOPLE. THEN, WITHOUT WARNING, IT TRIGGERS THE EXPLOSION OF ITS OWN HEAD. IT'S APPARENTLY ONE KIND OF ULTRA BEAST.

**POIPOLE**

#803

GEN VII - ALOLA



POISON



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



POIPOLE → NAGANADEL

**NAGANADEL**

#804

GEN VII - ALOLA



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**

#807

GEN VII - ALOLA



ELECTRIC



MYTHICAL



IT ELECTRIFIES ITS CLAWS AND TEARS ITS OPPONENTS APART WITH THEM. EVEN IF THEY DODGE ITS ATTACK, THEY'LL BE ELECTROCUTED BY THE FLYING SPARKS.

**MELTAN**

#808

GEN VII - ALOLA



STEEL



MYTHICAL



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

**MELMETAL**  
GEN VII - ALOLA

#809

STEEL  
MYTHICAL

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

**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.

**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

**RABOOT**  
GEN VIII - GALAR

#814



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

**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.

**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.

**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.

**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.



**DRIZZLE**

#817

GEN VIII - GALAR



WATER

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



SOBBLE DRIZZLE INTELEON

**INTELEON**

#818

GEN VIII - GALAR



WATER

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



SOBBLE DRIZZLE INTELEON

**SKWOVET**

#819

GEN VIII - GALAR



NORMAL

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



SKWOVET GREEDENT

**GREEDENT**

#820

GEN VIII - GALAR



NORMAL

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



SKWOVET GREEDENT

**ROOKIDEE**

#821

GEN VIII - GALAR



FLYING

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



ROOKIDEE CORVISQUIRE CORVIKNIGHT

**CORVISQUIRE**

#822

GEN VIII - GALAR



FLYING

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



ROOKIDEE CORVISQUIRE CORVIKNIGHT

**CORVIKNIGHT**

#823

GEN VIII - GALAR



FLYING

STEEL

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.



ROOKIDEE CORVISQUIRE CORVIKNIGHT

**BLIPBUG**

#824

GEN VIII - GALAR

BUG



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



BLIPBUG DOTTLER ORBEETLE

**DOTTLER**

#825

GEN VIII - GALAR



IT BARELY MOVES, BUT IT'S STILL ALIVE. HIDING IN ITS SHELL WITHOUT FOOD OR WATER SEEMS TO HAVE AWAKENED ITS PSYCHIC POWERS.

**GOSSIFLEUR**

#829

GEN VIII - GALAR



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.

**ORBEETLE**

#826

GEN VIII - GALAR



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.

**NICKIT**

#827

GEN VIII - GALAR



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

**THIEVUL**

#828

GEN VIII - GALAR



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

**GOSSIFLEUR**

#829

GEN VIII - GALAR



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.

**ELDEGOSS**

#830

GEN VIII - GALAR



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

**WOOLOO**

#831

GEN VIII - GALAR



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.

**DUBWOOL**

#832

GEN VIII - GALAR



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



**CHEWΤLE**

#833

GEN VIII - GALAR



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



CHEWΤLE DREDNAW

**DREDNAW**

#834

GEN VIII - GALAR

WATER  
ROCK

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



CHEWΤLE DREDNAW

**YAMPER**

#835

GEN VIII - GALAR



ELECTRIC

THIS POKÉMON IS VERY POPULAR AS A  
HERDING DOG IN THE GALAR REGION. AS  
IT RUNS, IT GENERATES ELECTRICITY  
FROM THE BASE OF ITS TAIL.



YAMPER BOLTUND

**BOLTUND**

#836

GEN VIII - GALAR



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**

#837

GEN VIII - GALAR



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

**CARKOL**

#838

GEN VIII - GALAR



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

**COALOSSAL**

#839

GEN VIII - GALAR



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

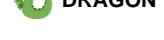
**APPLIN**

#840

GEN VIII - GALAR



GRASS



DRAGON

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



**FLAPPLE**

#841

GEN VIII - GALAR



GRASS

DRAGON

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

**CRAMORANT**

GEN VIII - GALAR



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**

#842

GEN VIII - GALAR



GRASS

DRAGON

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

**ARROKUDA**

#846

GEN VIII - GALAR



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**

#843

GEN VIII - GALAR

GROUND



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

**SANDACONDA**

#844

GEN VIII - GALAR

GROUND



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

**CRAMORANT**

#845

GEN VIII - GALAR

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.

**ARROKUDA**

#846

GEN VIII - GALAR



WATER

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

**BARRASKWDA**

#847

GEN VIII - GALAR

WATER



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

**TOXEL**

#848

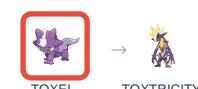
GEN VIII - GALAR

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



ELECTRIC

POISON

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

## SIZZLIPEDA #850

GEN VIII - GALAR



FIRE

BUG

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



SIZZLIPEDA

CENTISKORCH

## CENTISKORCH #851

GEN VIII - GALAR



FIRE

BUG

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



SIZZLIPEDA

CENTISKORCH

## CLOBBOPUS #852

GEN VIII - GALAR



FIGHTING

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

GRAPPLCOT

## GRAPPLCOT #853

GEN VIII - GALAR



FIGHTING

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



CLOBBOPUS

GRAPPLCOT

## SINISTEA #854

GEN VIII - GALAR



GHOST

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



GHOST

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



PSYCHIC

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



HATENNA

HATTEREM

HATTERENE

**HATTRREM**

#857

GEN VIII - GALAR



PSYCHIC

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



HATENNA → HATTRREM → HATTERENE

**HATTERENE**

#858

GEN VIII - GALAR



PSYCHIC

FAIRY

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



HATENNA → HATTRREM → HATTERENE

**IMPIDIMP**

#859

GEN VIII - GALAR



DARK

FAIRY

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



IMPIDIMP → MORGREM → GRIMMSNARL

**MORGREM**

#860

GEN VIII - GALAR



DARK

FAIRY

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**

#861

GEN VIII - GALAR



DARK

FAIRY

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



IMPIDIMP → MORGREM → GRIMMSNARL

**OBSTAGOON**

#862

GEN VIII - GALAR



DARK

NORMAL

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



ZIGZAGOON → LINOONE → OBSTAGOON

**PERRSERKER**

#863

GEN VIII - GALAR

STEEL



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



MEOWTH → PERSIAN → PERRSERKER

**CURSOLA**

#864

GEN VIII - GALAR

GHOST



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.



GEN VIII - GALAR

**FALINKS**

#870



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

**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.



GEN VIII - GALAR

**PINCURCHIN**

#871



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

**MILCERY**

GEN VIII - GALAR

#868



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

**SNOM**

GEN VIII - GALAR

#872



IT SPITS OUT THREAD IMBUED WITH A FRIGID SORT OF ENERGY AND USES IT TO TIE ITS BODY TO BRANCHES, DISGUISE ITSELF AS AN ICICLE WHILE IT SLEEPS.



**FROSMOTH**

GEN VIII - GALAR



ICE

BUG

#873

ICY SCALES FALL FROM ITS WINGS LIKE SNOW AS IT FLIES OVER FIELDS AND MOUNTAINS. THE TEMPERATURE OF ITS WINGS IS LESS THAN -290 DEGREES

**MORPEKO-FULL-BELLY** #877

GEN VIII - GALAR



ELECTRIC

DARK

#877

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



ROCK

#874

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

**INDEEDEE-MALE** #876

GEN VIII - GALAR



PSYCHIC

NORMAL

#876

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**

GEN VIII - GALAR

STEEL

#878



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.

**EISCUE-ICE**

GEN VIII - GALAR

ICE

#875

**COPPERAJAH** #879

GEN VIII - GALAR

STEEL

#879



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

**DRACOZOLT**

GEN VIII - GALAR

ELECTRIC

DRAGON

#880



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.

**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.

**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.

**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**

#889

GEN VIII - GALAR



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**

#890

GEN VIII - GALAR



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

**ZARUDE**

#893

GEN VIII - GALAR



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**

#894

GEN VIII - GALAR



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**

#891

GEN VIII - GALAR



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



URSHIFU

**URSHIFU-SINGLE-STRIKE**

#892

GEN VIII - GALAR



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



URSHIFU

**ZARUDE**

#893

GEN VIII - GALAR

**REGIDRAGO**

#895

GEN VIII - GALAR



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

**GLASTRIER**

#896

GEN VIII - GALAR



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

**SPECTRIER**

#897

GEN VIII - GALAR



GHOST



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**

#898

GEN VIII - GALAR



PSYCHIC



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

**URSALUNA**

#901

GEN VIII - GALAR



NORMAL



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

**WYRDEER**

#899

GEN VIII - GALAR



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

**BASCULEGION-MALE**

#902

GEN VIII - GALAR



GHOST



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



BASCULIN → BASCULEGION

**SNEASLER**

#903

GEN VIII - GALAR



POISON



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



SNEASLER → WEAVILE

**KLEAVOR**

#900

GEN VIII - GALAR



BUG



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

**OVERQWIL**

#904

GEN VIII - GALAR



POISON



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



QWILFISH → OVERQWIL



OVERQWIL

## ENAMORUS-INCARNATE #905

GEN VIII - GALAR



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



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



## CROCALOR #910

GEN IX - PALDEA



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



## FUECOCO #909

GEN IX - PALDEA



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



## FLORAGATO #907

GEN IX - PALDEA



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



## MEOWSCARADA #908

GEN IX - PALDEA



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



## SKELEDIRGE #911

GEN IX - PALDEA



THE FIERY BIRD CHANGES SHAPE WHEN SKELEDIRGE SINGS. RUMOR HAS IT THAT THE BIRD WAS BORN WHEN THE FIREBALL ON SKELEDIRGE'S HEAD GAINED A SOUL.



## QUAXLY #912

GEN IX - PALDEA



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



**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



QUAXLY → QUAXWELL → QUAQUAVAL

**QUAQUAVAL**  
GEN IX - PALDEA

#914

WATER  
FIGHTING

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



QUAXLY → QUAXWELL → QUAQUAVAL

**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.



LECHONK → OINKOLLOGNE

**OINKOLOGNE-MALE**  
GEN IX - PALDEA

#916



NORMAL

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



LECHONK → OINKOLLOGNE

**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.



TAROUNTULA → SPIDOPS

**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



TAROUNTULA → SPIDOPS

**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.



NYMBLE → LOKIX

**LOKIX**  
GEN IX - PALDEA

#920



DARK

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



NYMBLE → LOKIX

**PAWMI**

#921

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



PAWMI PAWMO PAWMOT

**MAUSHOLD-FAMILY-OF-F005**

GEN IX - PALDEA



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



TANDEMUSAUS MAUSHOLD

**PAWMO**

#922

GEN IX - PALDEA



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



PAWMI PAWMO PAWMOT

**PAWMOT**

#923

GEN IX - PALDEA



THIS POKÉMON NORMALLY IS SLOW TO REACT, BUT ONCE IT ENTERS BATTLE, IT WILL STRIKE DOWN ITS ENEMIES WITH LIGHTNING-FAST MOVEMENTS.



PAWMI PAWMO PAWMOT

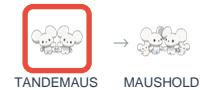
**TANDEMUSAUS**

#924

GEN IX - PALDEA



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.



TANDEMUSAUS MAUSHOLD

**FIDOUGH**

#926

GEN IX - PALDEA



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



FIDOUGH DACHSBUN

**DACHSBUN**

#927

GEN IX - PALDEA



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



FIDOUGH DACHSBUN

**SMOLIV**

#928

GEN IX - PALDEA



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



SMOLIV DOLLIV ARBOLIVA

**DOLLIV**

#929

GEN IX - PALDEA



GRASS

NORMAL

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

**NACLSTACK**

#933

GEN IX - PALDEA



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**

#930

GEN IX - PALDEA



GRASS

NORMAL

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

**SQUAWKABILLY-GREEN**

#931

GEN IX - PALDEA



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**

#932

GEN IX - PALDEA

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**

#933

GEN IX - PALDEA

ROCK



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

**GARGANACL**

#934

GEN IX - PALDEA

ROCK

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

**CHARCADET**

#935

GEN IX - PALDEA

FIRE



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

**ARMAROUGE**

#936

GEN IX - PALDEA

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



CHARCADET

ARMAROUGE

CERULEEDGE

**TADBULB**

#938

GEN IX - PALDEA



TADBULB SHAKES ITS TAIL TO GENERATE ELECTRICITY. IF IT SENSES DANGER, IT WILL MAKE ITS HEAD BLINK ON AND OFF TO ALERT ITS ALLIES.



TADBULB

BELLIBOLT

**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



TADBULB

BELLIBOLT

**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



WATTREL

KILOWATTREL

**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.



WATTREL

KILOWATTREL

**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



MASCHIFF

MABOSTIFF

**MABOSTIFF**

#943

GEN IX - PALDEA



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



MASCHIFF

MABOSTIFF

**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



SHROODLE

GRAFAIAI

**GRAFAIAI**

#945

GEN IX - PALDEA



POISON



NORMAL

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



SHROODLE

GRAFAIAI

**BRAMBLIN**

#946

GEN IX - PALDEA



GRASS



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**

#947

GEN IX - PALDEA



GRASS



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**

#948

GEN IX - PALDEA



GROUND



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



TOEDSCOOL

TOEDSCRUEL

**TOEDSCRUEL**

#949

GEN IX - PALDEA



GROUND

**KLAWF**

#950

GEN IX - PALDEA



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



TOEDSCOOL



TOEDSCRUEL

**CAPSAKID**

#951

GEN IX - PALDEA



GRASS



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



CAPSAKID



SCOVILLAIN

**SCOVILLAIN**

#952

GEN IX - PALDEA



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**

#953

GEN IX - PALDEA



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

**RABSCA**

#954

GEN IX - PALDEA



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

**TINKATINK**

#957

GEN IX - PALDEA



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

**TINKATUFF**

#958

GEN IX - PALDEA



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

**FLITTLE**

#955

GEN IX - PALDEA



FLITTLE'S TOES LEVITATE ABOUT HALF AN INCH ABOVE THE GROUND BECAUSE OF THE PSYCHIC POWER EMITTED FROM THE FRILLS ON THE POKÉMON'S BELLY.

**ESPATHRA**

#956

GEN IX - PALDEA



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

**TINKATON**

#959

GEN IX - PALDEA



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

**WIGLETT**

#960

GEN IX - PALDEA



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



**WUGTRIO**

#961

GEN IX - PALDEA



WATER

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



WIGLETT

WUGTRIO

**VAROOM**

#965

GEN IX - PALDEA



STEEL

POISON

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



VAROOM

REVAVROOM

**BOMBIRDIER**

#962

GEN IX - PALDEA



FLYING



DARK

IT GATHERS THINGS UP IN AN APRON MADE FROM SHED FEATHERS ADDED TO THE POKÉMON'S CHEST FEATHERS, THEN DROPS THOSE THINGS FROM HIGH



VAROOM

REVAVROOM

**FINIZEN**

#963

GEN IX - PALDEA



WATER

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



FINIZEN

PALAFIN

**PALAFIN-ZERO**

#964

GEN IX - PALDEA



WATER

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



FINIZEN

PALAFIN

**REVAVROOM**

#966

GEN IX - PALDEA



STEEL

POISON

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



REVAVROOM

CYCLIZAR

**CYCLIZAR**

#967

GEN IX - PALDEA



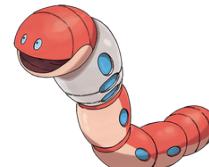
DRAGON

NORMAL

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



STEEL



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

**GLIMMET**

#969

GEN IX - PALDEA



ROCK

POISON

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



GLIMMET → GLIMMORA

**FLAMIGO**

#973

GEN IX - PALDEA



FLYING

FIGHTING

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

**GLIMMORA**

#970

GEN IX - PALDEA



ROCK

POISON

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



GLIMMET → GLIMMORA

**CETODDLE**

#974

GEN IX - PALDEA



ICE

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



CETODDLE → CETITAN

**GREAVERS**

#971

GEN IX - PALDEA



GHOST

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



GREAVERS → HOUNDSTONE

**HOUNDSTONE**

#972

GEN IX - PALDEA



GHOST

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

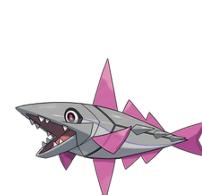


GREAVERS → HOUNDSTONE

**VELUZA**

#976

GEN IX - PALDEA



WATER

PSYCHIC

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



CETODDLE → CETITAN

**DONDOZO**

#977

GEN IX - PALDEA



WATER



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

**TATSUGIRI-CURLY**

#978

GEN IX - PALDEA

DRAGON  
WATER

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

**FARIGIRAF**

#981

GEN IX - PALDEA



NORMAL

PSYCHIC



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



GIRAFARIG → FARIGIRAF

**DUDUNSPARCE-TWO-SEGMENT**

#982

GEN IX - PALDEA



NORMAL



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



DUNSPARCE → DUDUNSPARCE

**ANNIHILAPE**

#979

GEN IX - PALDEA

FIGHTING  
GHOST

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

**KINGAMBIT**

#983

GEN IX - PALDEA

DARK  
STEEL

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



PAWNIARD → BISHARP → KINGAMBIT

**CLODSIRE**

#980

GEN IX - PALDEA

POISON  
GROUND

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



WOOPER → QUAGSIRE → CLODSIRE

**GREAT-TUSK**

#984

GEN IX - PALDEA

GROUND  
FIGHTING

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

**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

**IRON-JUGULIS**

#993

GEN IX - PALDEA



DARK



FLYING



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

**IRON-MOTH**

#994

GEN IX - PALDEA



FIRE



POISON



THIS POKÉMON RESEMBLES AN UNKNOWN OBJECT DESCRIBED IN A PARANORMAL MAGAZINE AS A UFO SENT TO OBSERVE HUMANITY.

**ARCTIBAX**

#997

GEN IX - PALDEA



DRAGON



ICE



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



FRIGIBAX



ARCTIBAX



BAXCALIBUR

**BAXCALIBUR**

#998

GEN IX - PALDEA



DRAGON



ICE



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



FRIGIBAX



ARCTIBAX



BAXCALIBUR

**IRON-THORNS**

#995

GEN IX - PALDEA



ROCK



ELECTRIC



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

**FRIGIBAX**

#996

GEN IX - PALDEA



DRAGON



ICE



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



FRIGIBAX



ARCTIBAX



BAXCALIBUR

**GIMMIGHOUL**

#999

GEN IX - PALDEA



GHOST



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



GIMMIGHOUL



GHOLDENG



GHOLDENG



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.



GIMMIGHOUL



GHOLDENG



GHOLDENG

**WO-CHIEN**  
GEN IX - PALDEA

#1001



- DARK
- GRASS
- LEGENDARY

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

**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
- LEGENDARY

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 SHRODED 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.

## SINISTCHA #1013

GEN IX - PALDEA



GRASS

GHOST

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



POLTCHAGEIST → SINISTCHA

## 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

## 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.



APPLIN → FLAPPLE → APPLETUN → DIPPLIN → HYDRAPPLE

## 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.



POLTCHAGEIST → SINISTCHA

## MUNKIDORI #1015

GEN IX - PALDEA

## FEZANDIPITI #1016

GEN IX - PALDEA

POISON

PSYCHIC

LEGENDARY

POISON

FAIRY

LEGENDARY



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

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

## OGERPON #1017

GEN IX - PALDEA



GRASS  
LEGENDARY

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

## ARCHALUDON #1018

GEN IX - PALDEA



STEEL  
DRAGON

IT GATHERS STATIC ELECTRICITY FROM ITS SURROUNDINGS. THE BEAMS IT LAUNCHES WHEN DOWN ON ALL FOURS ARE TREMENDOUSLY POWERFUL.

DURALUDON → ARCHALUDON

## RAGING-BOLT #1021

GEN IX - PALDEA



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 #1022

GEN IX - PALDEA



ROCK  
PSYCHIC

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

## HYDRAPPLE #1019

GEN IX - PALDEA



GRASS  
DRAGON

SEVEN SYRPENTS LIVE INSIDE AN APPLE MADE OF SYRUP. THE SYRPENT IN THE CENTER IS THE COMMANDER.

APPLIN → FLAPPLE → APPLETUN → DIPPIN → HYDRAPPLE

## GOUGING-FIRE #1020

GEN IX - PALDEA



FIRE  
DRAGON

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

## TERAPAGOS #1024

GEN IX - PALDEA



NORMAL  
LEGENDARY

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

## IRON-CROWN #1023

GEN IX - PALDEA



STEEL  
PSYCHIC

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

# 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