

MAWILE

GEN III - HOENN

#303



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

**SPOINK**

GEN III - HOENN

#325



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

**SHUPPET**

GEN III - HOENN

#353



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

**BANETTE**

GEN III - HOENN

#354



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



SHUPPET → BANETTE

SEVIPER

GEN III - HOENN

#336



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

CLAYDOL

GEN III - HOENN

#344



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



BALTOY → CLAYDOL

DUSKULL

GEN III - HOENN

#355



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



DUSCLOPS'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



DUSKULL → DUSCLOPS



→ DUSCLOPS → DUSKNOIR



DUSKULL

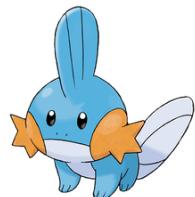
DUSCLOPS

DUSKNOIR

MUDKIP

GEN III - HOENN

#258



WATER

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

**MARSHTOMP**

GEN III - HOENN

#259

WATER
GROUND

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

**SWAMPERT**

GEN III - HOENN

#260

WATER
GROUND

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

**TAILOW**

GEN III - HOENN

#276

NORMAL
FLYING

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

**SWELLOW**

GEN III - HOENN

#277

NORMAL
FLYING

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

**SURSKIT**

GEN III - HOENN

#283

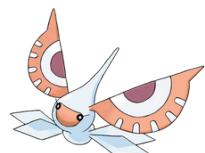
BUG
WATER

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

**MASQUERAIN**

GEN III - HOENN

#284

BUG
FLYING

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

**LOUDRED**

GEN III - HOENN

#294



NORMAL

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



EXPLOUD
GEN III - HOENN

#295



NORMAL

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



WHISMUR → LOUDRED → EXPLOUD

WAILMER
GEN III - HOENN

#320



WATER

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



WAILMER → WAILORD

AZURILL
GEN III - HOENN

#298



NORMAL

FAIRY

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



AZURILL → MARILL → AZUMARILL

MEDITITE
GEN III - HOENN

#307



FIGHTING

PSYCHIC

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



MEDITITE → MEDICHAM

SHARPEDO
GEN III - HOENN

#319



WATER

DARK

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

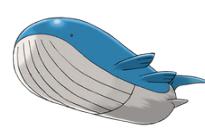


CARVANHA → SHARPEDO

WAILORD
GEN III - HOENN

#321

WATER



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



WAILORD → WAILORD

SWABLU
GEN III - HOENN

#333



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

ALTARIA
GEN III - HOENN

#334

DRAGON

FLYING



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



SWABLU → ALTARIA

WHISCASH

GEN III - HOENN

#340



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



SEALEO

GEN III - HOENN

#364



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



CHIMECHO

GEN III - HOENN

#358



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



WYNAUT

GEN III - HOENN

#360



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



SPHEAL

GEN III - HOENN

#363



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



WALREIN

GEN III - HOENN

#365



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



CLAMPERL

GEN III - HOENN

#366



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



HUNTAIL

GEN III - HOENN

#367



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



BAGON

GEN III - HOENN

#371



DRAGON



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

**SALAMENCE**

GEN III - HOENN

#373



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**

GEN III - HOENN

#374



STEEL



PSYCHIC

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

**METANG**

GEN III - HOENN

#375



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

**METAGROSS**

GEN III - HOENN

#376



STEEL



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

**REGICE**

GEN III - HOENN

#378



ICE



LEGENDARY

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

LATIOS

GEN III - HOENN

#381



DRAGON



PSYCHIC



LEGENDARY

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

KYOGRE

GEN III - HOENN

#382



WATER



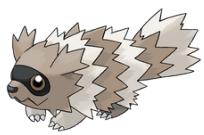
LEGENDARY

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

ZIGZAGOON

GEN III - HOENN

#263



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

**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

**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

**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

**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.

**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

**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

**SLAKING**

GEN III - HOENN

#289



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

**SHEDINJA**

GEN III - HOENN

#292



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



HARIYAMA
GEN III - HOENN

#297



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



MAKUHITA

HARIYAMA

BALTOY
GEN III - HOENN

#343



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



BALTOY

CLAYDOL

TORKOAL
GEN III - HOENN

#324



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

SPINDA
GEN III - HOENN

#327



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

TRAPINCH
GEN III - HOENN

#328



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

FEEBAS
GEN III - HOENN

#349



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

REGIROCK
GEN III - HOENN

#377



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

POOCHYENA
GEN III - HOENN

#261



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



POOCHYENA

MIGHTYENA

MIGHTYENA

GEN III - HOENN

#262



DARK

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



POOCHYENA → MIGHTYENA

LAIRON

GEN III - HOENN

#305



STEEL

ROCK

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



ARON → LAIRON → AGGRON

NINCADA

GEN III - HOENN

#290



BUG

GROUND

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



NINCADA → NINJASK → SHEDINA

AGGRON

GEN III - HOENN

#306



STEEL

ROCK

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

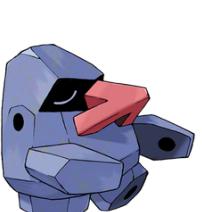


ARON → LAIRON → AGGRON

NOSEPASS

GEN III - HOENN

#299



ROCK

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



NOSEPASS → PROBOPASS

ARON

GEN III - HOENN

#304



STEEL

ROCK

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



ARON → LAIRON → AGGRON

VOLBEAT

GEN III - HOENN

#313



BUG

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

BARBOACH

GEN III - HOENN

#339



WATER

GROUND

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



BARBOACH → WHISCASH

ANORITH

GEN III - HOENN

#347

 ROCK
 BUG

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



ANORITH ARMALDO

GLALIE

GEN III - HOENN

#362



ICE

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



ARMALDO

GEN III - HOENN

#348

 ROCK
 BUG

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



ANORITH ARMALDO

CASTFORM

GEN III - HOENN

#351



NORMAL

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

SNORUNT

GEN III - HOENN

#361



ICE

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



SNORUNT GLALIE FROLOSS

RELCANTH

GEN III - HOENN

#369

 WATER
 ROCK

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

REGISTEEL

GEN III - HOENN

#379

 STEEL
 LEGENDARY

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

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



TREECKO GROVYLE SCEPTILE

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



LOMBRE

GEN III - HOENN

#271



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.



SCEPTILE

GEN III - HOENN

#254



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



LUDICOLO

GEN III - HOENN

#272



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



DUSTOX

GEN III - HOENN

#269



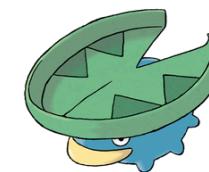
DUSTOX IS INSTINCTIVELY DRAWN TO LIGHT. SWARMS OF THIS POKÉMON ARE ATTRACTED BY THE BRIGHT LIGHTS OF CITIES, WHERE THEY WREAK HAVOC BY



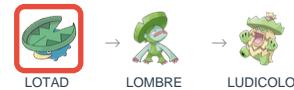
LOTAD

GEN III - HOENN

#270



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



BRELOOM

GEN III - HOENN

#286



ELECTRIKE

GEN III - HOENN

#309



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



ROSELIA

GEN III - HOENN

#315



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

**CACNEA**

GEN III - HOENN

#331



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

**GULPIN**

GEN III - HOENN

#316



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

**CACTURNE**

GEN III - HOENN

#332



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



TROPIUS #357

GEN III - HOENN



GRASS
FLYING

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

RAYQUAZA #384

GEN III - HOENN



DRAGON
FLYING
LEGENDARY

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

MILOTIC #350

GEN III - HOENN



WATER

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

FEEBAS → MILOTIC

GOREBYSS #368

GEN III - HOENN



WATER

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

CLAMPERL → HUNTAIL → GOREBYSS

WHISMUR #293

GEN III - HOENN



NORMAL

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

WHISMUR → LOUDRED → EXPLODU

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

SKITTY #300

GEN III - HOENN



NORMAL

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

SKITTY → DELCATTY

CASCOON #268

GEN III - HOENN

BUG



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

WURMPL → SILCOON → BEAUTIFLY → CASCOON → DUSTOX

DELCATTY
GEN III - HOENN

#301



NORMAL

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

GRUMPIG
GEN III - HOENN

#326



PSYCHIC

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



SPOPKI

→ GRUMPIG

SABLEYE
GEN III - HOENN

#302

DARK
GHOST

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



SABLEYE

→ VOLBEAT

LILEEP
GEN III - HOENN

#345

ROCK
GRASS

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



LILEEP

→ CRADILY

ILLUMISE
GEN III - HOENN

#314



BUG

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



ILLUMISE

→ VOLBEAT

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



TORCHIC

→ BLAZIKEN

SWALOT
GEN III - HOENN

#317



POISON

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



GULPIN

→ SWALOT

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,



TORCHIC

→ COMBUSKEN



COMBUSKEN → BLAZIKEN

BLAZIKEN
GEN III - HOENN

#257

 FIRE
 FIGHTING

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



TORCHIC → COMBUSKEN

BLAZIKEN

WURMPLE
GEN III - HOENN

#265



BUG

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



WURMPLE

SILCOON

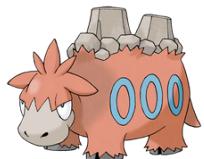
BEAUTIFY

CASCOON

DUSTOX

CAMERUPT
GEN III - HOENN

#323

 FIRE
 GROUND

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



NUMEL

CAMERUPT

MEDICHAM
GEN III - HOENN

#308

 FIGHTING
 PSYCHIC

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



MEDITITE

MEDICHAM

SOLROCK
GEN III - HOENN

#338

 ROCK
 PSYCHIC

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

CORPHISH
GEN III - HOENN

#341



WATER

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



CORPHISH

CRAWDAUNT

CARVANHA
GEN III - HOENN

#318

 WATER
 DARK

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



CARVANHA

SHARPEDO

CRAWDAUNT
GEN III - HOENN

#342

 WATER
 DARK

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



CORPHISH

CRAWDAUNT

LATIAS

GEN III - HOENN

#380



DRAGON

PSYCHIC

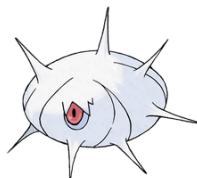
LEGENDARY

LATIAS IS HIGHLY SENSITIVE TO THE EMOTIONS OF PEOPLE. IF IT SENSES ANY HOSTILITY, THIS POKÉMON RUFFLES THE FEATHERS ALL OVER ITS BODY AND CRIES.

SILCOON

GEN III - HOENN

#266



BUG

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



WURMPLE → SILCOON → BEAUTIFY → CASCOON → DUSTOX

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



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



SHELGRON GEN III - HOENN

#372



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



ZANGOOSE GEN III - HOENN

#335



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



ABSOL GEN III - HOENN

#359



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

BEAUTIFLY GEN III - HOENN

#267



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



PELIPPER GEN III - HOENN

#279



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



NINJASK GEN III - HOENN

#291



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



MAKUHITA
GEN III - HOENN

#296



👊 FIGHTING

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

NUMEL
GEN III - HOENN

#322

🔥 FIRE
🌐 GROUND

NUMEL IS EXTREMELY DULL WITTED - IT DOESN'T NOTICE BEING HIT. HOWEVER, IT CAN'T STAND HUNGER FOR EVEN A SECOND. THIS POKÉMON'S BODY IS A



NUMEL → CAMERUPT

MANECTRIC
GEN III - HOENN

#310



⚡ ELECTRIC

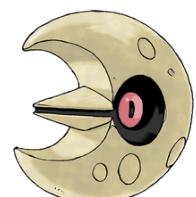
MANECTRIC IS CONSTANTLY DISCHARGING ELECTRICITY FROM ITS MANE. THE SPARKS SOMETIMES IGNITE FOREST FIRES. WHEN IT ENTERS A



ELECTRIKE → MANECTRIC

LUNATONE
GEN III - HOENN

#337

🗿 ROCK
🔮 PSYCHIC

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

PLUSLE
GEN III - HOENN

#311



⚡ ELECTRIC

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

MINUN
GEN III - HOENN

#312



⚡ ELECTRIC

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

JIRACHI
GEN III - HOENN

#385

⚙ STEEL
🔮 PSYCHIC
🦄 MYTHICAL

A LEGEND STATES THAT JIRACHI WILL MAKE TRUE ANY WISH THAT IS WRITTEN ON NOTES ATTACHED TO ITS HEAD WHEN IT AWAKENS. IF THIS POKÉMON SENSES