

**TREECKO**  
GEN III - HOENN

#252



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



TREECKO GROVYLE SCEPTILE

**GROVYLE**  
GEN III - HOENN

#253



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



TREECKO GROVYLE SCEPTILE

**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



TREECKO GROVYLE SCEPTILE

**TORCHIC**  
GEN III - HOENN

#255



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



TORCHIC COMBUSKEN BLAZIKEN

**COMBUSKEN**  
GEN III - HOENN

#256



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



TORCHIC COMBUSKEN BLAZIKEN

**BLAZIKEN**  
GEN III - HOENN

#257



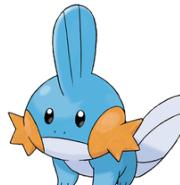
IN BATTLE, BLAZIKEN BLOWS OUT INTENSE FLAMES FROM ITS WRISTS AND ATTACKS FOES COURAGEOUSLY. THE STRONGER THE FOE, THE MORE



TORCHIC COMBUSKEN BLAZIKEN

**MUDKIP**  
GEN III - HOENN

#258



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 MARSHTOMP SWAMPERT

**MARSHTOMP**  
GEN III - HOENN

#259



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



MUDKIP MARSHTOMP SWAMPERT

## SWAMPERT #260

GEN III - HOENN



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



WATER

GROUND

## 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.



## WURMPLE #265

GEN III - HOENN

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



## LINOONE #264

GEN III - HOENN

NORMAL



LINOONE ALWAYS RUNS FULL SPEED AND ONLY IN STRAIGHT LINES. IF FACING AN OBSTACLE, IT MAKES A RIGHT-ANGLE TURN TO EVADE IT. THIS POKÉMON IS



## 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



## ZIGZAGOON #263

GEN III - HOENN

NORMAL



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



## SILCOON #266

GEN III - HOENN

BUG



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



## BEAUTIFLY #267

GEN III - HOENN

BUG

FLYING



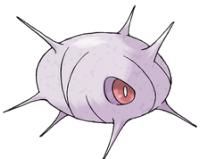
BEAUTIFLY'S FAVORITE FOOD IS THE SWEET POLLEN OF FLOWERS. IF YOU WANT TO SEE THIS POKÉMON, JUST LEAVE A POTTED FLOWER BY AN OPEN



## CASCOON

GEN III - HOENN

#268



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



## LUDICOLO

GEN III - HOENN

#272



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



## 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



## 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.



## 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.



## 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



TAILLOW → SWELLOW

**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

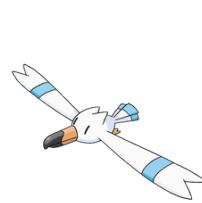


TAILLOW → SWELLOW

**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



WINGULL → PELIPPER

**PELIPPER**

GEN III - HOENN

#279



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



WINGULL → PELIPPER

**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



RALTS → KIRLIA → GARDEVOIR → GALLADE

**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



RALTS → KIRLIA → GARDEVOIR → GALLADE

**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



RALTS → KIRLIA → GARDEVOIR → GALLADE

**SURSKIT**

GEN III - HOENN

#283



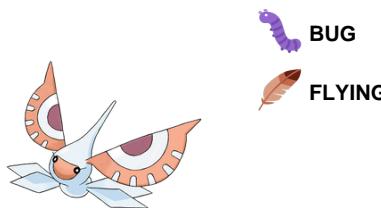
FROM THE TIPS OF ITS FEET, SURSKIT SECRETES AN OIL THAT ENABLES IT TO WALK ON WATER AS IF IT WERE SKATING. THIS POKÉMON FEEDS ON MICROSCOPIC



SURSKIT → MASQUERAIN

## MASQUERAIN #284

GEN III - HOENN



BUG

FLYING

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



SURKIRT



MASQUERAIN

## VIGOROTH #288

GEN III - HOENN



NORMAL

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



SLAKOTH VIGOROTH SLAKING

## SHROOMISH #285

GEN III - HOENN

GRASS



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



SHROOMISH

BRELOOM

## SLAKOTH #287

GEN III - HOENN

NORMAL



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



SLAKOTH

VIGOROTH

SLAKING

## BRELOOM #286

GEN III - HOENN

GRASS



FIGHTING

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



SHROOMISH

BRELOOM

## SLAKING #289

GEN III - HOENN

NORMAL



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

BUG

GROUND



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

BUG

FLYING



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



NINCADA NINJASK SHEDINJA

**SHEDINJA**

GEN III - HOENN

#292



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

**MAKUHITA**

GEN III - HOENN

#296



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

**WHISMUR**

GEN III - HOENN

#293



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

**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

**LOUDRED**

GEN III - HOENN

#294



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

**EXPLoud**

GEN III - HOENN

#295



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

**AZURILL**

GEN III - HOENN

#298



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

**NOSEPASS**

GEN III - HOENN

#299



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



**SKITTY**

GEN III - HOENN

#300

 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

**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

**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

**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

**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

**MAWILE**

GEN III - HOENN

#303

 STEEL FAIRY

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

**AGGRON**

GEN III - HOENN

#306

**MEDITITE**

GEN III - HOENN

#307

#306

 STEEL ROCK

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



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



**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

**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

**ELECTRIKE**  
GEN III - HOENN

#309



ELECTRIC

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



ELECTRIKE

MANECTRIC

**ILLUMISE**  
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

**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

**ROSELIA**  
GEN III - HOENN

#315

 GRASS  
 POISON

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



BUDEW

ROSELIA

ROSERADE

**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



GULPIN → SWALOT

**WAILMER**

GEN III - HOENN

#320



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



WAILMER → WAILORD

**SWALOT**

GEN III - HOENN

#317



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



GULPIN → SWALOT

**CARVANHA**

GEN III - HOENN

#318



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



CARVANHA → SHARPEDO

**SHARPEDO**

GEN III - HOENN

#319



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



CARVANHA → SHARPEDO

**WAILORD**

GEN III - HOENN

#321



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

**NUMEL**

GEN III - HOENN

#322



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

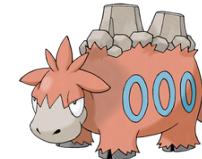


NUMEL → CAMERUPT

**CAMERUPT**

GEN III - HOENN

#323



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



NUMEL → CAMERUPT

**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.

**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



SPOINK → GRUMPIG

**GRUMPIG**

GEN III - HOENN

#326



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

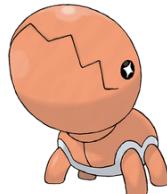


SPOINK → GRUMPIG

**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

## 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

## SWABLU #333

GEN III - HOENN



NORMAL  
FLYING

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



SWABLU → ALTARIA

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

## SEVIPER #336

GEN III - HOENN

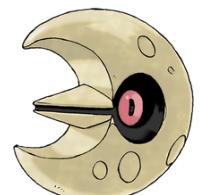


POISON

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



ROCK  
PSYCHIC

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

## SOLROCK #338

GEN III - HOENN

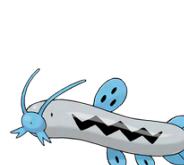


ROCK  
PSYCHIC

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



WATER  
GROUND

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



BARBOACH → WHISCASH

## WHISCASH

GEN III - HOENN

#340



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



BARBOACH

WHISCASH

## 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

## 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

## KECLEON

GEN III - HOENN

#352



NORMAL

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

## FEEBAS

GEN III - HOENN

#349



WATER

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



FEEBAS MILOTIC

## MILOTIC

GEN III - HOENN

#350



WATER

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



FEEBAS MILOTIC

## CASTFORM

GEN III - HOENN

#351

NORMAL



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

## SHUPPET

GEN III - HOENN

#353

GHOST



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



SHUPPET BANETTE

## BANETTE

GEN III - HOENN

#354

GHOST



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



SHUPPET BANETTE

## DUSKULL

GEN III - HOENN

#355

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 DUSKNORL

**DUSCLOPS**  
GEN III - HOENN

#356



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



DUSKULL → DUSCLOPS → DUSKNORL

**WYNAUT**  
GEN III - HOENN

#360



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

**TROPIUS**  
GEN III - HOENN

#357



GRASS



FLYING



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

**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

**CHIMECHO**  
GEN III - HOENN

#358



PSYCHIC



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



CHINGLING → CHIMECHO

**ABSOL**  
GEN III - HOENN

#359



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

**SPHEAL**  
GEN III - HOENN

#363



ICE



WATER



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



SPHEAL → SEALEO → WALREIN

**SEALEO**

GEN III - HOENN

#364



ICE

WATER

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



SPHEAL → SEALEO → WALREIN

**WALREIN**

GEN III - HOENN

#365



ICE

WATER

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



SPHEAL → SEALEO → WALREIN

**CLAMPERL**

GEN III - HOENN

#366



WATER

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



CLAMPERL → HUNTAIL → GOREBYSS

**HUNTAIL**

GEN III - HOENN

#367



WATER

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



CLAMPERL → HUNTAIL → GOREBYSS

**GOREBYSS**

GEN III - HOENN

#368



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

**RELICANTH**

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

**LUVDISC**

GEN III - HOENN

#370



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

DRAGON



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



BAGON → SHELGON → SALAMENCE

## SHELGON

GEN III - HOENN

#372



DRAGON

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



BAGON → SHELGON → SALAMENCE

## METAGROSS

GEN III - HOENN

#376

STEEL  
PSYCHIC

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

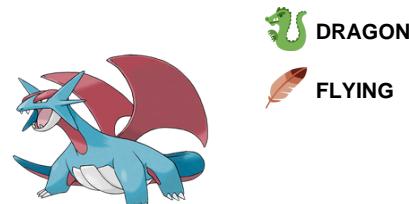


BELDUM → METANG → METAGROSS

## 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

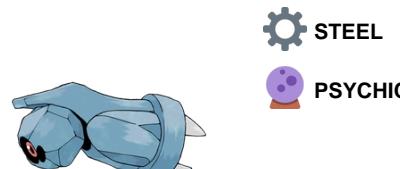


BAGON → SHELGON → SALAMENCE

## BELDUM

GEN III - HOENN

#374

STEEL  
PSYCHIC

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



BELDUM → METANG → METAGROSS

## METANG

GEN III - HOENN

#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



BELDUM → METANG → METAGROSS

## METAGROSS

GEN III - HOENN

#376

STEEL  
PSYCHIC

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



BELDUM → METANG → METAGROSS

## REGIROCK

GEN III - HOENN

#377

ROCK  
LEGENDARY

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

## REGICE

GEN III - HOENN

#378

ICE  
LEGENDARY

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

## REGISTEEL

GEN III - HOENN

#379

STEEL  
LEGENDARY

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

**LATIAS**

GEN III - HOENN

#380



DRAGON

PSYCHIC

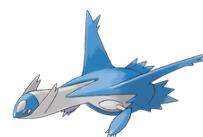
LEGENDARY

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

**LATIOS**

GEN III - HOENN

#381



DRAGON

PSYCHIC

LEGENDARY

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

**KYOGRE**

GEN III - HOENN

#382



WATER

LEGENDARY

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

**GROUDON**

GEN III - HOENN

#383



GROUND

LEGENDARY

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

**RAYQUAZA**

GEN III - HOENN

#384



DRAGON

FLYING

LEGENDARY

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

**JIRACHI**

GEN III - HOENN

#385



STEEL

PSYCHIC

MYTHICAL

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

**DEOXYS-NORMAL**

GEN III - HOENN

#386



PSYCHIC

MYTHICAL

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