

# POKÉMON

## Tabletop Adventures

### Pokédex

DrMrStark









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A Pokémon family's first stage has their rarity in the wild marked with ● for common, ◆ for uncommon, and ★ for rare. The family's evolved forms are assumed to be more rare than the family's first stages.





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# Hello there! Welcome to the world of Pokémon: Tabletop Adventures!

## How to Use the Pokédex

This Pokédex book is for both Game Masters and Players. While GMs have free reign over this book and its contents, it is advised that players only explore this guide when they've successfully captured a Pokémon, used their Pokédex on a Pokémon, or if they are a Researcher. If they are a Researcher they may freely explore the book as they please. GMs will use this book to access all Pokémon that they will control that are under the control of NPC trainers, or the wild Pokémon that appear in the world that players explore.

While these entries are suggested to use, a GM can modify any Pokémon's stats, types, abilities, appearance, move sets, or anything else really. GMs should modify Pokémon owned by non-player trainers slightly, as a trainer influences their Pokémon, but should be wary of over-specializing a wild Pokémon. Players are always one lucky Poké Ball throw away from capturing a Pokémon you created.



### Game Masters:

While the Pokémon Tabletop Adventures Pokédex details Pokémon from the video games series, it should be noted that less than 0.002% of the real world has been represented and explored in video games, meaning this list is not complete and it may be up to you to fill out some space with homebrewed regional variants, or entirely homebrewed Pokémon yourself. As with any homebrewed material, it's important to give players heads up beforehand and be ready to supply players with what they need to interact or use homebrewed Pokémon.

The following pages will cover what each Pokémon entry will look like and detail the meaning of each part of an entry. Each Pokémon has something special about them. From elemental type, to size, to the hundreds of abilities and techniques they might employ, each Pokémon can be a unique addition to a player's roster.

*Pokémon sheets for players to keep track of their Pokémon partners are located in the Player's Handbook with player character sheets.*



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## Pikachu



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Zapper

**Passives:** Charm, Nasty Plot, Tail Whip, Lightning Rod (Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.), Static



**Moves (Attack +3, Special Attack +3, Effect +4)**

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.

**Iron Tail** - Melee Steel Attack: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Forests / Urban Plants

**Evolution:** Pichu  Pikachu  Thunder Stone Raichu

**Proficiencies:** Electric / Cutesy

### Family/Species Name

At the top of each page in the Pokédex, each Pokémon is listed as a part of a Species grouping. Individual stages of a single Pokémon's evolutionary line are not part of the same Species, but are part of the Species' family. When talking about a specific evolutionary line, or branched evolutionary tree, it is common to refer to the line or branch by the Species name of the first Stage of the line, but this is not always true. For example, to talk about the Pichu, Pikachu, and Raichu evolutionary line, you could call it the Pichu or the Pikachu evolutionary family. To refer to the Eevee, Jolteon, Vaporeon, Flareon, Umbreon, Espeon, Glaceon and Leafeon evolutionary branch you could call it the Eevee evolutionary line.



You can't have Pokémon Tabletop Adventures without the Pokémon! Above is an example of what Pikachu's entry looks like. We'll go through each part here so players know what it means for all entries.

### Type

There are eighteen different Elemental Types in the world of Pokémon that are commonly separated into two archetypes; Physical and Special. The Physical Elemental Types are Bug, Fighting, Flying, Ghost, Ground, Normal, Rock and Steel. The Special Elemental Types are Dark, Dragon, Electric, Fairy, Fire, Grass, Ice, Psychic and Water. Each Pokémon belongs to a specific Elemental Type and some Pokémon belong to two Elemental Types and can even change between them under different circumstances. Types affect how much damage a Pokémon takes when hit by Attacks and are very important factors to keep track of while battling.

**!!! Stat Passives are already added !!!**

**!!! to each Pokémon's stats in the Pokédex !!!**

## **Size and Weight**

The Size and Weight classes given for each Pokémon Species are averages determined by Pokémon Researchers around the world. It is not uncommon to see Pokémon who are up to heavier or larger from individual Pokémon to the next, but it would be unusual to see a human-sized Pichu, who on average is tiny. Use Pokémon sizes to determine how feasible it is for a Pokémon to be moving together with you through halls, tight caves, or while just walking down the street together. Be sure to note their changes if they evolve as well. You, or maybe your GM if they already have, can get specific on any Pokémon's specific sizes and weights. Otherwise, use sizes for signifying placement on a grid and weights mostly for feasibility of Pokémon being carried around or a Pokémon carrying a person around all day.

Pokémon sizes vary from Tiny, to Small, to Medium, to Large, to Huge and finally, Gigantic. On a grid, both Small and Medium Pokémon would take up one space, or a 5x5 ft. square. A Small Pokémon may occupy a space with up to one other Medium or Small Pokémon, or a human who is "Medium" in size. Large Pokémon occupy 2x2 spaces or a 10x10 ft. square. Huge Pokémon occupy 3x3 spaces or a 15x15 ft. square. Finally, Gigantic Pokémon occupy at least 4x4 spaces or a 20x20 ft square. Tiny Pokémon can be in the same space as anything else. Huge and Gigantic Pokémon may also occupy stranger shapes than a square provided your GM gives you some house rulings and lets you know how many spaces your Huge or Gigantic Pokémon take and how they may be placed on a board. An example of this might be a Steelix who occupies a space of 10x30 ft. but could snake back and forth on a grid.

Weight Classes are used to figure out their general burden on a person who might be carrying them, or a building's floor, a bridge, a boat, a plane, or anything really that's holding something else up. Weights will be described as Featherweight, Light, Medium, Heavy, and Superweight. Featherweight is any Pokémon species that would never be more than 5 lbs. Light Pokémon species are heavier than 5 lbs. but never heavier than 20 lbs. Pokémon species with a Medium weight are usually in between 20 and 150 lbs. It's a wide range, but not as wide a range as Heavy Pokémon who could fall anywhere from 150 to 400 lbs. Superweight Pokémon are heavier than 400 lbs. so make sure you're feeding them well enough and not letting them crush you.

Relative strength of any given Pokémon is defined by their weight. You can assume a Pokémon is able to push around or even carry within their weight class and below. Keep in mind, if your Onix is smaller than most, it'll not be able to carry as much as an average sized Onix.

## **Pokémon Stats**

Pokémon stats are identical to the stats that trainers have, although they don't use their stats the same way trainers do with Skills. There's Hit Points, Attack, Defense, Special Attack, Special Defense, and Speed.

### ***Hit Points:***

Unlike a trainer who always starts with the same 20 Hit Points, Pokémon Hit Points are variable from species to species. When a Pokémon's HP is lowered to 0, it is unconscious. If lowered to -100% max HP while the attacker has lethal intent, the Pokémon will have to make a death saving throw.

### ***Attack and Special Attack:***

Like trainers, a Pokémon's Attack and Special Attack has modifiers that are calculated the same way— the modifier is +1 for every two points in the stat. That modifier is added to accuracy checks for attacks that consult Attack or Special Attack respectively. The modifier is also added onto damage when an attack hits, again a move that uses the Attack stat will add the Attack modifier and an attack consulting the Special Attack stat will use the Special Attack modifier.

### ***Defense and Special Defense:***

Also like trainers, the Defense and Special Defense stats represent the accuracy check that attackers need to beat in order to successfully hit with a move that consults the Attack and Special Attack stats respectively. If a foe fails the accuracy check when attacking against either Defense or Special Defense, the attack fails and the defender takes no damage.

### ***Speed:***

Speed is used to determine how far your Pokémon moves during combat. The Speed stat is multiplied by 5 ft. to represent how many far the Pokémon can move on their turn. Speed also lets everyone know the turn order during combat, highest going first. In addition, an attack made against a Pokémon that does not consult either Attack or Special Attack is rolled against Speed during accuracy checks.

While not noted per Pokédex entry, your Pokémon will have a nature that positively affects one stat and negatively affects another. When filling in your Pokémon on your character sheet, keep in mind that the Pokédex's stats are the starting point. Your features and your Pokémon's nature will modify the stats to create their new stats. When nature affects your Pokémon's stats, it positively and negatively affects whichever relevant stats by +1/-1.



## Pokémon Skills

Most Pokémon Skills are simple to understand. It has a name, and a short explanation for what that means for the Pokémon. Pokémon Skills, unlike trainer skills, do not usually make skill checks and instead indicate things the Pokémon can do without using an attack or a passive. The full description of the Pokémon Skills are listed after this section of the Pokédex books and in the Player's Handbook. Not all Pokémon Skills are a good thing, as Sinkers and Floppers indicate Pokémon who may have a great deal of trouble in water, and those greatly hindered by being out of water.

Skills can be used both in and outside of combat, so when you're having trouble finding a solution to a problem remember that your Pokémon are just as useful as allies in a battle as they are while exploring. You don't always need to keep your Pokémon inside your Poké Balls. Though you should keep in mind that a Pokémon constantly exposing themselves to foreign terrain or difficult tasks could tire them.



## Passives

Pokémon Passives affect how they work in battle. They are static abilities that constantly affect how their offensive moves work, or sometimes triggered consequences of a foe attacking them. There are two types of passives. Stat passives and ability passives that are diverse and grouped into a long list in the Pokédex books and the Player's Handbook.

### ***Stat Passives:***

**Stat Passives are passives that affect the Pokémon's stats.** In the Pikachu example, we see Nasty Plot and Play Nice. **Without those passives, the Pikachu's Special Attack would be 5 and its Defense would be 4.** Pokémon cannot ever have more than three stat passives. If a Pokémon loses a stat passive, temporarily or otherwise, the Pokémon's appropriate stat is lowered. Stat passives are grouped into different stats as well, and you can't have multiple stat passives from the same groups that do the same thing. Details about these different stat passive groups are located after the Pokémon entries in this book and in the Player's Handbook.

### ***Ability Passives:***

Ability passives describe different utility abilities that Pokémon have. In the Pokédex entries, the passive will be listed word for word. The list of these passives will also be located after the Pokémon entries in this book and in the Player's Handbook.

## Moves

Each Pokémon's Pokédex entry will list three moves, also known as attacks, that the Pokémon knows. A Pokémon can have up to 6 moves on a player's Pokémon sheet. When a Pokémon evolves, they often learn 3 new moves, and so will sometimes need to replace previous moves, making sure never to go over 6 moves total. A Pokémon could inherit a move from a parent at birth, be tutored to learn a move from a trainer, a technical machine could have been used on the Pokémon, or just strangely a wild could know a move that's unusual to know.

Moves are described in detail per Pokédex entry, but are also listed after the combat section of the Player's Handbook and also in different source books for Pokémon: Tabletop Adventures 3.

## **Biology**

There's a lot of information in the Biology section of a Pokémon's Pokédex entry. Egg group, hatch rate, diet, habitats, and evolution is all listed in two or three lines. Even though everything can be summarized in such short terms, it means a lot and so this section goes a little deeper into each section of the Pokédex biology entry.

### ***Egg Group:***

Pokémon are mysterious when it comes to reproduction because they can cross breed between evolutionary stages and even species, but not any Pokémon can mate with any Pokémon. There are limits and these limits are defined as egg groups. Pokémon can only produce eggs when opposite sexes mate and both Pokémon share an egg group.

The egg groups are Amorphous, Bug, Dragon, Fairy, Field, Flying, Grass, Human-Like, Mineral, Monster, Water 1, Water 2, and Water 3. There is also the Ditto egg group, exclusive to the Pokémon species Ditto, who can breed with any other Pokémon to produce an Egg while acting as either the male or female. Egg groups are not always equivalent to a Pokémon's types nor do Pokémon always have two egg groups.

### ***Hatch Rate:***

Each species takes a different amount of time to hatch so the average hatch rate covers how quickly the egg usually hatches. The average hatch rate however is only an average. Sometimes the egg may take twice the length of time or only half of it, depending how well the egg is kept. Depending on what species the mother of the egg is, the baby will be the lowest form of that species' evolutionary line. The only exception is when a Pokémon has the Genetic Relation skill. With it, a single Pokémon species may lay eggs of multiple species.

### ***Diet:***

The diet entry explains what kind of food the Pokémon needs to survive. Carnivores primarily feed on other Pokémon, while herbivores will usually need leafy food, vegetables, nuts and fruits to survive. Omnivores can eat plants or other Pokémon, and phototrophs can photosynthesize their own food and energy. Some of the stranger diets some Pokémon have are that of a terravore; one who feeds on the minerals found in rock and dirt around them, or the nullivore; which does not need to eat anything to sustain itself for various reasons. There's also saprophytes feed on decaying matter or minerals off the ground, ergovores feed on electricity and other energy, glaciavores survive by consuming ice and water, pollutivores feed on pollution of any kind, even psiotrophs who sustain themselves off the thoughts and life force of others.

Ignoring any primary feeding behavior any Pokémon can still enjoy any edible food designed for a Pokémon to consume such as berries, poffins, aprijuice, Poké puffs, Poké beans, or Pokéblocks. By keeping track of your Pokémon's needs, you can influence their living conditions in a positive manner and make their partnership with you as Pokémon and trainer stronger.

### ***Habitat:***

There are some places that a particular species of Pokémon will not thrive. For obvious reasons, you'll only find fish-like Pokémon in the water or rocky Pokémon near rocky places. The habitat entry explains what kind of terrain to look for if you intend to hunt for a particular species of Pokémon. Keep in mind, just because you may be in the appropriate terrain to find a particular Pokémon, it doesn't mean you are in the right region or specific location. The following location indicators say a little about the different kinds of habitats out there.

#### **Beach:**

Rocky and sandy beaches play home to many semiaquatic Pokémon that are content only spending some of their time in the sea. The intertidal zone also supports rock pools where some hardier Water-types make their homes.

#### **Desert:**

Sandy, arid deserts support many Ground-type Pokémon that can burrow away from the sun's heat. Many other hardy species of Pokémon, however, have also adapted to a life of sweltering days and frigid nights. Some more-specific entries will include the habitats badlands, scrublands, or wastelands. Harsh weather, barren and rocky soil, and few trees for shelter make these areas tough to survive in. Though many types are represented, few are particularly abundant; resilient Steel- and Ground-types stand out from the rest, though Dark-, Dragon-, and even Flying-types appear as well.

#### **Forest:**

Most trainers are familiar with temperate, broadleaf forests. With mild, but seasonal weather and healthy tree growth, they play home to many common Pokémon. Many types can be found in these forests, but Grass-, Bug-, Flying-, and Normal-types are the most abundant. Novice trainers would do well starting their adventures in such areas.



### Freshwater:

Freshwater inhabitants could live near ponds, lakes, streams or rivers, on their shores or in the waters themselves. Ponds are the smallest, freshwater bodies of water characterized by their stagnation; water doesn't flow in or out of them. Pond Pokémon can usually tolerate murky waters; finding refuge in calmer, smaller pools of water. While Water-types are abundant here, Bug-types also often can be seen flitting around ponds. Lakes are large bodies of fresh water; they aren't flowing like rivers or streams, but also aren't small and murky like ponds. This makes them ideal for larger Pokémon that aren't equipped to handle swift currents. Naturally, Water-types are most common in lakes. Swiftly-flowing freshwater streams and rivers are also home to a number of different Water-type Pokémon, many of whom also inhabit lakes. Species that manage to dwell in these areas are usually adapted to either swim against or endure currents so they aren't swept away. Pokémon that dwell near lakes and rivers are usually—but not always—decent swimmers that could jump right in if they wanted. Most species in riparian habitats are also Water-types, but again, there are exceptions. Access to fresh water means that these areas often support vibrant plant life alongside their banks.

### Grasslands:

Grasslands covers a pretty wide range of habitats and while similar, they are specifically varied and so you'll often see these entries with additional information as they cover woodlands, fields, meadows, savannas, plains, and prairies. Grasslands, plains, prairies, and savannas are characterized by a lack of tall trees and an abundance of tall grass. They are warm with seasonal rainfall; dry seasons are exceptionally devoid of water. Brushfires are an occasional occurrence in these areas, a phenomenon exacerbated by Fire- and Electric-types that can start them. Poison- and Normal-types are also a regular sight in the tall grass. Open fields and meadows are turfed with lush, short grass and wildflowers. A near-total lack of trees grants these areas with gentle breezes, open skies, and warm sunlight. With temperate weather and moderate rainfall, many Normal- and Flying-types can be found in these habitats. Oddly, Electric-types often dwell here as well, perhaps so they can be unobstructed by trees during lightning storms. Woodlands are a bit less dense than forests, allowing them to support more shrubs and bushes. They often form in areas where a few trees have fallen, allowing flowers and tall grasses to take advantage of open light. Damp, rotting logs and plentiful shade from remaining trees make woodlands ideal for Bug-types; when night falls, Dark-types, Ghost-types, and Fairy-types may also appear in these whimsical habitats.

### Jungle:

Tropical jungles are warm and humid year-round with very frequent rainfall. They are densely vegetated with tall trees, vines, and other plants. A thick canopy of leaves shades over a dark understory in these rainforests. Grass- and Bug-types thrive in these prolific habitats, which have more Pokémon and plant life per square meter than any other terrestrial biome.

### Mountain:

Mountainous habitats include the exposed earth on mountain ranges but also the caves underneath and the active volcanic mountains. Mountain specifically refers to the open-faced, rugged mountainsides ideal for Rock- and Steel-types. These places are also remote and usually quiet, so Fighting-types often find refuge on them so they can train in peace. Underneath, little to no light penetrates into dark, damp caverns. Mineral-rich Ground-, Rock-, and Steel-types can often be found underground alongside a variety of Pokémon adapted to life in the dark. Some Dragon-types also have a preference to hide themselves deep within winding caves. For most of their altitude, volcanoes are much like mountains in terms of the wildlife that they support. Close to the craters of active ones though, or near magma pools inside of them, only Pokémon that can withstand the blistering heat can survive. Naturally, this means Fire-types thrive in these areas, though sturdier Rock-types and the occasional Poison-type can be found here as well.





### Ocean:

The ocean is a big place, and this habitat grouping includes the open ocean itself, the continental shelf on its borders, the tropical seas and its coral reefs, and the great dark abyss at its bottom. The vast, open ocean supports many types of marine Water-types. Some float near the surface of the sea in sunlit waters, while others dive deeper below into the pelagic zone. Still others spend their lives resting on the sea floor and the continental shelf. In warm, sunlit waters and vibrant coral reefs Water-types have abundant food and shelter, making them the richest ecosystems in the world. Marine Pokémon of all kinds can be found in these tropical havens, which are particularly sensitive to changes in water temperature, salinity, and cleanliness. Little is known about the deepest trenches of the sea floor, where the water is frigid, the pressure is crushing, and the seascape is engulfed in darkness. The life down in these abysses is often unusual and alien; these Pokémon have adapted to an environment unlike any other in the world.

### Polar:

The polar habitats cover the top of frozen mountains, massive glaciers, icy caves, and the polar seas themselves—when this habitat is listed it is always further specified. This habitat includes the most frozen reaches of the worlds. These areas are permanently trapped in plant-unfriendly ice, so the life that survives here—primarily Ice-types, of course—has adapted to withstand freezing temperatures and scarce food supplies. In the ocean, the polar seas are a frigid habitat often filled with ice floes and icebergs. Parts of these areas routinely freeze over entirely, locking vast expanses of ocean water beneath them. The Ice- and Water-types that dwell in these chilly seas are adapted to withstand subzero temperatures and survive even as the waters freeze around them.

### Tundra:

The tundra is characterized by a layer of permafrost that makes it difficult for anything more than grasses, mosses, and lichens to grow. Meanwhile, boreal forests are filled with evergreen, coniferous trees and are sometimes blanketed in snow. These areas have seasons of total darkness where the sun never rises, but also fleeting periods where it never sets. Ice-types are the most common in these frigid areas, but heartier Normal-types sometimes dwell here as well.

### Urban:

Urban areas like cities are defined by the humans that live in them and the environments that they create. Some Pokémon only can live parts of their lives in cities, while others happily inhabit walkways, alleys, or even homes as pets—or pests. Normal-, Psychic-, Fighting-, and Ghost-type Pokémon often coexist alongside people, while Poison-types even thrive on the waste that we create. As one would expect, Electric-types love to congregate around areas with high levels of electrical activity. One would most readily think of human structures like power plants, but these Pokémon are also attracted to naturally-occurring magnetic hot spots and lightning rods. Ruins and cemeteries are an odd habitat; they are associated with humans, but they are remnants of past activity rather than current events. The Pokémon that dwell in these urban locations are often associated with the supernatural, as if they can detect something about their surroundings that science and humanity cannot.



### Wetlands:

While they may seem unappealing and dreary on the surface, swamps, bogs, and marshes are some of the richest terrestrial habitats we know of. These environments play home to many Grass-, Bug-, Water-, and Poison-types who have devised ways to take advantage of the acidic, oxygen-poor soils that characterize such places.

### **Evolution:**

Not all Pokémon evolve the same way, and some don't even evolve. If the evolution entry says natural, this just means that the Pokémon will evolve on its own accord when it feels ready. You as a trainer can urge this on by training and battling with them often and treating them well to raise their loyalty. Sometimes a Pokémon will have an evolutionary stone next to their evolution entry. If they have an evolutionary stone, the Pokémon simply needs to be exposed to the radioactive stone by touch. It will absorb the radioactivity and render the stone useless, but then evolve accordingly. Pokémon might also have a time of day listed here, this means that they will evolve the same way others do naturally, but only do so during certain times of day.

### **Proficiencies :**

The last piece of information in the biology section lists some moves / attacks that the Pokémon family is proficient at using. For example, the Psyduck / Golduck family is a pure Water-type family, however they are proficient in the use and tutoring of Psychic-type attacks. Pokémon are also proficient with the default moves in their Pokédex entry, as well as with the default moves from the Pokédex entries of previous evolutionary forms.

Using this list, you can find tutors, technical machines, or technical records, for your Pokémon to learn from. This section is also useful for breeding, because a child who is proficient in the use of a move that its parents know, it's possible that the child will be born with the ability to use that attack at birth, or after some time where it grows into being able to use the attack.

Using the proficiencies, GMs may also modify the default moves that a Pokémon has. A Pokémon can at most learn six unique moves / attacks, not to mention its passives which might be unique as well. Proficiencies are suggested guidelines, but for inspiration, you may also research other Pokémon canon— the game, anime, manga, or even the card game could serve as inspiration for a move that you want to teach your Pokémon. At that point, it's up to you to quest for an elusive tutor or special machine to teach your Pokémon the exact set of moves you need them to have to become a Pokémon master.

*(Complete information, including detailed lists of proficiencies, can be found in Player's Handbook 2)*





# Pokémon Skills

The Pokémon skills listed here are all sorts of things a Pokémon is capable of in and out of battle. Pokémon skills are not explicitly for battle, like passives or Pokémon moves, but should be kept in mind to get some unique use out of your different Pokémon. Pokémon skills are listed here with descriptions and the short summaries you'll see in Pokédex entries.

**Alluring** - Pokémon who are alluring smell very pleasant. They may attract wild Pokémon easily. Attention is commonly turned toward fragrant, alluring Pokémon by wilds. If a Pokémon learns the move Aromatherapy or Sweet Scent and does not have the alluring skill, they gain alluring. (attracts others with their aroma)

**Amorphous** - Amorphous Pokémon have an inconsistent shape. They can flatten and reform themselves like gel. They can stretch out their body material and condense themselves as well. By doing this, a Pokémon can access places others couldn't, or bypass a door or two, only to let their non-amorphous friends in afterwards. (can change their body into a liquid-like state)

**Beached** - When a Pokémon has the beached skill, they need to stay in water. Beached means the Pokémon has a hard time battling when not submerged in water. For every round of an encounter the Pokémon is not at least half way submerged in water, they lose 10% of their max HP. If the Pokémon is lowered to -100% HP for more than 10 rounds of combat, make a deaths savings roll as usual. Beached Pokémon can calmly remain out of water. (needs to be in water)

**Burrow** – Pokémon with burrow can quickly dig through solid earth, rock, clay, or even soft sand. When moving through any earth, burrowing Pokémon treat underground as normal terrain, without penalizing their movement speed. If a Pokémon learns the move Dig and does not have the burrow skill, they gain burrow (moves through earth easily)

**Chilled** – Chilled Pokémon are always cold to the touch. (always cold)

**Climber** – Pokémon with an aptitude for climbing, or just many sticky legs, treat vertical terrain and even ceiling surfaces as normal terrain that they can navigate without affecting their movement speed. (treats walls and ceilings as normal terrain)

**Firestarter** - A Pokémon who has the firestarter skill can produce flames. They can control how lightly or powerfully they produce the fire, creates puffs of fire the size of a lighter or a large burst of fire capable of engulfing a tree. If a Pokémon learns the move

Blast Burn, Blaze Kick, Ember, Fiery Dance, Fire Blast, Fire Fang, Fire Lash, Fire Spin, Flame Burst, Flame Charge, Flame Wheel, Flamethrower, Flare Blitz, Heat Crash, Heat Wave, or Incinerate and does not have the firestarter Skill, they gain firestarter. (can create fire)

**Flopper** – A Pokémon with the flopper Skill probably doesn't like being out of water. While it's not dangerous to move around on, a flopper treats all normal terrain as difficult terrain and all difficult terrain as blocking terrain. If anything modifies how a Pokémon moves making movement easier, Pokémon with flopper will still treat difficult terrain as difficult terrain but can then flop around on normal terrain without trouble. (treats dry land as special terrain)

**Flight** - Pokémon with flight are not bound to the ground. Through means of wings, or psychic ability, or electromagnetic levitation, these Pokémon can remain in the air for hours at a time, sometimes never needing to return to the ground. These Pokémon can use their movements speeds in the air. If a Pokémon learns the move Fly and does not have the flight Skill, they gain flight. (can fly)

**Fountain** - A Pokémon who has the fountain skill can produce freshwater. They can control how lightly or powerfully they produce the water, sprinkling water or forcefully shooting water with the strength of a fire hose. If a Pokémon learns the move Hydro Cannon, Hydro Pump, Liquidation, Scald, Soak, Water Gun, Water Pulse, Waterfall, Whirlpool and does not have the fountain Skill, they gain fountain. (can create water)

**Freezer** - When a Pokémon has the freezer skill, they can produce ice at a controlled rate. They can make puffs of snow, or ice cubes, or spread icicles across surfaces. As their action, a Pokémon with freezer can target an area on the ground and slowly turn it into icy, difficult terrain. They can make one 5x5 ft. area into icy, difficult terrain or fluffy, snowy, difficult terrain per 6 seconds. If a Pokémon learns the move Aurora Beam, Blizzard, Freeze-Dry, Frost Breath, Ice Beam, Ice Fang, Icy Wind, Powder Snow, or Sheer Cold, and does not have the freezer skill, they gain freezer. (can create ice)



**Gilled** - A gilled Pokémon can breathe underwater. It never needs to come up for air, remaining underwater for as long as it wants to. (can breathe underwater)

**Glow** - A Pokémon with the glow skill can emit light from a part of its body. Depending on the variety of wild Pokémon nearby, it might attract Pokémon or ward them away. If a Pokémon learns the move Flash or stat passive Tail Glow and does not have the glow skill, they gain glow. (can produce light)

**Groundshaper** - A Pokémon with the groundshaper skill can skillfully and precisely transform the terrain around them to create difficult terrain or flatten out rough terrain to create normal terrain. As their action, a Pokémon with groundshaper can target an area on the ground and slowly turn it into sandy, or rock covered difficult terrain, or change difficult terrain into smooth dirt-covered, normal terrain. They can make one 5x5 ft. area into difficult terrain or normal terrain per 6 seconds. If a Pokémon learns the move Bulldoze, Earth Power, Earthquake, Sand Tomb, or Stomping Tantrum and does not have the groundshaper Skill, they gain groundshaper. (can manipulate the ground)

**Guster** - The guster can create bursts of wind. The power can vary from a light breeze to a powerful burst of air capable of lifting light objects into the air or providing lift for a chute. If a Pokémon learns the move Gust, or Hurricane, or the stat passive Tailwind and does not have the guster Skill, they gain guster. (can produce wind)

**Heater** - A Pokémon with the heater skill is always warm when touched. (always warm)

**Hover** - hovering Pokémon use some force in order to float above the ground, or even over water, without touching the surface. Whether its magnetic, gravitational, air currents, or some other magical power, it's uncertain what keeps some of these Pokémon in the air, but they can't go higher than 10 ft off the ground while staying airborne indefinitely. If a Pokémon learns the move Magnet Rise and does not have the hover skill, they gain hover. (can hover)

**Inflatable** - A Pokémon with the skill inflatable can expand its size from tiny to small, small to medium, medium to large, large to huge, or huge to gigantic. They do so by inhaling vast amounts of air or temporarily growing the size of their plant-like bodies. While inflated, a Pokémon does not change its weight. A Pokémon can maintain its larger size for up to 5 mins. If a Pokémon learns the move Stockpile or the stat passive Growth and does not have the inflatable skill, they gain inflatable. (can expand)



**Intelligence** – Intelligence marks a Pokémon for higher brain function and often these Pokémon can surpass human intellect. While intelligent Pokémon are capable of independent decisions, they still trust your leadership and will usually wait for your instruction. If you are unconscious or otherwise unable to make decisions, an intelligent Pokémon will act on its own accord, once per round if none of your other Pokémon are acting that round. Intelligent Pokémon are problem solvers and can be dangerous foes if encountered in the wild. (very smart)

**Invisibility** - Pokémon who have the invisibility skill can turn invisible. Pokémon may not perform moves while invisible. While invisible, foes must roll +4 during an accuracy checks to hit you and still need a general idea of where you last were to hit you. When a Pokémon turns invisible, they can only remain invisible for up to 4 minutes. After becoming visible, they must wait two plus the number of minutes they spent invisible before using their invisibility again. You cannot turn invisible in the same turn you've attacked. (can turn invisible)

**Magnetic** - Magnetic Pokémon can lightly manipulate magnetic fields. With this, they can repel iron and/or steel or attract iron and/or steel, holding it too their body or pushing it away. Through this magnetic manipulation, they can also feel magnetic fields and discern north. If a Pokémon learns the move Magnet Rise, Magnet Pull or Magnet Bomb and does not have the magnetic Skill, they gain magnetic. (controls magnetic fields)

**Mind Lock** - Pokémon who have the skill mind lock cannot have their minds read. (minds can't be read)

**Modular** - Modular Pokémon are often made up of separate units that make of their body or consciousness. Modular Pokémon can often take up different spaces simultaneously during combat and reshape themselves to fit in different ways at different sizes everywhere. Modular Pokémon stats do not change no matter how they are configured. Modular Pokémon cannot separate a part of themselves further than 50ft from any other part of their body. Consider the Pokémon– Falinks can reconfigure into six bodies, Magneon into three. (consists of X parts)

**Phasing** - A Pokémon with phasing may move through hindering or blocking terrain without their movement speed being affected. They can turn intangible and move through solid walls or another Pokémon. A Pokémon can remain intangible with phasing for up to 30 seconds. If a Pokémon remains intangible, they may not perform moves during their turn. Attacks that use the Special Attack stat can still target and hit a phasing Pokémon. (can move through solid objects)

**Reach** - A Pokémon with reach may make melee attacks from up to 25 ft. away. Pokémon with reach are either really large or have a stretchy limb with which they can strike foes from a distance. (melee range is 25 ft.)

**Repulsive** - This Pokémon can emit an unpleasant odor that Wild Pokémon find repulsive. Wild Pokémon may ignore this smell to protect something precious to them. If a Pokémon learns the move Corrosive Gas, Gastro Acid, Gunk Shot, Poison Gas, Sludge, Sludge Bomb, Sludge Wave, Smog, or Venom Drench and does not have the repulsive Skill, they gain Repulsive. (repels others with a foul smell)

**Shrinkable** - A Pokémon with the skill shrinkable can shrink its size from gigantic to huge, huge to large, large to medium, medium to small, or small to tiny. While shrunken, a Pokémon may not perform any moves and it does not change its weight. A Pokémon can maintain its smaller size for up to 5 mins. If a Pokémon learns the move Minimize and does not have the shrinkable skill, they gain shrinkable. (can shrink)

**Sinker** - Sinker means the Pokémon cannot swim, or move while submerged in water. For every round of an encounter the Pokémon is in water that is deep enough for them to stand submerged in, they lose 10% of their max HP. If the Pokémon is lowered to -100% HP for more than 10 rounds of combat, make a death's savings roll as usual. If a Pokémon gains the swimmer skill, they lose their sinker skill. (can't swim)

**Sprouter** - A Pokémon with the sprouter skill can rapidly influence the growth of plants and flora around them. Over 6 seconds, a sprouter can grow a plant 5 ft taller or wider than it currently was. Through the use of sprouter, the Pokémon can also make plants grow up to twice of the normal size they would become naturally. If a Pokémon learns the move Frenzy Plant, Grass Knot, Ingrain, Leech Seed, or Synthesis and does not have the sprouter Skill, they gain sprouter. (can manipulate plant life)

**Stealth** - Not all Pokémon are allowed to make a stealth check. With stealth, Pokémon may roll a stealth check like a human trainer, adding their Speed modifier, calculated like a human's, to see if they can silently move during or outside of battle without being detected. (can make stealth skill checks)

**Strength** - A Pokémon with the strength skill is exceptionally strong, physically. With little effort, they can lift and move things vastly heavier than themselves. If they are featherweight, they can easily lift medium weights; if light weight, they can easily lift heavy weights; if medium weighted, they can easily lift over 400-600 lbs.; at heavy weight, they can easily lift over 800-1000 lbs.; superweights with strength can lift or push up to 1000-1500 lbs. If a Pokémon learns the move Strength, they gain the strength skill. (very strong)

**Swimmer** - A swimmer loves the water. They treat knee-deep water as normal terrain as well as anything deeper than that. Swimmers are not always gilled, so make sure they're coming up for air when they need to. (can swim)

**Telekinetic** - Telekinetic Pokémon can move objects with their mind. They can lift things that are lighter than themselves. They can move objects up to 25 ft. away. If a Pokémon learns the move Confusion, Extrasensory, Psychic, Telekinesis, or Trick and does not have the telekinetic skill, they gain telekinetic. (can move things with their mind)

**Telepath** - A telepathic Pokémon can read the minds of people and another Pokémon. Telepathic Pokémon can project their thoughts to humans and Pokémon. The Pokémon can only read surface thoughts. If a Pokémon learns the move Mind Reader and does not have the telepath skill, they gain telepath. (can read minds)

**Threaded** - If a Pokémon has the threaded skill they may move around with their threaded skill by shooting out silk webs or strong vines. A threaded movement is when a Pokémon targets an object less than 30 ft. away and shoots a strong, thin line of silk, or extends a vine from themselves, and then quickly retracts that silk, or vine, pulling itself towards the object if the Pokémon is lighter than the object or pulling the object towards the Pokémon if the object is lighter than it is. If you target another Pokémon or person with a threaded movement, roll your accuracy check against their Speed stat. You may still use a move on the same turn you perform a threaded movement. If a Pokémon learns the move Electro Web, Spider Web, Vine Whip or Power Whip, or the stat passive String Shot, and does not have the threaded skill, they gain threaded. (can move around on spun threads/vines)



**Tracker** - Pokémon with the skill tracker have a strong sense of smell that they can use to follow other Pokémon or people using a Investigate skill check, adding their Special Attack modifier. If the Pokémon has smelled whom they want to track in the past day, or one of their personal belongings, they can pursue that prey with a skill check of 11 or better. To pick up a random scent from nothing, a skill check of 16 or better will allow the Pokémon to follow that scent. To pick up a specific scent from nothing, a skill check of 20 will allow the Pokémon to follow that scent. A Pokémon may only make these checks once per hour. If a Pokémon learns the move Odor Sleuth and does not have the tracker Skill, they gain tracker. (can follow scents)

**Wired** - Wired Pokémon have a special relation to electronic devices. They can enter machines and travel through connected electronics through any cords that connect them instantly. While inside machines, they can read data on the machine on a check of daily. While inside machines, they can take control of the machine on a programming skill check adding their Special Attack modifier. (can go into electronics)

**Zapper** - Pokémon with the zapper skill can produce controlled electricity or send electrical currents through various conductive materials. If an electrical device is capable of being recharged, a Pokémon with zapper can recharge it to full power slowly. If a Pokémon learns the move Charge, Charge Beam, Discharge, Electrify, Electro Ball, Parabolic Charge, Shock Wave, Spark, Thunder, Thunder Fang, Thunder Shock, Thunder Wave, Thunderbolt, Volt Tackle, Wild Charge, or Zap Cannon and does not have the zapper skill, they gain zapper. (can produce electricity)























## Useful Icons

Throughout the Pokédex, Pokémon entries will contain icons to signify different things. Many icons will have explanations right next to them, but most do not. Here's a bank of each icon you might find and what each of them mean.

### Pokémon and Move Types:

	Bug		Grass
	Dark		Ground
	Dragon		Ice
	Electric		Normal
	Fairy		Poison
	Fighting		Psychic
	Fire		Rock
	Flying		Steel
	Ghost		Water



### Pokémon Rarity in the Wild:

Pokémon are not equal in population, some Pokémon mass produce to try and survive predation, while others just live in large families that work together. Others never stray from comfort while other commonly swarm town marketplaces.

While these symbols indicate how common the family itself is, these symbols mainly denote the first stage in a family. For example, the Magikarp family is common, but Gyarados is not. Still, the family is marked with a circle for common because of how ubiquitous Magikarp is.



Common - These Pokémon are everywhere. They are so numerous that it's never surprising to encounter one. Most people just ignore them when encountered.



Uncommon - These Pokémon are usually only found within their habitats. Even then they are never the most numerous family in a given area.



Rare - These families are a rare find and are often scarce in the habitats they are found in. While you might find a group of them in the wild, that's likely the only family group in the area.

Shiny - While unmarked, since any Pokémon can be shiny, shiny Pokémon are extremely rare individuals who are undistinguishable from the rest of their species on paper, but look different in color. While a tropical Meowth is gray instead of a cream white, it also has a different type and move set essentially making it a different Pokémon species. Shiny Pokémon just have a different appearance. Some shiny Pikachu, for example, are golden, but others are spotted and blue, while even more rare variations can be completely black.



### Means of Evolution:

When they do evolve, Pokémon do not all evolve through the same methods. A vast majority of Pokémon evolve through training, maturity, and mental health. Others require radioactive Evolution Stones. They're labeled below.



**Natural Evolution** - Natural evolution occurs when Pokémon reach a point of maturity and growth and are happy with, at peace with, or even proud of the growth they've experienced. Usually after a moment of triumph, after being well fed, rested, and kept in general health for a while, a Pokémon will go through evolution.

Sometimes, an adrenaline high will also trigger an evolution—it's not completely uncommon for a Pokémon who is in good health to evolve in the middle of a powerful strike or after surviving an attack that would have knocked it out. On the other hand, some Pokémon who are in good enough health and in great distress may also suddenly evolve as a defense mechanism. Generally, these stress-induced evolutions can cause the Pokémon to have trouble controlling its new found power if it wasn't ready to wield it.

When there are split evolutions or other variables to be considered when a Pokémon evolves naturally, it will be mentioned next to the icon.



**Dawn Stone** - This evolution stone is created by mysterious energy that is absorbed into a stone with a semi-transparent shell. They're found on river beds.



**Dusk Stone** - Dusk stones absorb dark energies from malicious forces near them, causing them to shine in eerie shades of black and purple. They're found in caves.



**Fire Stone** - These stones are the result of super-heated rock, instead of melting they solidify into an always warm stone. They're most commonly found near volcanoes.



**Ice Stone** - In moments of extreme cold, these stones snap and take in the cold around them, forming into an always chilled white stone. They're most commonly found incased in solid ice.



**Leaf Stone** - Rarely, when a tree grows directly into stone, it can imbue a rock with its life force and create a Leaf Stone. These are most commonly found in forests.



**Moon Stone** - Moons stones are not of this world; they are shattered pieces of meteorites that survived entry into the atmosphere. They're found on mountains near impact craters.



**Shiny Stone** - These clear crystals are gifted with mystical power from Pokémon activity near them and give off a soft glow. They're found in meadows, usually.



**Sun Stone** - By getting bleached in the sun everyday for decades, eventually these stone take in a charge of solar power and convert into these spiked rocks. They're found in mountains.



**Thunder Stone** - These stones are made when lightning strikes a single rock, causing them to hum softly. These stones are usually found where thunderstorms are common.



**Water Stone** - Water stones are made when the crushing weight of the ocean splits open a rock and the stone takes in the ocean's energy. It suddenly floats to the surface and will likely be found on a beach somewhere.



**Day** - Pokémon can only evolve during the day, usually being able to be in sunlight is important.



**Night** - This means that a Pokémon needs it to be night for it to evolve. Sometimes being able to see the moon helps.



**Sex** - Some Pokémon evolutions can only be triggered when a species is a specific biological sex. These symbols for female or male will be paired with another icon to indicate a Pokémon needing to be a specific sex to evolve.



**Special** - Many Pokémon will have this symbol paired with another icon. It means that the Pokémon's evolution requires special attention because when it evolves, something special might happen to determine how it evolves, or maybe it only can evolve through a known method if a specific requirement is met.

### ***Where are the Pokémon gender ratios?***

While gender ratios exist in the core Pokémon series, it's not relevant in a tabletop setting. Unless strictly stated otherwise, assume that there is an even distribution of sex for both male and female of every species. Here are a couple of examples and explanations.

Salandit are evenly split for example for their sex being male or female, however Salazzle is only ever female in almost all situations because the Salandit sex must be female to evolve at all. Chansey on the other hand is one-hundred percent female in the Pokémon video games, but have no reason they can't be male. While a GM may assign a Chansey to female, there is little to stop them from using a purple or red-shaded Chansey that is male.

In both scenarios, a GM can bend rules to be more like or less like the video games as they see fit. Talking to players help, too.



# Getting Started: Starter Pokémon In the Pokémon World

One of the most important moments of a trainer's life is when they pick their starter Pokémon. All over the world, professors work with league organizations to distribute starter Pokémon to trainers new to Pokémon training, and sometimes to experienced trainers, who are simply new to the region. Usually, a professor will let a player pick one of three starters, between a Grass-type, a Fire-type, or a Water-type, but some professors have multiple Pokémon to choose from of each type. Some professors also have Pichu, Pikachu or Eevee to give out at the start of a person's adventure.

Each starter in the Grass / Fire / Water types create the opportunity for direct advantages with a rival NPC or even fellow party member. Grass-type typically has the advantage against Water-type; Water-type typically will beat Fire-type; and Fire-type usually has the advantage against Grass-type because of elemental super-effective attacks and resistances. This doesn't really work out for Pichu and Eevee, but they are a different kind of starter Pokémon.

Even though these Pokémon star in the Pokémon video game series as starter Pokémon in specie sets of three, you might find a set of starters who originally came from different generations offered to you by your GM. For example, instead of Bulbasaur, Charmander, and Squirtle, you might find Bulbasaur, Tepig, and Sobble being offered by a professor.

Your GM might also offer Pokémon that are not from the following starters section. Maybe you'd see an elemental advantage cycle of Dark / Psychic / Fighting, with Zigzagoon, Abra, and Timburr?

If you're the GM you should always talk to your players about which starter they'll be choosing from, if they're choosing starter Pokémon. If you're creating a special list of starters to offer your players, let your players know before hand since it's likely that their choice of starter could influence their character's goals.

There are many opportunities for alternate starters. Here are a few of examples to consider as a GM:

Blipbug, Sewaddle, Impidimp, Zigzagoon (Urban), Magnemite, Mareep, Cleffa, Flabébé, Machop, Timburr, Fletchling, Rookidee, Gastly, Litwick, Bounsweet, Seedot, Rhyhorn, Sandile, Spheal, Vanillite, Lillipup, Starly, Nidoran, Zubat, Hatenna, Solosis, Geodude, Roggenrola, Aron, Klink, Horsea, Tympole

\*\*\*This list is not exhaustive, add any starter that fits your setting, Game Masters.



The following families should be considered by GMs to award to players at the beginning of a campaign. They are sorted by type (Grass, Fire, then Water), and then by the generation that each Pokémon family was introduced to the series. The Pichu and Eevee families appear afterwards.

## Grass

Bulbasaur / Ivysaur / Venusaur  
Chikorita / Bayleef / Meganium  
Treecko / Grovyle / Sceptile  
Turtwig / Grotle / Torterra  
Snivy / Servine / Serperior  
Chespin / Quilladin / Chesnaught  
Rowlet / Dartrix / Decidueye  
Grookey / Thwackey / Rillaboom

## Fire

Charmander / Charmeleon / Charizard  
Cyndaquil / Quilava / Typhlosion  
Torchic / Combusken / Blaziken  
Chimchar / Monferno / Infernape  
Tepig / Pignite / Emboar  
Fennekin / Braixen / Delphox  
Litten / Torracat / Incineroar  
Scorbunny / Raboot / Cinderace

## Water

Squirtle / Wartortle / Blastoise  
Totodile / Croconaw / Feraligatr  
Mudkip / Marshtomp / Swampert  
Piplup / Prinplup / Empoleon  
Oshawott / Dewott / Samurott  
Froakie / Frogadier / Greninja  
Popplio / Brionne / Primarina  
Sobble / Drizzile / Inteleon

## Other

Pichu / Pikachu / Raichu  
Eevee / Vaporeon  
/ Jolteon  
/ Flareon  
/ Espeon  
/ Umbreon  
/ Leafeon  
/ Glaceon  
/ Sylveon





## Bulbasaur / Ivysaur / Venusaur



### Bulbasaur



**Grass / Poison** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Sprouter (can manipulate plant life), Threaded (can move around with vines)

**Passives:** Growl (+1 Defense), Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Leech Seed** - Ranged(10ft) Grass Effect: 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

**Vine Whip** - Ranged(20ft) Grass Attack: At-Will 2d8.



### Ivysaur



**Grass / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Sprouter, Threaded

**Passives:** Growth (+1 Attack, +1 Special Attack), Growl, Overgrow

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Poison Powder** - Melee Poison Effect: At-Will. Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

**Sleep Powder** - Melee Grass Effect: At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

**Razor Leaf** - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

The plants form symbiotic relationships with their hosts, growing alongside the Pokémon and providing them with sustenance. By lying about in the sun, the Bulbasaur line allows the plants on their backs to photosynthesize and produce energy, which they can then use for themselves. The plants are able to become mobile by virtue of their active hosts, allowing them to move out of shaded areas and thus benefiting them as well. In the wild, Bulbasaur tend to be very rare, as they are shy creatures that prefer the company of their own kind. However, they are also generally very docile, tame, and loyal to people that they trust, and for that reason are one of the species of Pokémon available for starting trainers to choose in many regions.







Upon evolution from Bulbasaur, Ivysaur become larger and more powerful. However, as a trade-off for their bulk, they also lose their ability to stand on their hind legs due to the mass of the bulbs on their backs. Their legs also grow stronger to compensate for the extra weight. It is vital that the bulbs on their backs receive ample sunlight so that they can photosynthesize and develop. As the bulbs grow larger and these Ivysaur become more powerful, they must spend increasing amounts of time in the sun in order to foster their growth. When Ivysaur are preparing to evolve into Venusaur, they will spend more time sunbathing and their bulbs will begin emanating a sweet, pleasant aroma.



The final evolution of Bulbasaur, Venusaur are powerful but relatively nonviolent Pokémon. Despite their menacing appearances, Venusaur are docile Pokémon, preferring to sunbathe so that the plants on their backs can photosynthesize rather than fight. They follow sunny patches that reach the forest floor as the sun moves across the sky. With enough solar energy, the flowers on their backs can release a fragrance that could calm both hostile Pokémon and people alike. The scent could also attract a number of Bug-type Pokémon to the flowers as well to aid in their pollination during the breeding season. This ability allows Venusaur to serve as peacekeepers of sorts in their native forests, not only stopping fights that break out in their territories, but also defending their domains from dangers with their might if necessary. Their gentle dispositions but great power are what make them one of the most well-rounded Pokémon any trainer could start their Pokémon journeys with.



## Venusaur



**Grass / Poison** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 11

**Skills:** Sprouter, Threaded

**Passives:** Growth, Growl, Overgrow, Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

### Moves (Attack +4, Special Attack +5, Effect +4)

**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Synthesis** - Self Grass Effect: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to 3/4<sup>ths</sup> of your Max HP instead.

**Solar Beam** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Biology:** Egg Group - Monster / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Forests / Jungles

**Evolution:** Bulbasaur → Ivysaur → Venusaur

**Proficiencies:** Grass / Poison / Floral / Stampeding (Venusaur)



This Pokémon has a Mega Evolution in PHB2.



This Pokémon has a Gigantamax form in PHB2.

## Chikorita / Bayleef / Meganium



### Chikorita



Grass - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 8    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Alluring (attracts others with their aroma), Sprouter (can manipulate plant life)

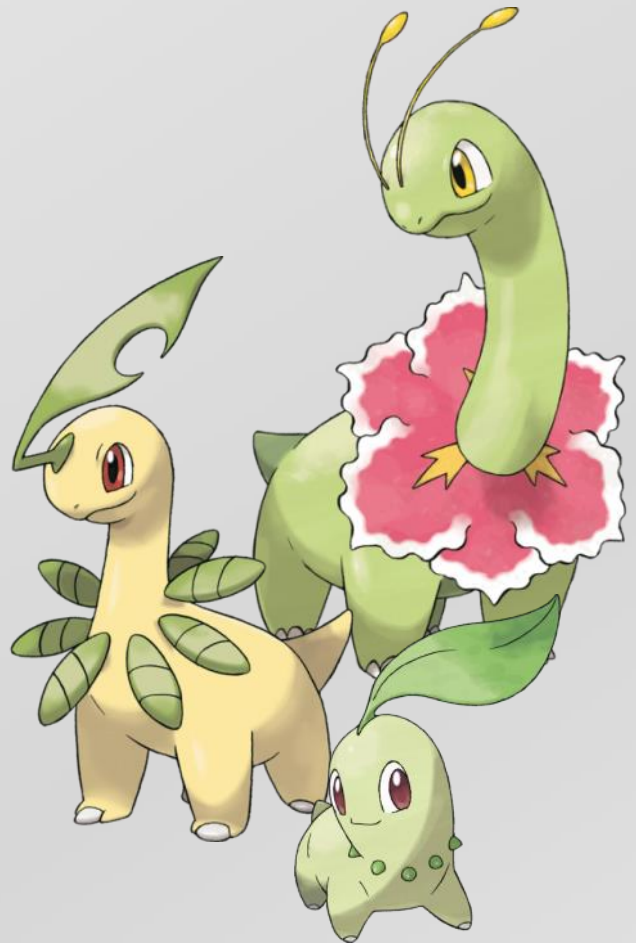
**Passives:** Growl (+1 Defense), Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Razor Leaf** - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Synthesis** - Self Grass Effect: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to  $\frac{3}{4}$ <sup>ths</sup> of your Max HP instead.



Chikorita primarily photosynthesize energy using their large leaves. Because of this, they spend most of their time peacefully sunbathing. Their leaves are highly sensitive to temperature and humidity. They love bright, sunny weather--in fact, one of the only times trainers may see Chikorita upset is when the Pokémon are prevented from going out on beautiful days. Their leaves (and the buds around their necks) also release a calming fragrance that causes those around them to become more amiable. When threatened, they wave their leaves around to placate foes.

### Bayleef



Grass - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Alluring, Sprouter

**Passives:** Growl, Overgrow

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Reflect** - Melee Psychic Effect: 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

**Light Screen** - Ranged(30ft) Psychic Effect: 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

**Magical Leaf** - Ranged(25ft) Grass Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.







Upon evolution, Chikorita become more energetic; their scents also change to match. Bayleef release an invigorating fragrance from their budding “necklaces” that can perk up even the most tired people and Pokémon. The fragrance can make one feel renewed and ready to fight. Oftentimes, people who raise Chikorita for their calming scents are surprised after they evolve; they suddenly want to get up and out of the house to have fun. Each of the curled-up leaves surrounding a Bayleef’s neck contains a small, growing, flower, responsible for releasing their characteristic fragrance. As they approach evolution, their scents strengthen and the buds around their necks enlarge and become more vivid. Bayleef also become more lively as they grow, sometimes to the exasperation of their trainers.



When Bayleef evolve into Meganium, they regain the ability to calm people with the scent released from the beautiful flowers around their necks. There is almost never fighting near wild Meganium, as their fragrance can often calm even the most aggressive of foes. Trainers often compare the feeling of relaxation from being around Meganium to a “day in a tranquil forest,” fitting for such Pokémon. They avoid conflict and prefer to placate enemies with their aroma, though they can still release the invigorating scent they did as Bayleef when necessary. Their breaths can revive dead flora; the grasslands in which these Pokémon are rarely found in the wild are beautifully vibrant as a result. They communicate by releasing various scents and waving the stamens on their heads. Meganium remain extremely affectionate and defensive of their trainers.



## Meganium

**Grass** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 11    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 8    **Special Attack:** 8

**Skills:** Alluring, Sprouter

**Passives:** Growl, Overgrow, Leaf Guard (*While in sunny weather, you are cured of any afflictions.*)

### Moves (Attack +4, Special Attack +4, Effect +4)

**Safeguard** - Ranged(10ft burst) Normal Effect: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

**Aromatherapy** - Melee Grass Effect: 3/day. Target an ally or yourself. Target is cured of all afflictions.

**Petal Blizzard** - Ranged(10ft burst) Grass Attack: 3/day 3d10.

**Biology:** Egg Group - Monster / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Grasslands

**Evolution:** Chikorita → Bayleef → Meganium

**Proficiencies:** Grass / Floral / Healer



## Treecko / Grovyle / Sceptile



### Treecko



**Grass** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Sprouter (*can manipulate plant life*)

**Passives:** Leer (+1 Attack), Overgrow (*When you are below 20 HP, your Grass-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

### Grovyle



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Climber, Sprouter

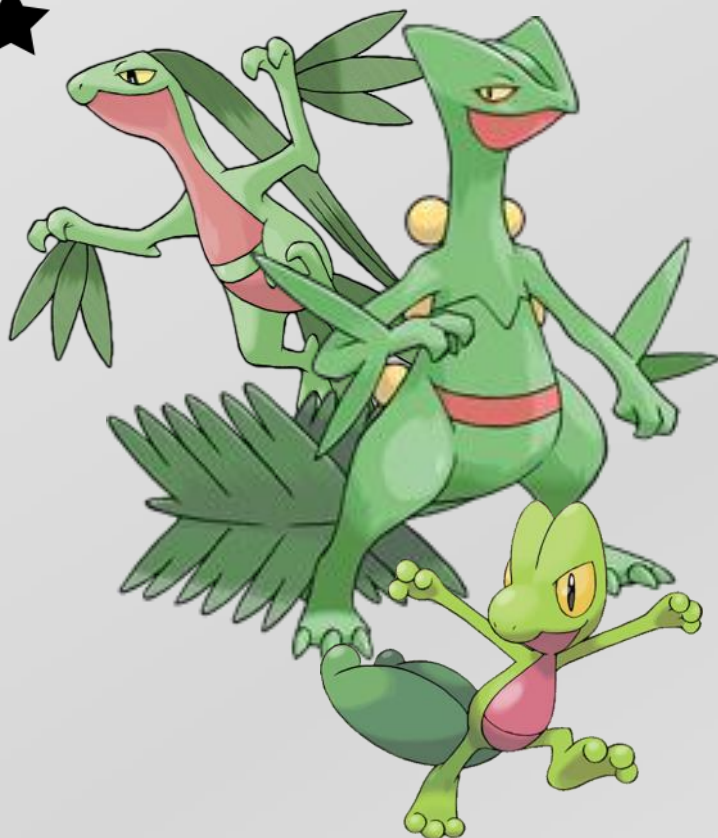
**Passives:** Agility (+2 Speed), Leer, Overgrow

**Moves (Attack +4, Special Attack +4, Effect +6)**

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Leaf Blade** - *Melee Grass Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.



Treecko never panic, even when faced with stronger foes, and will stand their ground no matter what. Though rare in the wild, they can be occasionally found high up in the branches of tall trees. They make their nests there to stay away from most predators. When their trees are threatened, Treecko will leap down and ferociously defend their homes. They are adept climbers, equipped with microscopic hooks on the bottom of their feet that enable them to hold onto slick surfaces. Treecko slam foes with their tails to attack. They also use them to measure humidity and predict the next day's weather. Treecko are known to stare down foes much larger themselves and provoke them into combat; however, they will never back down from a fight.



Like Treecko, Grovyle are masters of climbing. Upon evolution, however, they also gain the skills of jumping and leaping as well. In the dense forests in which they reside, Grovyle can leap from tree branch to tree branch with ease, gliding between them using the leaves on their arms for aid. This ability enables them to both escape from predators and sneak up on prey. Grovyle have extremely powerful thigh muscles that allow them to perform such jumping feats. In addition to helping them in the air, their foliage also helps them camouflage in the trees. The long leaves on their heads are also sensitive to flowing air currents, allowing them to adjust their trajectories in the air to land exactly where they want to. They are so skilled at jumping, in fact, that some say nothing can catch a fleeing Grovyle in its natural forest habitat. When threatened, Grovyle first confound their foes by swiftly leaping from tree to tree, obscuring their true locations. Then, they suddenly pounce at their opponents, slashing at them with the quick, but strong forearm leaves.



Sceptile leaves on their wrists are as sharp as swords and can cut through stone (though they are more commonly used to slice down tree trunks). They retain both the climbing and leaping abilities of their pre-evolutions, attacking foes from above with swift slashes from their leaves. Sceptile are extremely protective of their territories; they keep close watches on intruders and will not hesitate to strike should they feel their homes are threatened. They also take extraordinary care of the trees within their territories as well, making sure that each gets enough water and sunlight. The seeds on their backs are filled with nutrients and minerals that they use to help struggling saplings in their forests. Sceptile regulate their body temperature by basking in sunlight, as they are ectotherms. They store light energy in their seeds. Not only are Sceptile protective and nurturing Pokémon, but also fierce and strong ones as well.

### Sceptile

**Grass** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 9

**Speed:** 14 (70 ft.) **Attack:** 11    **Special Attack:** 11

**Skills:** Climber, Sprouter

**Passives:** Agility, Screech (+2 Attack), Leaf Guard (While in sunny weather, you are cured of any afflictions), Overgrow

**Moves (Attack +5, Special Attack +5, Effect +7)**

**Dual Chop** - *Melee Dragon Attack:* 3/day 1d20. Dual Chop is a Scatter attack. It has two attacks.

**X-Scissor** - *Melee Bug Attack:* 3/day 3d10.

**Leaf Storm** - *Ranged(30ft beam) Grass Special Attack:* 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests

**Evolution:** Treecko → Grovyle → Sceptile

**Proficiencies:** Grass / Blades (Grovyle / Sceptile) / Draconian (Grovyle / Sceptile)



This Pokémon has a Mega Evolution in PHB2.



## Turtwig / Grotle / Torterra



### Turtwig



**Grass** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Sprouter (can manipulate plant life)

**Passives:** Withdraw (+1 Defense), Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Razor Leaf** - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.



As usually mild natured creatures, Turtwig are neither fussy nor egregious. Turtwig rarely eat solid food (though they do indulge in Berries from time to time), gathering most of their energy via photosynthesis primarily through the leaves on their heads. The “shells” on their backs are actually layers of hardened soil. Turtwig must drink lots of clean water to keep their shells from becoming too dry and cracking. The shells of healthy Turtwig should feel moist to the touch, but not so waterlogged that they crumble when prodded. When Turtwig are thirsty, their leaves will wilt. Recently, researchers have discovered that their entire bodies can in fact undergo photosynthesis, allowing them to survive even if their leaves are damaged. Because of this, they are constantly enveloped in layers of clean oxygen.

### Grotle



**Grass** - Medium (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 7

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Sprouter

**Passives:** Withdraw, Overgrow

**Moves (Attack +4, Special Attack +3, Effect +2)**

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Mega Drain** - Melee Grass Special Attack: 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.

**Leech Seed** - Ranged(10ft) Grass Effect: 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.







Grotle live in forests near springs, rivers, and other sources of clean water. They are heavily reliant on fresh water to keep their soil-based shells healthy; because of this, they will constantly search out new water sources in their forests. Each Grotle is said to have its own personal spring to reliably obtain water from. Grotle are benevolent Pokémon, often carrying tired, smaller Pokémon on their backs to their springs so they can rejuvenate themselves. Their bushes, which are rooted in their earthy shells, occasionally grow small berries or nuts. Avian Pokémon gladly perch on their backs to consume their fruit. Grotle don't mind this, as they are easygoing Pokémon. During the daytime, Grotle will leave their shady forests for open fields and clearings. As they bathe in direct sunlight, the bushes on their backs photosynthesize energy for them to use. In cloudy weather, Grotle will forage for Berries in the forest as they wait for the skies to clear. It is said that Grotle have an innate ability to find clean water, making them popular choices for forest travelers.



Torterra find that their thin, earthy shells have developed to support entire miniature ecosystems. Torterra do not move around often, gathering most of their energy from photosynthesis via the trees and other plant life on their backs. Because of their sedentary nature, the environments on their backs often becomes the homes of smaller Pokémon who nest within the tree or rocks. Some Pokémon spend their entire lives on their backs, from birth to death. When groups of these Pokémon migrate, it looks like entire forests are moving. Some regions have myths detailing that the entire world in fact rests on the shell of a gigantic, immobile Torterra. Though typically docile, Torterra can retaliate powerfully when they or the inhabitants of their shells are threatened by using the devastating attacks. Torterra are a curious combination of peaceful demeanor and tremendous offensive and defensive capabilities in battle.

### Torterra



**Grass / Ground** - Large (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 12    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 11    **Special Attack:** 8

**Skills:** Groundshaper (*can manipulate the ground*), Sinker (*can't swim*), Sprouter

**Passives:** Withdraw, Overgrow, Shell Armor (*Critical hits are treated as normal hits against you*)

**Moves (Attack +5, Special Attack +4, Effect +3)**

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Synthesis** - Self Grass Effect: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to 3/4<sup>th</sup> of your Max HP instead.

**Giga Drain** - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Biology:** Egg Group - Monster / Grass, Egg Hatch Rate - 10 Days, Diet - Herbivore / Phototroph, Habitat - Forests

**Evolution:** Turtwig → Grotle → Torterra

**Proficiencies:** Grass / Ground (*Grotle / Torterra*) / Stamping (*Torterra*)



## Snivy / Servine / Serperior



### Snivy



Grass - Small (Size), Light (Weight)

Hit Points: 30 Defense: 6 Special Defense: 6

Speed: 6 (30 ft.) Attack: 6 Special Attack: 5

**Skills:** Sprouter (*can manipulate plant life*), Threaded (*can move around with vines*), Tracker (*can follow scents*)

**Passives:** Leer (+1 Attack), Overgrow (*When you are below 20 HP, your Grass-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Vine Whip** - *Ranged(20ft) Grass Attack:* At-Will 2d8.

**Wrap** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

### Servine



Grass - Small (Size), Medium (Weight)

Hit Points: 36 Defense: 8 Special Defense: 8

Speed: 8 (40 ft.) Attack: 8 Special Attack: 7

**Skills:** Sprouter, Stealth (*can make stealth skill checks*), Threaded, Tracker

**Passives:** Growth (+1 Attack, +1 Special Attack), Leer, Overgrow

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Mega Drain** - *Melee Grass Special Attack:* 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.

**Slam** - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

**Leaf Blade** - *Melee Grass Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.



Snivy are famous for their fickle natures and smug attitudes. Snivy will always keep their heads held up high. They are known to refuse orders they consider “unbecoming” or “unworthy;” in fact, Snivy may even persuade other Pokémon to complete tasks they do not want to finish for them. Despite their haughty personalities, however, Snivy are also very calm and intelligent. Though they dislike combat, they will stay collected when attacked and always think before acting. Though their arms are usable, Snivy are more adept at using vines to handle objects. The leaves on their tails photosynthesize energy, making Snivy faster in bright sunlight. These leaves will also droop when Snivy are ill.







Servine arms have withered from disuse, as Servine manipulate their surroundings almost exclusively with their vines. They photosynthesize energy using the various leaves on their bodies; however, they cannot do this well when their leaves are dirty, so Servine spend much of their spare time cleaning them in broad daylight to ensure maximum efficiency in energy production. Servine consider themselves “above” eating like most Pokémon do; as a result, even trained ones may refuse food in favor of basking in sunlight to photosynthesize. Though they can stand bipedally, Servine usually move around by slithering on their bellies. They defend themselves from foes with surprising agility, slithering swiftly between the legs of enemies to disorient them before lashing out with their vines. Servine are also known to use the shade of the thick foliage in their habitats to their advantage, hiding in the darkness to avoid attacks



Serperior are infamous for their smugness and intellect. They always keep their heads held high, even in combat; in fact, they may even use this stance to try and intimidate foes in battle. Serperior consider most opponents unworthy of their time, and as a result will often ignore or only halfheartedly retaliate against weaker foes. When confronted with opponents that prove to be their equals, however, they will let their true power show. Their glares are said to be able to freeze weaker foes dead in their tracks. Though both their arms and legs have withered away from lack of use, Serperior are still very swift Pokémon. They use their entire bodies to photosynthesize and create energy for their attacks, amplifying this energy internally when faced with stronger foe. Even with their haughtiness, the great agility and cleverness of Serperior is well respected.

### Serperior



**Grass** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 11    **Special Defense:** 10

**Speed:** 11 (55 ft.)    **Attack:** 10    **Special Attack:** 8

**Skills:** Sprouter, Stealth, Threaded, Tracker

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Leer, Chlorophyll (While in Sunny Weather, your Speed is +2.), Overgrow

#### Moves (Attack +5, Special Attack +4, Effect +5)

**Giga Drain** - *Melee Grass Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

**Gastro Acid** - *Ranged(10ft) Poison Effect: 3/day.* On hit, the target cannot benefit from any ability passives for 10 mins.

**Leaf Storm** - *Ranged(30ft beam) Grass Special Attack: 1/day 5d12.* After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Grass, Egg Hatch Rate - 10 Days, Diet - Omnivore / Phototroph, Habitat - Grasslands / Fields / Forests

**Evolution:** Snivy Servine Serperior

**Proficiencies:** Grass / Poison (Melee Attacks) / Blades (Servine / Serperior)





## Chespin / Quilladin / Chesnaught



### Chespin



Grass - Small (Size), Medium (Weight)

Hit Points: 36 Defense: 8 Special Defense: 5

Speed: 4 (20 ft.) Attack: 6 Special Attack: 5

Skills: Sprouter (can manipulate plant life), Threaded (can move around with vines)

Passives: Growl (+1 Defense), Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage)

Moves (Attack +3, Special Attack +2, Effect +2)

Tackle - Melee Normal Attack: At-Will 2d6.

Vine Whip - Ranged(20ft) Grass Attack: At-Will 2d8.

Rollout - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.



Chespin are inquisitive Pokémon that enjoy exploring their surroundings. They are sometimes careless while wandering, however, and can unknowingly put themselves in danger. The spines on top of a Chespin head are normally soft and pliable; when threatened, though, these Pokémon can quickly stiffen their quills so that their needle-like tips are sharp enough to pierce rocks. The coverings on their heads are made of wood, allowing them to withstand a headfirst collision without suffering any lasting damage. Chespin are cheerful and resilient Pokémon that are quick to regain their spirits even in the face of troubles and difficulties. Chespin will often try their best to cheer up their friends after lost battles.

### Quilladin



Grass - Small (Size), Medium (Weight)

Hit Points: 36 Defense: 11 Special Defense: 6

Speed: 6 (30 ft.) Attack: 8 Special Attack: 6

Skills: Sprouter, Threaded

Passives: Growl, Overgrow

Moves (Attack +4, Special Attack +3, Effect +3)

Needle Arm - Melee Grass Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Bite - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Pin Missile - Ranged(10ft) Bug Attack: At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.





Quilladin are often peaceful Pokémon that can be found very rarely in grasslands. They never start conflicts with other Pokémon, even when resources are scarce. These Pokémon would rather starve than take food from another hungry creature. If attacked, Quilladin will defend themselves with their hard shells and sharp spines; however, they won't attempt to counter-attack their aggressors. Quilladin shells are made of hard wood that can deflect the attacks of most enemies; their carapaces and sharp spines successfully deter most predators from even attempting to harm them. Quilladin live in small groups of about six or so individuals. Members of a group tend to be very close to one another. In their spare time, Quilladin will run into one another at high speeds in order to strengthen their lower bodies. Groups of Quilladin have been known to work together in order to defend smaller and weaker Pokémon from predators by surrounding them to create tough walls of quills.



Chesnaught are just as kind-hearted as they were as Chespin. Chesnaught are extremely sturdy Pokémon—a tackle from one can overturn a car. By linking their arms in front of their faces, these Pokémon can fuse their forearms together to form a shield, a defensive technique that protects them. Chesnaught will not hesitate to use their bodies, which are shielded by spiked, wooden carapaces, to protect smaller and weaker Pokémon from attacks. In battle, they will defend their allies in this manner; there have even been many recorded cases of Chesnaught shielding their trainers from rockslides, explosions, and other dangers with their resilient bodies.

### Chesnaught



**Grass / Fighting** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 14    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Sprouter, Threaded

**Passives:** Bulk Up (+1 Attack, +1 Defense), Growl, Overgrow, Shell Armor (*Critical hits are treated as normal hits against you*)

**Moves (Attack +6, Special Attack +3, Effect +3)**

**Spiky Shield** - *Self Grass Effect:* 1/day. Spiky Shield is used as a Reaction. If you are hit by an enemy within melee range with an attack, the enemy loses HP equal to 1/6th of its Max HP and you ignore the damage and any effects of the attack.

**Wood Hammer** - *Melee Grass Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Forests / Grasslands

**Evolution:** Chespin  Quilladin  Chesnaught

**Proficiencies:** Grass / Fighting / Bruiser (Quilladin / Chesnaught) / Martial (No Punches/Kicks) / Prickly





## Rowlet / Dartrix / Decidueye



### Rowlet



Grass / Flying - Small (Size), Featherweight (Weight)

Hit Points: 42    Defense: 7    Special Defense: 5

Speed: 4 (20 ft.)    Attack: 6    Special Attack: 5

Skills: Flight (can fly), Sprouter (can manipulate plant life)

Passives: Growl (+1 Defense), Overgrow (When you are below 20 HP, your Grass-type attacks deal +4 damage)

Moves (Attack +3, Special Attack +2, Effect +2)

Tackle - Melee Normal Attack: At-Will 2d6.

Leafage - Ranged(20ft) Grass Special Attack: At-Will 1d12.

Peck - Melee Flying Attack: At-Will 2d6.



### Dartrix



Grass / Flying - Small (Size), Medium (Weight)

Hit Points: 48    Defense: 9    Special Defense: 7

Speed: 5(25 ft.)    Attack: 8    Special Attack: 7

Skills: Flight, Sprouter

Passives: Growl, Overgrow

Moves (Attack +4, Special Attack +3, Effect +2)

Astonish - Melee Ghost Attack: At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Razor Leaf - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

Foresight - Self Normal Effect: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

Rowlet is a perceptive Pokémon that can turn their heads 180 degrees to scan all around themselves. Their keen eyes also grant them with superb night vision, which these nocturnal hunters take great advantage of. Rowlet spend the day resting in the treetops, gathering energy from sunlight through photosynthesis as they sleep. When night falls, they take flight. Rowlet stalk prey from above without making a single sound, carefully positioning themselves before diving down and ambushing their prey with a pummeling of fast kicks with their sharp talons. They can also use their sharp, feather-like leaves from their wings like arrows and attack victims. Rowlet have an odd habit of turning their heads around fully to watch their trainers intently during battles. They are calmed by dark, tight spaces and will often burrow into the bags and coat pockets of trainers to rest. They are popular amongst trainers for their often stoic demeanors and observational skills.







Dartrix are obsessed with their appearances, spending most of their free time preening themselves. If their feathers become dirty or unkempt outside of battle, they will be rendered unable to focus on anything else until they tidy themselves up. They can also be quite high-strung Pokémon; if they make an error in battle, they will obsess over it and often exacerbate the mistake by desperately trying to fix it. All of this fussiness, however, belies the fact that Dartrix are very skilled archers. When focused, Dartrix can sense approaching foes from any direction, even behind. They can fire sharp feathers, known as blade quills at opponents and strike them dead-on without even looking. Dartrix can even curve the trajectories of their quills to arc around obstacles and reach their targets.



Decidueye are incredibly skilled at both stealth and archery. When a Decidueye decides upon a target, it will seemingly disappear from view as it begins to stalk it from afar. Once its victim completely loses track of it, it will strike with a single arrow quill, plucking it from within its wing and stringing it on its vine-like tassels. Decidueye can nock and shoot within a tenth of a second, and can expertly curve their arrow quills to strike unsuspecting foes. Decidueye can fire barrages of arrows into the air so that they rain down on many foes beneath them. Though they no longer are as fussy as Dartrix and usually remain calm and collected, they can sometimes become very flustered when taken by surprise. They sometimes pull on the vine on their head as a security blanket of sorts to improve their focus.

### Decidueye



**Grass / Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 11

**Skills:** Flight, Reach (*melee range is 25 ft.*), Sprouter, Stealth (*can make stealth skill checks*)

**Passives:** Feather Dance (+2 Defense), Nasty Plot (+1 Special Attack), Overgrow

**Moves (Attack +5, Special Attack +5, Effect +3)**

**Spirit Shackle** - Ranged(25ft) Ghost Special Attack: 3/day 3d10. On hit, the target is bound to the ground for 1d6 rounds.

**Sucker Punch** - Melee Dark Attack: 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

**Leaf Blade** - Melee Grass Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

**Biology:** Egg Group - Flying / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore / Phototroph, Habitat - Forests / Woodlands

**Evolution:** Rowlet Dartrix Decidueye

**Proficiencies:** Grass / Flying / Ghost (Decidueye) / Avian / Winged



## Grookey / Thwackey / Rillaboom



### Grookey



Grass - Small (Size), Light (Weight)

Hit Points: 30    Defense: 6    Special Defense: 4

Speed: 7 (35 ft.)    Attack: 7    Special Attack: 4

Skills: Climber (*treats walls and ceilings as normal terrain*)

Passives: Growl (+1 Defense), Overgrow (*When you are below 20 HP, your Grass-type attacks deal +4 damage*)

Moves (**Attack +3, Special Attack +2, Effect +3**)

Scratch - *Melee Normal Attack: At-Will 2d6.*

Branch Poke - *Melee Grass Attack: At-Will 2d6.*

Taunt - *Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.*

### Thwackey



Grass - Medium (Size), Medium (Weight)

Hit Points: 42    Defense: 8    Special Defense: 6

Speed: 8 (40 ft.)    Attack: 11    Special Attack: 6

Skills: Climber

Passives: Growl, Screech (+2 Attack), Overgrow

Moves (**Attack +5, Special Attack +3, Effect +4**)

Knock Off - *Melee Dark Attack: 3/day 3d8. On hit, the target drops any held items or weapons.*

Slam - *Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.*

Uproar - *Ranged(20ft burst) Normal Special Attack: 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.*



Grookey are enthusiastic, curious Pokémon that enjoy exploring their surroundings. They can be a bit mischievous at times, but they always mean well. After Grookey are born, they grab a stick from a nearby tree and carry it with them for the rest of their lives. These sticks become infused with Grookey energy by being around them; when Grookey beat their sticks on the ground, nearby plants that have wilted will begin to revitalize. In the wild, Grookey live in troops with others of their kind. Their green fur contains chlorophyll and synthesizes sunlight into energy. Grookey troops can be heard from afar drumming in time on hard fruit. In combat, Grookey will strike foes with their sticks in a rhythmic pattern, growing in strength as they stay on the beat.







Thwackey troops are loud and rambunctious, filling tropical rainforests with the percussive sounds of their stick-beating. They are adventurous, though they maintain their easy-going dispositions when out of combat. Upon evolution from Grookey, their single sticks have become two, allowing them to create more complex rhythms. They keep these sticks tied in their heads when not in use. Thwackey love fast beats, and those that can drum up quicker tempos while still staying in time will win respect from other members of the troops. Thwackey will collect objects of varying densities that make sounds of different timbres when hit to improve the range of their drumming. They are constantly practicing their rhythm by keeping time out of combat, walking and eating to the beat. In battle, their personalities shift and become more focused. Thwackey will get so engrossed in the rhythm of combat that they will sometimes fail to notice that they have already knocked out their foes. Thwackey troops share close bonds with one another and are inseparable.



Thanks to Rillaboom energy, their two sticks have morphed to include a stump drum. They will imbue these stumps with their energy, allowing them to control the growth of plants nearby by beating on them. Rillaboom can also control the roots of their stumps in combat and use them to throw foes. In a troop, the Rillaboom who has displayed the best drumming technique becomes the leader. These Pokémon value group harmony and cooperation, working together to beat out exhilarating performances in jungle clearings. Though they dislike pointless quarreling, they will fiercely defend allies in peril. Other Pokémon will congregate around performing Rillaboom to watch them drum and dance along. It is said that as long as these Pokémon are drumming, the rules of nature are temporarily suspended, and predator and prey will dance together as companions.



### Rillaboom

**Grass** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 10    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 15    **Special Attack:** 6

**Skills:** Climber, Strength (*very strong*)

**Passives:** Growl, Screech, Grassy Surge (*As a free action you may deplete one use of Grassy Terrain and use Grassy Terrain.*), Overgrow

**Moves** (*Attack +7, Special Attack +3, Effect +4*)

**Drum Beating** - *Melee Grass Attack: 3/day 3d10. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.*

**Boomburst** - *Ranged(25ft burst) Normal Special Attack: 1/day 3d12. Anyone within range of Boomburst is cured of Sleep.*

**Endeavor** - *Melee Normal Attack: 3/day. On hit, if the target has more HP than you, the target's HP is set to equal your HP.*

**Biology:** Egg Group - Field / Grass, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Jungles

**Evolution:** Grookey Thwackey Rillaboom

**Proficiencies:** Grass / Bruiser (*Thwackey / Rillaboom*) / Sound



This Pokémon has a Gigantamax form in PHB2.



# Charmander / Charmeleon / Charizard ★

## Charmander



Fire - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Firestarter (can create fire), Sinker (can't swim)

**Passives:** Growl (+1 Defense), Blaze (When you are below 20 HP, your Fire type attacks deal +4 damage.)

### Moves (Attack +2, Special Attack +3, Effect +3)

**Scratch** - Melee Normal Attack: At-Will 2d6.

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.



Charmander are rare Pokémon not often found in the wild, making their homes in volcanoes and mountains--particularly those with nooks and crags that can easily provide protection from the weather. This is because the flames on their tails are directly linked to their well-being. A flame that burns brightly signals a healthy Pokémon, while a dim, sputtering flame indicates a sickly one. Charmander will supposedly die if their fires go out. Their flames steam when in high humidity, warning them of potential danger. These flames also indicate their emotions. Gently wavering flames signal happiness, while blazing tails mean anger. Despite being Fire-types, Charmander are not immune to fire; infant ones, in fact, often burn themselves on their own tails. However, like many Fire-types, they do have an affinity for hot things, and their skin does toughen as they age.

## Charmeleon



Fire - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 8

**Skills:** Firestarter, Sinker

**Passives:** Growl, Blaze

### Moves (Attack +3, Special Attack +4, Effect +4)

**Dragon Rage** - Ranged(5ft) Dragon Special Attack: 3/day. On hit, the target loses exactly 25 HP.

**Fire Fang** - Melee Fire Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.





Wild Charmeleon have been described as “vicious,” “barbaric,” and perhaps most fittingly, “hot-headed.” They can easily raise the surrounding ambient temperature to uncomfortable levels simply by swinging their tails around. Charmeleon attack by knocking their foes down with their blazing tails and slashing them mercilessly with their sharp claws, not ceasing until their enemies are thoroughly beaten. In their fervor, their tails often begin to burn a bluish-white; at night, they can light up mountainsides like stars if groups of them are present. Enraged Charmeleon often take out their anger on their surroundings, incinerating anything flammable around them with unrestrained flames. This stage is often likened to a human’s teenage years--moody and reckless. For trainers, reining in disobedient Charmeleon can be extremely challenging. However, with proper care and treatment, a trainer can earn the respect of a Charmeleon, and eventually its obedience as well.



Charizard can spew powerful flames that can melt boulders and glaciers--and rather unfortunately, also easily and unintentionally start forest fires. A Charizard’s flame temperature increases with training, and it is said that Charizard that have experienced particularly brutal battles have even hotter flames. Like Charmeleon, an enraged Charizard’s flames can burn a whitish-blue. Unlike them, however, Charizard can more easily control their tempers; they will nobly never attack foes weaker than themselves without reason. Charizard can fly almost 4,600 feet (1,400 meters) into the air, soaring far above the mountains and volcanoes they call home.



### Charizard



**Fire / Flying** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 8    **Special Attack:** 11

**Skills:** Firestarter, Flight (*can fly*), Sinker

**Passives:** Growl, Blaze, Solar Power (*While in Sunny weather, you deal an additional 4 damage while attacking. After acting in Sunny weather, you take 4 damage.*)

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Flamethrower** - *Ranged(20ft) Fire Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Fire Spin** - *Ranged(20ft) Fire Special Attack:* 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains / Volcanoes

**Evolution:** Charmander  Charmeleon  Charizard

**Proficiencies:** Fire / Flying (*Charizard*) / Claws (*Charmeleon / Charizard*) / Draconian (*Charizard*) / Winged (*Charizard*)



This Pokémon has two Mega Evolutions in PHB2.



This Pokémon has a Gigantamax form in PHB2.



## Cyndaquil / Quilava / Typhlosion



### Cyndaquil



Fire - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Firestarter (can create fire), Sinker (can't swim)

**Passives:** Leer (+1 Attack), Blaze (When you are below 20 HP, your Fire type attacks deal +4 damage.)

**Moves (Attack +3, Special Attack +3, Effect +3)**



**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.



**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.



**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

### Quilava



Fire - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Firestarter, Sinker

**Passives:** Defense Curl (+1 Defense), Leer, Blaze

**Moves (Attack +4, Special Attack +3, Effect +4)**



**Swift** - Ranged(20ft) Normal Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.



**Flame Charge** - Melee Fire Attack: At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.



**Rollout** - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.



Cyndaquil are extremely rare in the wild. They are very timid creatures; their first reaction to anything new is to run away and curl up into balls. If angered or startled, the flames on their backs will erupt. They burn vigorously most of the time, but will sputter and die out sporadically if the Pokémon are tired. If the flames are not enough to deter enemies, Cyndaquil can also use smoke to cloak themselves and buy time to flee. They rarely fight back, due to their flighty natures, but may attack with puffs of fire when cornered. Trainers must be careful when raising Cyndaquil, as they are easily startled and frightened. Cyndaquil will instinctively flare up their backs. Despite this potential problem, they can be very playful and cheerful, if a bit skittish.





Quilava retain the general personalities that they had as Cyndaquil, but replace their skittishness with caution. They are extremely wary of new situations, and will react to nearly any sign of danger. However, instead of curling up into balls, Quilava prefer to fight back. In battle, when Quilava turn their backs against their opponents, they are preparing to flare up their backs. These flames burn hotter in combat. Their fur is also nonflammable and does not conduct heat, allowing them to keep their fires burning for long periods of time. This fur is notably very soft. Quilava are also very agile, allowing them to maneuver around attacks thrown at them. When battling, they scorch the ground, leaving behind lingering trails of fire that could provide barriers against opponents.



Typhlosion are extremely territorial and will not hesitate to attack anything that enters their domains with the powerful plumes of fire. When enraged, they heat up to extraordinarily high temperatures, causing the air to shimmer around them and setting anything they touch ablaze. By rubbing their blazing fur against itself, they can create explosions that incinerate everything nearby. Brutal fights between two Typhlosion over territory can sometimes devastate acres of grasslands. These Pokémon will flare up their manes to determine dominance; the individuals with larger manes gain control of the land, unless the losers decide to fight it out in battle. They are highly protective of their young, caring for them until adolescence, and will destroy anything they see as threats to them. Despite their aggressive tendencies, Typhlosion are also extremely loyal and will defend their trainers with all their strength.

### Typhlosion



**Fire** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 11

**Skills:** Firestarter, Sinker

**Passives:** Defense Curl, Leer, Blaze, Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*)

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Flamethrower** - Ranged(20ft) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Double Edge** - Melee Normal Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Eruption** - Ranged(30ft burst) Fire Special Attack: 1/day 3d10. If you are at Max HP, Eruption has 5d12 for damage instead.

**Biology:** Egg Group - Field / Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Grasslands / Volcanoes

**Evolution:** Cyndaquil  Quilava  Typhlosion

**Proficiencies:** Fire / Stampeding (*Quilava / Typhlosion*)





## Torchic / Combusken / Blaziken



### Torchic



**Fire** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Firestarter (*can create fire*)

**Passives:** Growl (+1 Defense), Blaze (*When you are below 20 HP, your Fire type attacks deal +4 damage.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Peck** - *Melee Flying Attack:* At-Will 2d6.

### Combusken



**Fire / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Firestarter

**Passives:** Bulk Up (+1 Attack, +1 Defense), Focus Energy (*Attacks are critical hits on natural 18-20*), Growl, Blaze

**Moves (Attack +5, Special Attack +4, Effect +3)**

**Double Kick** - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.



Torchic trainers will quickly learn that, while endearing, their quirkiness can also be a source of worry. Torchic have some trouble walking and will always be a few steps behind their trainers, wobbling around with unsteady steps. They are also afraid of the dark, and will begin crying if left alone at night. They have internal flame sacs that burn like ovens, hot enough to scorch foes black when they attack. Their feathers are soft and downy, almost like stuffed dolls. Trainers who have raised Torchic describe embracing them a warm plushie.





Combusken have very distinctive, harsh cries that are well-known to many rural inhabitants. This is due to their training habits; early in the morning, Combusken will go running through plains and mountains to strengthen their legs and thighs. Then, they prepare for kicking practice by letting out loud yells to gain focus. These cries often wake people and Pokémon in the early hours in the morning, much to their dismay. In combat, they will not relent until their foes have surrendered. Combusken also spew flames from their mouths in battle. When fighting, their bodies heat up; they release this excess heat in the form of flames. Combusken are also known to use their distinctive cries to intimidate and bewilder foes. Watching two trained Combusken fight was a popular pastime among trainers in older times.



Blaziken instinctually have developed their own martial art. Their legs are sturdy enough to leap great distances, and their arms have become much stronger as well. In battle, flames erupt from their wrists and envelop their knuckles, allowing them to pummel foes with fiery punches that can scorch and burn. The stronger their foes are, the stronger these flames burn, and the more determined Blaziken are to defeat them. Their ankles can also similarly ignite, enabling them to land fiery kicks as well as punches if necessary. Every few years, their feathers burn off from repeated exposure to fire. However, newer, softer ones regrow in their place. These feathers are important because they help Blaziken regulate their body temperatures; when they burn up, they must rest and refrain from using their fire powers until they regrow.



### Blaziken



**Fire / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 13    **Special Attack:** 11

**Skills:** Firestarter

**Passives:** Bulk Up, Focus Energy, Speed Boost (+2 Speed), Blaze


**Moves (Attack +6, Special Attack +5, Effect +5)**

**Blaze Kick** - *Melee Fire Attack:* 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Brave Bird** - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Biology:** Egg Group - Field / Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Savannas / Volcanoes

**Evolution:** Torchic  Combusken  Blaziken

**Proficiencies:** Fire / Fighting (Combusken / Blaziken) / Avian / Martial (Blaziken / No Electric or Ice-type moves)



This Pokémon has a Mega Evolution in PHB2.



## Chimchar / Monferno / Infernape



### Chimchar



**Fire** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Firestarter (*can create fire*), Sinker (*can't swim*)

**Passives:** Leer (+1 Attack), Blaze (*When you are below 20 HP, your Fire type attacks deal +4 damage.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

### Monferno



**Fire / Fighting** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Climber, Firestarter, Sinker

**Passives:** Leer, Blaze

**Moves (Attack +4, Special Attack +4, Effect +4)**

**Mach Punch** - *Melee Fighting Attack:* At-Will 2d6. Mach Punch has Priority.

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Flame Wheel** - *Melee Fire Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.



Chimchar are have vivacious, carefree natures. They are “balls of energy”, so to speak; they love to play around and have fun, even when in battle. They are very agile, capable of leaping across ravines and scaling up cliff faces in mountains. Chimchar are social Pokémon, almost always found with others of their kind leaping around on trees and boulders. The fires on their rears are fueled by gases within their bodies; as long as they can continue supplying gas, the flames won't go out, even in rain. When Chimchar are sick, however, they have trouble producing enough gas to keep their fires burning; their flames will sputter and burn weakly as a result. Their fires will only go out when they are asleep, likely to prevent themselves from accidentally igniting brushfires while resting. Their playful natures also carry into battle; they will often goof around and not take commands seriously.



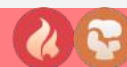


Monferno love to play around. However, they have become much more perceptive of the situations they are in and have learned to handle themselves more seriously in battle. Monferno are adept fighters, using both their flames and fists to defeat opponents. They can take advantage of their environments to the fullest extent, jumping off of walls and ceilings to attack foes aerially from unexpected angles. By enlarging the flames on their tails, Monferno can make themselves appear bigger to intimidate attackers. They also use this technique for spacing, warding foes off by making their flames bigger or drawing them closer by feigning exhaustion and weakening their fires. In the wild, Monferno live in packs of roughly a dozen members each with rigid pecking orders. Individuals are ranked based on the sizes of their flames when fully lit and the brightness of the blue “masks” on their faces; Monferno with the largest flames and the brightest masks are ranked the highest. Monferno in troops train each other by sparring in mock fights.



Infernape are disciplined, skilled fighters. Infernape practices a unique form of martial art to their species involving all of their limbs. They use their great agility to toss foes around while pummeling them from all angles. They are capable of cloaking their limbs in flames to scorch foes with physical attacks. The crowns of fire on their heads burn more intensely as they become more heated in battle. These flames cannot be extinguished and are said to represent their undying, fiery spirits in combat. Outside of battle, Infernape retain the playful demeanors of their pre-evolutions. They will quickly assume more somber personas, however, when threatened, as their battling spirits overtake their bodies.

### Infernape



**Fire / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 8

**Speed:** 11 (55 ft.)    **Attack:** 11    **Special Attack:** 11

**Skills:** Climber, Firestarter, Sinker

**Passives:** Calm Mind (+1 *Special Attack*, +1 *Special Defense*), Leer, Blaze, Iron Fist (Your punching attacks deal +4 damage.)

**Moves (Attack +5, Special Attack +5, Effect +5)**

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Flare Blitz** - *Melee Fire Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

**Punishment** - *Melee Dark Attack:* 3/day 2d10. Punishment deals an additional 1d10 damage for each StatPassive the target has.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains

**Evolution:** Chimchar Monferno Infernape

**Proficiencies:** Fire / Fighting (Monferno / Infernape) / Martial (Infernape / No Ice-type moves)





## Tepig / Pignite / Emboar



### Tepig



**Fire** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Firestarter (*can create fire*), Tracker (*can follow scents*)

**Passives:** Defense Curl (+1 Defense), Tail Whip (+1 Attack), Blaze (*When you are below 20 HP, your Fire type attacks deal +4 damage.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Odor Sleuth** - *Self Normal Effect:* At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.



Tepig are often referred to as “laid-back” and “bashful.” In the wild, Tepig wander idly through fields and grasslands in search of Berries. When they find some, they roast them with fire before consuming them. Tepig can be deceptively nimble when necessary, capable of leaping away of incoming attacks. They shoot fireballs out of their nostrils to deter foes. When ill, however, they will begin spewing black smoke instead. Though initially shy, Tepig are quick to warm up to new things and are very easily. They have been known to burn Berries by snorting too much fire when roasting them due to enthusiasm.

### Pignite



**Fire / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Firestarter, Sinker (*can't swim*), Tracker

**Passives:** Defense Curl, Tail Whip, Blaze

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Arm Thrust** - *Melee Fighting Attack:* At-Will 1d4. Arm Thrust has -2 during Accuracy Check. Arm Thrust is a Scatter attack. Up to 5 attacks.

**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.





Pignite spend much of their time eating; they have internal fires constantly burning in their bellies, so they must eat regularly in order to maintain these flames. Their attacks become stronger as their fires burn hotter. When in danger or upset, Pignite can force their fires to flare up and burn through stored lipids in order to unleash powerful attacks. Their movements also become sharper and more agile as their flames intensify. Pignite are also skilled fighters, particularly when it comes to wrestling. They are close-range brawlers; though capable of shooting flames from a distance, they prefer to attack foes using their limbs or even their whole bodies. When Pignite begin to feel hungry, their internal fires will weaken from lack of fuel. Consequently, they will become sluggish and their attacks will weaken. Pignite trainers are advised to always carry around fat-rich snacks in case their Pokémon begin to feel famished.



Though they appear intimidating, Emboar are very friendly Pokémon—if a bit impulsive at times. They are very active, spending most of their days either eating or training. Their fists are highly resistant to heat; the red bands on their wrists secrete a highly flammable substance that coat their hands. In combat, Emboar touch their hands to their flaming beards, igniting them and allowing them to pummel opponents with flaming fists. Emboar are adept at many types of combat, switching between using their arms, feet, or entire bodies frequently to bewilder foes. They are capable of cloaking their bodies in flames to ram into foes by using flaming tackles and can also let loose streams of flames from their nostrils. Emboar are protective of their friends, often using their large bodies to shield them from harm. Their fiery beards flare up when they feel strong emotions.

### Emboar



**Fire / Fighting** - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 8    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 13    **Special Attack:** 10

**Skills:** Firestarter, Sinker, Strength (*very strong*), Tracker

**Passives:** Defense Curl, Tail Whip, Blaze, Reckless (*Your attacks that damage yourself on hit, deal +4 damage.*)

#### Moves (Attack +6, Special Attack +5, Effect +3)

**Assurance** - *Melee Dark Attack:* 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

**Head Smash** - *Melee Rock Attack:* 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.

**Flare Blitz** - *Melee Fire Attack:* 1/day 5d12. On hit, you lose HP equal to  $\frac{1}{3}^{\text{rd}}$  of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Grasslands

**Evolution:** Tepig  Pignite  Emboar

**Proficiencies:** Fire / Fighting (*Pignite / Emboar*) / Bruiser (*Pignite / Emboar*) / Martial (*No Punches/Kicks*) / Stampeding (*Emboar*)



## Fennekin / Braixen / Delphox



### Fennekin



**Fire** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Firestarter (*can create fire*),

**Passives:** Howl (+1 Attack), Blaze (*When you are below 20 HP, your Fire type attacks deal +4 damage.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.



### Braixen



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Firestarter

**Passives:** Howl, Blaze

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Fire Spin** - *Ranged(20ft) Fire Special Attack:* 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Light Screen** - *Ranged(30ft) Psychic Effect:* 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

Many trainers who encounter Fennekin and like them for their cuteness are surprised by their bouts of moodiness—Fennekin are known to be rather unpredictable in their personalities, being easygoing at one moment yet irritable at another. Despite their temperamental tendencies, however, these Pokémon always try their absolute best in battle and hate disappointing their trainers. Fennekin dispel excess heat through their ears, which can warm the air passing through them. These Pokémon have a curious diet—they subsist primarily on dry twigs, which they seek out constantly, even chewing on them while walking about. They combust the sticks they eat within their bodies to create fire. To intimidate foes, Fennekin will puff out hot air from their ears, causing the tufts of fur in them to glow faintly.





When Fennekin evolve into Braixen, they stop eating sticks as their primary source of nutrition—in fact, Braixen are incapable of digesting the cellulose of wood at all. However, these Pokémon still demonstrate an affinity for twigs, keeping on in their tails at all times. These twigs appear to function as security blankets of sorts for Braixen, helping temper the mood swings they experienced as Fennekin. If a Braixen loses its stick, it will become fretful, anxious, and even angry. When Braixen pull their twigs out from their tails, the friction of the action ignites the tips of the sticks, giving them a makeshift torch. They use this burning stick to defend themselves from enemies. Braixen can wave the blazing branch in front of their mouths while breathing fire in order to increase the strength of their flames. Braixen will also use their twigs to communicate with others, which is useful considering these Pokémon are nocturnal. Sticking the twigs back in their flame-resistant tails will put out the flame through oxygen deprivation.



Delphox are remarkably calm and collected. Delphox carry wand-like sticks that they can ignite with psychic energy. When not in use, they store these sticks within the tufts of fur on their wrists. Delphox can stare at the fire at the tips of their branches to achieve a heightened state of focus and glance into the future. They can further focus their psychic energy on these flames to create magic flames or create flaming vortexes, entrapping and incinerating foes within. Delphox always leave observers stunned with their impressive grace and composure, both during and outside of battle.



### Delphox



**Fire / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 10

**Speed:** 10 (50 ft.)    **Attack:** 8    **Special Attack:** 11

**Skills:** Firestarter, Telekinetic (*can move things with their mind*)

**Passives:** Howl, Blaze, Magician (*When hitting with a melee attack, you steal the target's held item, if any.*)

#### Moves (**Attack +4, Special Attack +5, Effect +5**)

**Mystical Fire** - Ranged(20ft) Fire Special Attack: 3/day 3d8. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Will-O-Wisp** - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts / Forests

**Evolution:** Fennekin Braixen Delphox

**Proficiencies:** Fire / Psychic (*Braixen / Delphox*) / Hexwork (*Braixen / Delphox*) / Spellcraft (*Braixen / Delphox*)





## Litten / Torracat / Incineroar



### Litten



**Fire** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** Firestarter (*can create fire*)

**Passives:** Growl (+1 Defense), Leer (+1 Attack), Blaze (*When you are below 20 HP, your Fire type attacks deal +4 damage.*)

#### Moves (**Attack +4, Special Attack +3, Effect +3**)

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.



### Torracat



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 8

**Skills:** Firestarter

**Passives:** Growl, Leer, Blaze

#### Moves (**Attack +5, Special Attack +4, Effect +4**)

**Fire Fang** - *Melee Fire Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

Litten are known for their level-headedness and lack of outward displays of emotion. They secrete flammable oils from their skin that coats their fur. When they lick and groom themselves, they store some of this fur within their stomachs, forming furballs. Litten can cough up and ignite these furballs to shoot fireballs at foes; the size of these attacks depends on the amount of fur collected, while the way they are launched depends on how they are coughed up. Instead of shedding their fur gradually like most felines, Litten will ignite all of their fur at once in a fierce but quick blaze. Though they tend to have collected natures, it can be difficult to gain trust from a Litten because of how distant and solitary they are. Many find that Litten respond best to a moderate amount of attention; they remain aloof with too little care, but are put off if smothered.





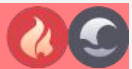
Torracat often act somewhat bratty around familiar faces. Some would even call them spoiled; they may even scratch their friends or trainers if they displease them. Torracat also have gained a burning desire for combat. In battle, they will not stop fighting until their opponents lose their will to continue battling. Torracat use their thick manes, which have actually adapted to take the place of standard whiskers, to navigate dark areas. This helps them locate prey in the dim undergrowth of their jungle habitats or under the cover of dark nights. Torracat also possess external flame sacs that adorn their necks. When they utilize Fire-type attacks, these sacs flare up and quickly begin to heat, allowing them to begin spewing flames within seconds. The sound of fire being expelled from these sacs is said to be akin to that of a brass bell. These organs also heat up and cool down depending on their emotions. When Torracat enter the fervor of battle, their passion keeps their flame sacs burning at maximum brightness. Their fur will stand on end when Torracat healthy and happy, but lie flat and matted when they are sick or upset.



Incineroar have "flame belts," named so because of their resemblance to wrestling championship belts. These belts ignite as these Pokémon engage in intense battles. Incineroar live for the heat of battle; they can become so engrossed in fights that they may ignore their trainers' orders in favor of their own. Perhaps even more so than fighting, though, Incineroar love the adoration of others. They fight most fiercely when watched by a crowd, using grand kicks and punches before finishing off foes with showy, fiery spirals from their belts. Though they try to seem aloof on the outside, the love of young children and other Pokémon gratifies them greatly. They get very depressed when heckled, however. Incineroar also lose the will to fight when faced with weaker foes; they much prefer the challenge of facing opponents as strong as or even stronger than themselves.



### Incineroar



**Fire / Dark** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 10    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 13    **Special Attack:** 8

**Skills:** Firestarter

**Passives:** Intimidate (+1 Defense), Leer, Blaze

**Moves (Attack +6, Special Attack +4, Effect +3)**

**Darkest Lariat** - *Melee Dark Attack:* 3/day 3d10.

**Flare Blitz** - *Melee Fire Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

**Cross Chop** - *Melee Fighting Attack:* 1/day 5d12. Cross Chop has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, Cross Chop is a critical hit.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Grasslands / Jungles

**Evolution:** Litten Torracat Incineroar

**Proficiencies:** Fire / Dark (Torracat / Incineroar) / Bruiser / Martial (No Punches/Kicks) (Incineroar)





## Scorbunny / Raboot / Cinderace



### Scorbunny



**Fire** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Firestarter (can create fire)

**Passives:** Growl (+1 Defense), Blaze (When you are below 20 HP, your Fire type attacks deal +4 damage.)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Double Kick** - Melee Fighting Attack: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.



Scorbunny are energetic Pokémon that can rarely stay still for long. They can usually be seen hopping from one foot to the other, if not racing back and forth around the area. These Pokémon have pads on the soles of their feet that radiate heat, scorching the ground beneath them as they run; a similar pad also exists on their noses. They take time to heat up, however, as the contents of Scorbunny's flame sacs are viscous and need to soften before use. For this reason, Scorbunny may need to warm up before battles by running laps. This increases their heart rate and body temperatures, helping them reach their full potentials. These flame sacs are sometimes called their "second hearts" due to their importance. In combat, Scorbunny run circles around their opponents to bewilder them before delivering burning kicks.

### Raboot



**Fire** - Medium (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Firestarter

**Passives:** Growl, Blaze

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Counter** - Melee Fighting Effect: 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

**Flame Charge** - Melee Fire Attack: At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.





Raboot are agile Pokémon that can sometimes be seen racing across grasslands. They can leap high up in the air to kick Berries off of tree branches. Then, they will practice their footwork by juggling the Berries with their feet without letting them touch the ground. Raboot have thick fur that help keep them warm during cold winter months. It also keeps their flame sacs insulated so that once they are warmed up, they can stay heated for longer periods of time than as Scorbunny. Raboot spend time channeling their boundless energy into practice. These Pokémon are never satisfied with the quality of their kicks and can always find ways to improve. Raboot keep their hands tucked in and avoid using them in battle; this also helps them stay insulated. In combat, they will kick flaming stones towards opponents to scorch them, trying to score hits from unexpected angles in order to keep their foes on guard. The heated pads on their feet and the bands on the heads let them deliver both scorching kicks and headbutts. Raboot that develop new techniques for kicking will closely guard their secrets from other Raboot in order to maintain an edge in battle.



Cinderace are famed for their incredible skill during battle. They can use their great agility and wide arsenal of kicking techniques to launch burning stones at opponents from all sorts of angles. They have strong cores and legs, allowing them to launch powerful blows with their feet. Cinderace will juggle pebbles between their feet to heat them up and feign attacks to keep their foes guessing. They are skilled at both offense and defense and love the cheering of a crowd. However, they have a tendency to show off their skills in front of an audience, sometimes at the expense of the battle itself. Still, Cinderace are have an intensely competitive spirit and will not give up a fight no matter what. Win or lose, they are good sports that can recognize a stronger foe and learn from their mistakes in battle.



## Cinderace



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 8

**Speed:** 14 (70 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Firestarter

**Passives:** Agility (+2 Speed), Growl, Blaze, Libero (You may change your type to the same type as an attack you are making while making it for 10 mins.)

**Moves (Attack +6, Special Attack +3, Effect +7)**

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Pyro Ball** - *Ranged(40ft) Fire Attack:* 1/day 5d12. Pyro Ball has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Grasslands

**Evolution:** Scorbunny  Raboot  Cinderace

**Proficiencies:** Fire / Munition (Raboot / Cinderace)



This Pokémon has a Gigantamax form in PHB2.



## Squirtle / Wartortle / Blastoise



### Squirtle



**Water** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 8    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Withdraw (+1 Defense), Torrent (*When you are below 20 HP, your Water-type attacks deal +4 damage*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Rapid Spin** - *Melee Normal Attack:* At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.



### Wartortle



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Fountain, Swimmer

**Passives:** Iron Defense (+2 Defense), Torrent

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Skull Bash** - *Melee Normal Attack:* 1/day 5d12. When you use this attack you immediately end your turn. Your Defense is 15 until your next turn (unless your Defense is higher than 15). During your next turn, your movement speed is doubled and after getting to a target you may roll Skull Bash's Accuracy Check and damage.

Squirtle are born with soft shells, and are vulnerable until these shells harden in a process that takes about a week or so. To protect themselves, they withdraw into their sturdy shells and attack with projectiles to scare off potential dangers. Their carapaces can defend from many attacks, protecting the Pokémon from harm. Additionally, the smooth exteriors of the shells allow Squirtle to glide more swiftly and smoothly through the water. Though rare in the wild, they can occasionally be found around freshwater lakes and ponds, and even in slow-flowing rivers. A few isolated populations can be found on islands in the middle of the ocean, but these groups are rare and are exceptions rather than the norm.





As semi-aquatic Pokémon, Wartortle can stay submerged underwater for long periods of time, holding air in the rich fur of their tails. These tails, rather humorously, stick out of their shells even when the rest of their bodies are withdrawn. They use water to cloak themselves before attacking prey and swiftly swimming after them, using their ears and tails to balance themselves. Wartortle tails are regarded as symbols of longevity since they're known to live for up to 100 years; it is thought that individuals with more deeply-colored tails and more algae on their shells are older. In the past, people would hunt Wartortle and hold locks of their tail fur in hopes of living long lives. Wartortle pride themselves on scratched shells, as they show toughness in battle. Generally, it is believed that the more scratches a Wartortle gains during this stage, the stronger it will be after evolution.



Blastoise are powerful Pokémon that are most famous for the cannons on their backs. These cannons are stronger than fire hoses, and can shoot water sometimes up to 160 feet away. Additionally, Blastoise can use these cannons to jet themselves through the water to tackle foes at high speeds. Blastoise intentionally make themselves heavy for multiple reasons. Weight adds power to these jet-tackles, for example, and also allows them to crush foes on land. Most importantly, however it enables them to withstand the recoil from their powerful cannon blasts. These blasts are accurate as well as powerful; bullets of water shot from these cannons can hit and destroy tin cans situated 160 feet away. As a last resort, Blastoise can withdraw into their thick and sturdy shells for protection.

## Blastoise

**Water** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 12    **Special Defense:** 11

**Speed:** 8 (40 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Fountain, Swimmer

**Passives:** Iron Defense, Rain Dish (If in Raining Weather, you regain 4 HP after you act.), Torrent

**Moves (Attack +4, Special Attack +4, Effect +4)**

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.

**Rain Dance** - *Water Field Effect:* 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

**Hydro Pump** - *Ranged(30ft beam) Water Special Attack:* 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Lakes / Ponds

**Evolution:** Squirtle → Wartortle → Blastoise

**Proficiencies:** Ice / Water / Pulse (Blastoise) / Stamping (Blastoise)



This Pokémon has a Mega Evolution in PHB2.

This Pokémon has a Gigantamax form in PHB2.



## Totodile / Croconaw / Feraligatr



### Totodile



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Fountain (can create water), Swimmer (can swim)

**Passives:** Leer (+1 Attack), Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Scratch** - Melee Normal Attack: At-Will 2d6.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Croconaw



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Fountain, Swimmer

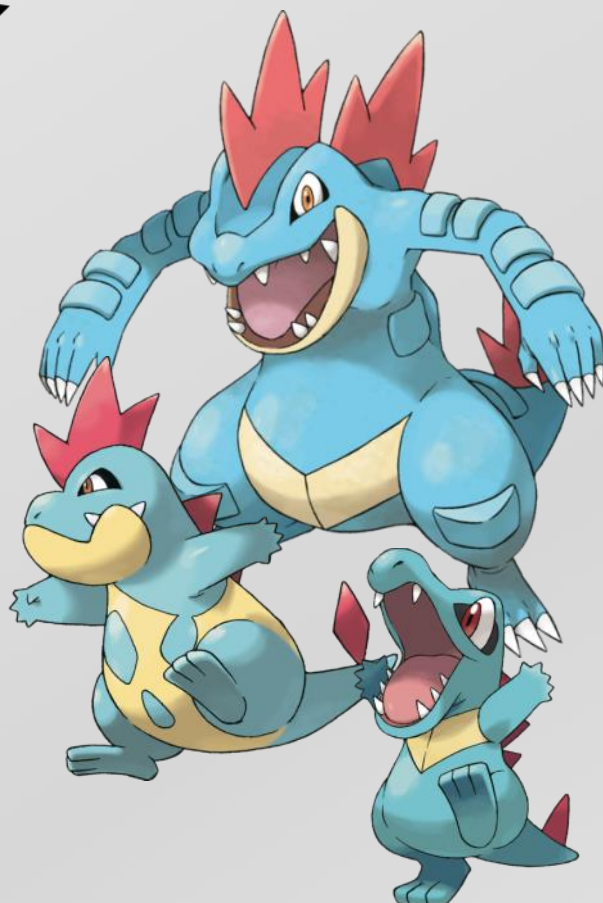
**Passives:** Leer, Scary Face (+2 Speed), Torrent

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Rage** - Melee Normal Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Ice Fang** - Melee Ice Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Totodile are energetic. They love to play—but unfortunately for most trainers, their favorite games almost all involve biting. They have the habit of chomping nearly anything novel that moves, and due to the raw strength of their jaws, they can often crush the things they bite. Wild Totodile that one may occasionally come across; while very playful and friendly with humans, they will snap at the arms and legs of people when they lower their guards to “investigate” the foreign beings. Though they are simply “playing,” these bites can cause serious injury, sometimes even resulting in fractured bones. Even trained Totodile may occasionally crunch on and destroy possessions like watches, bags, phones, and on at least one recorded occasion, a Pokédex.





Croconaw have increased bite strengths, but they luckily aren't as prone to biting everything they see. Croconaw have exactly 48 fangs, all of which are slanted inwards and curved like fishhooks. This angle makes it nearly impossible to remove Croconaw after they bite; they can refuse to let go after snapping onto anything, holding on until their fangs fall off. Luckily for them, though, these teeth can grow back in as little as a week. Croconaw can open their jaws wide enough to latch onto things nearly twice the size of their heads. When they swim, only the spiked crests on their heads and backs are visible; the rest of their bodies remain submerged underwater as they hunt underwater Water-types, their primary source of food. When not hunting, they are known to bite stones to test the strength of their jaws and teeth. Bite marks on rocks near lakeshores and riversides are signs of Croconaw territory. Loose, fishhook-shaped teeth lying on the ground and floating in the water are another sign that Croconaw are likely nearby.



Feraligatr are more adept in the water than on land, but they are still capable of terrestrial travel. They can walk on both bipedally and quadrupedally, though they prefer the latter. However, when they spot enemies or prey, Feraligatr can quickly charge forward at a blinding speed on two legs to capture them between their powerful jaws, shaking their heads to tear up their victims. They can intimidate foes simply by opening their giant mouths and roaring; this display, along with the size of the red crests on their heads, is also used in displays of dominance. They can crush boulders with ease and can knock back foes with their powerful tail. Feraligatr swim with just the upper halves of their heads and their back crests above the water. They swish their powerful tails and arms to propel themselves while using their arms and legs to steer and stay afloat.



### Feraligatr

**Water** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 12    **Special Attack:** 8

**Skills:** Fountain, Swimmer

**Passives:** Leer, Scary Face, Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*), Torrent

**Moves (Attack +6, Special Attack +4, Effect +5)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Lakes / Rivers

**Evolution:** Totodile  Croconaw  Feraligatr

**Proficiencies:** Ice (*Melee attacks*) / Water / Fang attacks (*No Electric-type moves*)



# Mudkip / Marstomp / Swampert



## Mudkip



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Fountain (can create water), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Growl (+1 Defense), Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.



## Marstomp



**Water / Ground** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Fountain, Gilled, Strength (very strong), Swimmer

**Passives:** Growl, Torrent

**Moves (Attack +4, Special Attack +3, Effect +2)**

**Mud Shot** - Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Bide** - Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

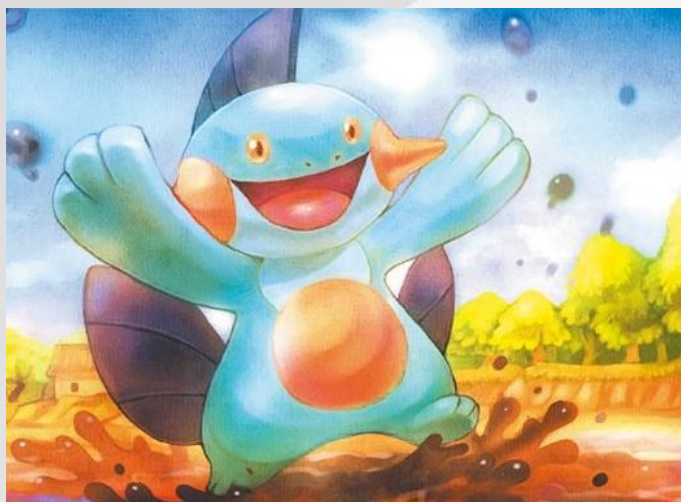
**Take Down** - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

Mudkip are deceptively strong for their size, able to lift large stones out of the water and crush them by planting themselves into the ground and heaving. The orange growths on the sides of their heads are gills, allowing Mudkip to breathe underwater; on land, they breathe using their mouths. They use their tail fins to accelerate themselves through the water. Their head fins, on the other hand, are primarily tasked with observation. These fins can sense both air and water currents, letting Mudkip navigate the murky waters they call home without being able to see their surroundings. Mudkip sleep by burying themselves in the mud. They spend roughly equal time on land and in the water, but must keep their skin moist so they don't dry out and become lethargic.





Marshtomp can often be found in muddy estuaries, both near the sea as well as inland. They spend much of their time out of the water; a sticky, mucus-like film coating their skin keeps them moist and prevents air from drying them out. To rehydrate, Marshtomp will play in the mud. Curiously enough, they can use their powerful hind legs to travel faster through mud than through clean water. These strengthened hind legs also enable them to walk bipedally, unlike Mudkip. In battle, Marshtomp attempt to lure foes into the mire rather than step out of it themselves, as they can easily overpower most foes on their home turfs. Marshtomp burrow in the mud to sleep. Individuals who live near the ocean sometimes emerge at low tide to play on the beach, while those inland may splash around at the water's edge.



Swampert make nests out of boulders on pristine beaches and on the edge of murky swamplands, hauling rocks with ease both on land and in the water. They can use their sturdy, rock-hard arms to shatter rocks as they create nests, and can hammer foes with similar swings of their arms as well. Swampert can singlehandedly tow boats stranded at sea, and are indeed often employed to rescue endangered ships. Using their powerful arms, Swampert can swim in quick burst. They can use their fins to predict incoming storms by noticing changes in wave and wind patterns, piling boulders around their nests to protect their loved ones when they sense one nearing. Their powerful vision allows them to see clearly even in murky waters. Though strong and aggressive at times, Swampert can still be very playful.



## Swampert



**Water / Ground** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 10    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 11    **Special Attack:** 9

**Skills:** Fountain, Gilled, Groundshaper (*can manipulate the ground*), Strength, Swimmer

**Passives:** Growl, Damp (*Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.*), Torrent

**Moves (Attack +5, Special Attack +4, Effect +3)**

**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Hammer Arm** - Melee Fighting Attack: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Marshes

**Evolution:** Mudkip → Marshtomp → Swampert

**Proficiencies:** Ground / Water / Bruiser (*Swampert*) / Stamped-ing (*Swampert*)



This Pokémon has a Mega Evolution in PHB2.



## Piplup / Prinplup / Empoleon



### Piplup



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Fountain (can create water), Swimmer (can swim)

**Passives:** Growl (+1 Defense), Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Pound** - Melee Normal Attack: At-Will 2d6.

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Peck** - Melee Flying Attack: At-Will 2d6.



### Prinplup



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Fountain, Swimmer

**Passives:** Growl, Torrent

**Moves (Attack +3, Special Attack +4, Effect +2)**

**Fury Attack** - Melee Normal Attack: At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Piplup are thought to be cute but they are also very prideful. Wild Piplup will refuse to accept food or shelter given to them by others. Instead, they will often adamantly find their own food and stubbornly sleep outside rather than in shelter. Piplup are far more adapted to aquatic than terrestrial life; they can dive for up to 10 minutes at a time without coming up for air. On land, they are rather clumsy, falling flat on their faces often. However, these tumbles don't hurt their pride, and they will simply continue walking with their heads held high. Piplup are covered in thick down that insulates them against their chilly environments. They almost always keep their chests puffed up as a display of pride.





Prinplup are solitary Pokémon; they are prideful and consider themselves too important to rely on others. Their wings are deceptively hard, capable of snapping trees with single blows. They are found in icy polar waters, spending their time diving beneath the ocean's surface. They nimbly chase down prey underwater before bringing their meals back to the surface. When not swimming, Prinplup can be found resting on icebergs and ice floes. In the water, they use their hard wings to break apart ice as they swim. It is believed that their coloration makes them harder to spot in the water, allowing them to ambush prey. From below, their light blue feathers blend in with sunlit waters, the white spots breaking up their outlines. From above, the darker blue shades match that of deep-sea waters. When two Prinplup meet, they will engage in displays of dominance to assert control over disputed territory. By puffing out their chests and waving around their wings, each Prinplup will attempt to appear larger than the other in order to "win" the fight.



Empoleon are extremely prideful and believe themselves above others who are not a part of their families. Empoleon live in small groups. While each member retains its own individuality and sense of self-worth, they have learned that teamwork in hunting yields far superior results when compared to solitary attempts. The Empoleon with the largest horns on their heads are the leaders of the groups. Empoleon can swim quickly in jet like bursts, using their steel-hard wings to slice through ice floes. They are too proud to involve themselves in petty disputes, instead appearing aloof in most conflicts; however, they will viciously attack anyone that hurts their pride with powerful bursts of water or devastating slashes with their wings.



## Empoleon



**Water / Steel** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 10

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 11

**Skills:** Fountain, Swimmer

**Passives:** Growl, Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Torrent

**Moves (Attack +4, Special Attack +5, Effect +3)**

**Aqua Jet** - *Melee Water Attack:* At-Will 2d6. Aqua Jet has Priority.

**Brine** - *Ranged(20ft) Water Special Attack:* 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

**Drill Peck** - *Melee Flying Attack:* 3/day 3d10.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Polar

**Evolution:** Piplup Prinplup Empoleon

**Proficiencies:** Ice / Steel (*Prinplup / Empoleon*) / Water / Avian / Blades (*Prinplup / Empoleon*)





## Oshawott / Dewott / Samurott



### Oshawott



**Water** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Fountain (can create water), Swimmer (can swim)

**Passives:** Tail Whip (+1 Attack), Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Water Sport** - Melee Water Effect: At-Will. Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.



### Dewott



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Fountain, Swimmer

**Passives:** Focus Energy (Attacks are critical hits on natural 18-20), Tail Whip, Torrent

**Moves (Attack +4, Special Attack +4, Effect +3)**

**Razor Shell** - Melee Water Attack: 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Fury Cutter** - Melee Bug Attack: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Aqua Jet** - Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.

Oshawott may act tough, they are also quick to cower and flee when situations become too intense. Oshawott fight primarily using the shells on their bellies, often called scalchops. These implements can be detached at will, and can be reattached much like suction cups. Oshawott are born with scalchops attached; simple shells found on beaches will not suffice as substitutes. Scalchops consist primarily of a combination of chitin and calcium carbonate—their composition is nearly identical to that of an Oshawott claws. Scalchops are as sharp as blades; they are used to slash at foes and keep them at bay. Oshawott also use scalchops to slice open hard Berries when eating and thick vines when traveling. Because they rely on their scalchops so heavily, Oshawott will guard them with their lives.



Dewott are capable of wielding two scalchops at once. They take great care of their scalchops, spending much of their time cleaning them in the water or sharpening them on boulders. Dewott are very disciplined fighters. They will practice for hours at the same time every day, regardless of weather, sickness, or any other ailments. In combat, they are able to perfectly execute a wide variety of techniques thanks to their dedicated practice. In order to constantly confound opponents, Dewott will develop original fighting techniques exclusive to them. When two Dewott meet, they will engage in a friendly duel in which each will show off their signature techniques, hoping to earn the respect of the other in combat. Dewott tend to live alone, but are not territorial and will allow docile people and Pokémon to wander through without conflict. Despite their solitude, Dewott are very protective of their friends and families and will not hesitate to aid their loved ones if threatened.



Samurott are famous for their valiant natures and fighting prowess. These Pokémon have a variety of weapons at their disposals. They can ram into opponents with their sharp horns to impale them, for instance. The two plated growths on their forelimbs are also sheaths concealing adapted scalchops that resemble daggers, known as seamitars. In battle, Samurott can stand on their hind legs and wield both of their seamitars to slash fearsomely at foes. Their skilled fighting techniques have garnered them much respect in their coastal habitats; a single glare or roar from a Samurott is often enough to scare off enemies. Though intimidating, Samurott are very protective of their loved ones, always choosing to protect their friends and family over themselves. They will never attack foes weaker than themselves, and they are known to help fend off attackers from smaller or younger Pokémon.

### Samurott

**Water** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 11

**Skills:** Fountain, Swimmer

**Passives:** Focus Energy, Swords Dance (+2 Attack), Shell Armor (Critical hits are treated as normal hits against you, Torrent)

**Moves (Attack +6, Special Attack +5, Effect +3)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Revenge** - *Melee Fighting Attack:* 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.

**Biology:** Egg Group - Field / Water 1, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches

**Evolution:** Oshawott Dewott Samurott

**Proficiencies:** Fighting / Ice (*Melee attacks*) / Water / Blades / Bruiser (*Samurott*)



## Froakie / Frogadier / Greninja



### Froakie



**Water** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Torrent (*When you are below 20 HP, your Water-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Bubble** - *Ranged(15ft) Water Special Attack:* At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.



Froakie are carefree creatures that may seem to be dull and oblivious, but in fact are very perceptive and keep a close eye on everything around them. They can leap into action in the blink of an eye, spurred by warning signals most other people and Pokémon wouldn't even notice. Froakie have strong hind legs that enable them to jump very high. Froakie breathe through their skin, which is rather thin and delicate. To protect themselves, they secrete a coat of bubbles from their chests and backs. These bubbles are flexible and shock-absorbent, shielding Froakie from the brunt of most attacks. In addition, Froakie also use these bubbles to disguise themselves from attackers, enabling them to analyze their surroundings without being noticed.

### Frogadier



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 6    **Special Attack:** 8

**Skills:** Climber, Fountain, Gilled, Swimmer

**Passives:** Growl, Torrent

**Moves (Attack +3, Special Attack +4, Effect +5)**

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Smoke Screen** - *Ranged(10ft) Normal Effect:* 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

**Smack Down** - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.



Frogadier are incredibly agile Pokémon that can be rarely found in ponds and wetlands. Their jumping abilities enable them to leap across trees in the wild or from wall to wall in buildings to confound and confuse opponents with ease. The tips of their fingers and toes are specially adapted to allow them to attach and hang upside-down from ceilings and ascend vertical surfaces; additionally, these pads enable these Pokémon to run across the surface of water. They often disguise themselves in cloaks of bubbles near the water's surface as they patiently wait for prey. Frogadier are also skilled in ranged attacks; they are known to coat pebbles in bubbles before throwing to precisely hit targets. Frogadier tend to be hit-and-run attackers, blindsiding opponents with swift strikes before darting away and shrouding themselves with foam.



Greninja are often praised for its stealth and agility. These Pokémon are capable of shooting stars of highly compressed water fast enough to cleanly slice metal bars in half. Greninja are so swift that they sometimes seem to suddenly disappear and then reappear elsewhere as they move. Greninja will use this to their advantage, confusing foes with their speed before striking. The scarf-like appendages wrapped around the necks of these Pokémon are in fact their tongues. These tongues are prehensile, capable of being lashed like whips. Greninja can sometimes be found hanging upside-down from tree branches or ceilings in the shadows, waiting for unwary foes to approach. They can propel themselves considerable distances by shooting jets of water at the ground beneath them.



## Greninja



**Water / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Climber, Fountain, Gilled, Stealth (*can make stealth skill checks*), Swimmer

**Passives:** Growl, Protean (*You may change your type to the same type as an attack you are making while making it for 10 mins.*), Torrent

### Moves (**Attack +5, Special Attack +5, Effect +6**)

**Water Shuriken** - Ranged(15ft) Water Special Attack: At-Will 1d4. Water Shuriken has Priority and is a Scatter attack. Up to 5 attacks.

**Double Team** - Self Normal Effect: 1/day. You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

**Night Slash** - Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Biology:** Egg Group - Water 1 / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ponds / Wetlands

**Evolution:** Froakie → Frogadier → Greninja

**Proficiencies:** Dark (*Greninja*) / Ice / Water / Tricky



This Pokémon has a Mega Evolution in PHB2.



## Popplio / Brionne / Primarina



### Popplio



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Fountain (can create water), Swimmer (can swim)

**Passives:** Baby-Doll Eyes (+1 Defense), Torrent (When you are below 20 HP, your Water-type attacks deal +4 damage)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Pound** - Melee Normal Attack: At-Will 2d6.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Disarming Voice** - Ranged(10ft) Fairy Special Attack: At-Will 1d12. You can't miss targets with less than 15 Special Defense.

### Brionne



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Fountain, Swimmer

**Passives:** Baby-Doll Eyes, Torrent

**Moves (Attack +3, Special Attack +4, Effect +2)**

**Aqua Jet** - Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



Popplio are semiaquatic creatures; though they are more agile in the water than on land, they have a rather unique technique that helps them maneuver in terrestrial environments. Popplio can snort elastic bubbles, made of water thickened with glycoproteins, out of their nostrils that linger for long periods of time. They can then leap atop of and around these bubbles to travel much faster than by waddling. Creating such bubbles takes a lot of practice, and Popplio are famous for their diligence in training their bubble-inflating skills. As they train, they can blow larger and more resilient bubbles. These Pokémon are also playful when not practicing; they love to perform acrobatic tricks with their bubbles in front of others, which also serve as trial runs for new strategies in battle. After gaining height by bouncing on these bubbles, they can attack opponents from the air in highly technical maneuvers. They can also pop their bubbles to damage foes with surprising force.





Brionne live in colonies on beaches and rocks near the sea shore. They are skilled dancers that rehearse tirelessly in order to memorize new routines. Brionne teach one another dances through performance and imitation; they may also decide to learn routines from humans if they like them enough. Thanks to their practice, Brionne have impeccable timing and can keep in perfect sync with others even in routines that they have just learned. Though rehearsal can be tiring, these Pokémon never fail to get excited when they witness a new dance that they have yet to perfect. Colonies of Brionne can be observed dancing in unison under the light of the moon on nights of calm seas, often lead by a singing Primarina. In battle, Brionne combine their dancing with many large balloons of water to create stunning displays. As they prance about to confuse opponents, they slap balloons into them that explode upon contact. Brionne always strive to keep a positive and cheerful demeanor, even when they are upset, sad, or simply fatigued from their tireless rehearsals. They will only reveal their true emotions to those that they most closely trust; even wild Brionne in colonies may not outwardly display how they are feeling to other members.



Primarina are exquisite vocalists and dancers whose vocal talents are thought to rival the best opera singers in the world. Many pay to see particularly accomplished Primarina perform in grand concert halls. In battle, Primarina use the vibrations created by their voices to maneuver sparkling bubbles around the field. Only some of these bubbles are explosive; they can leap around on the non-volatile ones to further play with opponents. The sight of a field of Primarina bubbles glittering in the moonlight is said to be breathtaking. Primarina teach one another new songs in their colonies, passing them down over the generations. They lead beautiful seaside concerts on moonlit nights. Consequently, each colony has its own unique repertoire.



### Primarina



**Water / Fairy** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 12

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 13

**Skills:** Fountain, Swimmer

**Passives:** Baby-Doll Eyes, Liquid Voice (*Sound-based moves made by you are Water-type.*), Torrent

#### Moves (**Attack +3, Special Attack +6, Effect +3**)

**Sparkling Aria** - *Ranged(20ft burst) Water Special Attack: 1/day 3d12. Sparkling Aria cures any ally's Burns within range without damaging them.*

**Moonblast** - *Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.*

**Sing** - *Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.*

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches

**Evolution:** Popplio Brionne Primarina

**Proficiencies:** Fairy / Ice / Water / Cutesy / Sound



## Sobble / Drizzile / Inteleon



### Sobble



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Fountain (*can create water*), Invisibility (*can turn invisible*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Torrent (*When you are below 20 HP, your Water-type attacks deal +4 damage*)

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Bind** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.



### Drizzile



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 10

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Fountain, Intelligence (*very smart*), Invisibility, Swimmer

**Passives:** Growl, Tearful Look (+1 Defense, +1 Special Defense), Torrent

**Moves (Attack +3, Special Attack +5, Effect +4)**

**Sucker Punch** - *Melee Dark Attack:* 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Rain Dance** - *Water Field Effect:* 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Sobble are quite timid, and it may take some time for them to warm up to others. They are easily scared to tears, which in fact serves as their primary defense mechanism. Their tears contain a powerful eye irritant said to be as potent as cut onions, making those around them tear up as well. By weeping, Sobble can force nearby threats to cry as well through the vapors emanating from their tears, potentially blinding them and giving Sobble a chance to escape. Sobble can also alter their body patterns when in contact with water to appear almost invisible. They can "sweat" water from their skin in tight situations in order to seemingly disappear into thin air--though not before letting loose a quick Water-type attack when their opponents least expect it.





Drizzile are generally apathetic. They prefer to work smarter, not harder, and use their wit to stay ahead of enemies. Drizzile prefer hit-and-run tactics that leave foes bewildered. They use their sticky tongues to precisely lash at enemies with surprising focus and accuracy, while also taking advantage of their ability to camouflage into water to ambush enemies. These mucus-coated tongues are also used to snipe Bug-type prey. They tend to be antisocial and prefer to spend their time in the solitude of tree hollows and rock depressions. Drizzile will build traps around their territories in order to keep out intruders. For instance, they may fill ditches with water and then overlay them with leaves and mud to make them appear solid; enemies trying to approach will try to walk over the ditches only to fall inside. If foes do manage to avoid their tricks, Drizzile can form balloons of water by secreting moisture from their palms that they can then throw at attackers. Drizzile prefer to do as little work as possible in order to achieve the results they want, and are known to fool other Pokémon into doing tasks for them.



Inteleon are very cunning Pokémon that have plenty of tricks up their sleeves. The nictitating membranes over their eyes helps them identify the weak spots of opponents. They can shoot blasts of water from their fingertips and accurately hit these weak points, sniping enemies from afar. Their tails conceal a sharp blade that can slice at enemies. In tight situations, Inteleon can even unfurl the membranes on their backs and leap off of ledge to glide away from danger. Altogether, these traits make them highly versatile Pokémon that are difficult to pin down. Though Inteleon prefer to work alone, they are task-oriented and do not let their personal opinions get in the way of whatever they are trying to accomplish and so will work with others to accomplish common goals. They possess a certain sense of justice and are loyal to others who have proven themselves capable.

## Inteleon

**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 8

**Speed:** 12 (60 ft.)    **Attack:** 9    **Special Attack:** 13

**Skills:** Climber, Fountain, Intelligence, Stealth (*can make stealth skill checks*), Swimmer

**Passives:** Growl, Tearful Look, Sniper (*When you land a critical hit, you deal an additional 8 damage.*), Torrent

### Moves (Attack +4, Special Attack +6, Effect +6)

**Snipe Shot** - Ranged(40ft) Water Special Attack: 3/day 3d10.

Snipe Shot cannot be redirected by passives or any other ability, instead only hitting a target it was directed at.

**Liquidation** - Ranged(10ft) Water Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Soak** - Melee Water Effect: 3/day. On hit, put a Soak Coat on the target. The Coat has the following ability: You lose your current Types and become only Water-type for 10 mins.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ponds

**Evolution:** Sobble → Drizzile → Inteleon

**Proficiencies:** Ice / Water / Tricky



This Pokémon has a Gigantamax form in PHB2.



# Pichu / Pikachu / Raichu

## / Raichu (Island)



### Pichu



**Electric** - Small (Size), Featherweight (Weight)

**Hit Points:** 12    **Defense:** 3    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Zapper (*can produce electricity*)

**Passives:** Charm (+1 Defense), Nasty Plot (+1 Special Attack), Tail Whip (+1 Attack), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Thunder Shock** - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Sweet Kiss** - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

**Thunder Wave** - Ranged(20ft) Electric Effect: 1/day. On hit, the target is Paralyzed.

### Pikachu



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Zapper

**Passives:** Charm, Nasty Plot, Tail Whip, Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*), Static

**Moves (Attack +3, Special Attack +3, Effect +4)**

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.

**Iron Tail** - Melee Steel Attack: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Pichu were the first baby Pokémon recorded to hatch in captivity. Pichu use their cheek pouches to store electricity. However, as baby Pokémon, they are rather inexperienced and are oftentimes unable to hold on to electricity for long periods of time. Pichu almost always discharge all of their electricity in single quick bursts; even laughing too hard can cause them to discharge. This can often be an issue because Pichu tend to be much more energetic and playful when fully charged. They can hurt themselves when releasing electricity because they cannot control their shocks. They touch tails with each other as tests of courage, releasing shower of sparks that frighten them and nearly cause them to cry; but "brave" Pichu will hold in their tears. Pichu can be seen congregating on days of thunderstorms, charging up in the unusually dry air and making a distinct crackling sound as they do so.



Pikachu are social Pokémon that live in groups in secluded forests, rarely interacting with humans at all. These groups, if large enough, can create small electrical storms in cloudy weather. Pikachu are very cautious Pokémon, keeping their sensitive tails raised to detect minor changes in the atmosphere--a telltale sign that danger may be near. Their tails are sometimes struck by lightning during the storms they create in these poses. If a Pikachu's tail is disturbed, the Pokémon may attack the offender by biting or shocking them. Wild Pikachu will touch tails to greet one another. They store electricity in their cheek pouches, which are believed to recharge while they sleep; Pikachu with stronger electricity are said to have softer, more elastic pouches. Pikachu are also very intelligent and friendly to their own kind. They are known to shock hard Berries to roast and tenderize them as well as give fellow Pikachu small shocks to recharge them.



This Pokémon has a Gigantamax form in PHB2.



Raichu are a rarity in the wild, as exposure to Thunder Stones is necessary to catalyze their evolutions from Pikachu. Though there are a few in the wild living in areas near their Pikachu brethren. Raichu can unleash extremely strong electrical bolts for their more powerful moves. They ground their tails to discharge excess electricity from into the earth, leaving behind scorch marks. Their strong electrical powers lead them to constantly exude weak electrical charges, causing them to glow faintly in the dark. These Pokémon can draw electricity straight from the atmosphere simply by raising their tails. Their electricity levels are directly linked with their moods; a Raichu with little electricity is weak and depressed, while one that is filled to the brim is powerful and even aggressive at times. Notably, angered, fully-charged Raichu ears stand straight on end, a warning sign for enemies to quickly back away.



## Raichu



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 8

**Speed:** 13 (65 ft.) **Attack:** 9    **Special Attack:** 10

**Skills:** Zapper

**Passives:** Agility (+2 Speed), Charm, Nasty Plot, Lightning Rod, Static

**Moves (Attack +4, Special Attack +5, Effect +6)**

**Slam** - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

**Thunderbolt** - *Ranged(30ft) Electric Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Thunder** - *Ranged(30ft, 5ft blast) Electric Special Attack:* 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

## Raichu (Island)



**Electric / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 9

**Speed:** 13 (65 ft.) **Attack:** 9    **Special Attack:** 11

**Skills:** Hover (*can hover*), Telekinetic (*can move things with their mind*), Zapper

**Passives:** Agility (+2 Speed), Charm, Nasty Plot, Static, Surge Surfer (*While in Electrified terrain, your Speed is +2.*)

**Moves (Attack +4, Special Attack +5, Effect +6)**

**Slam** - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

**Thunderbolt** - *Ranged(30ft) Electric Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Pikachu native to islands evolve into a different kind of Raichu when exposed to Thunder Stones. Exactly how this came to be is a mystery. Some scientists believe that these Raichu arose from a founder effect situation, where a rare mutation that was present in the first Raichu (or Pikachu) to come to islands quickly spread because of the low population; the new climate and available resources would have of course also exerted selective pressure. Regardless of how they came to be, Psychic-type Raichu are very popular Pokémon that are commonly associated with tropical locations. Their psychic abilities allow them to levitate; in practice, they often stand and "surf" on their tails in this manner. Raichu attack by shooting out star-shaped thunderbolts. Their electrical sacs now also produce a sweet aroma when rubbed. Why they do this is unknown, but some believe that it may be connected with their psychokinesis.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Forests / Urban Plants

**Evolution:** Pichu  Pikachu  Thunder Stone Raichu,   Thunder Stone From Island habitat Island Raichu

**Proficiencies:** Electric / Psychic (Raichu Island) / Cutesy

Pikachu has been the mascot of Pokémon since the first generation. It was Ash Ketchum's first Pokémon, when his actual choices were supposed to be Bulbasaur, Charmander, and Squirtle. Red has a particularly powerful Pikachu as well. For this reason, sometimes Pikachu is an option as a starter Pokémon, even though Pikachu is the second stage in its family.





Eevee / Vaporeon

/ Jolteon

/ Flareon

/ Espeon

/ Umbreon

/ Leafeon

/ Glaceon

/ Sylveon

### Eevee

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Tracker (*can follow scents*)

**Passives:** Charm (+1 Defense), Adaptability (*Moves that are the same type as you deal +4 damage.*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Swift** - *Ranged(20ft) Normal Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.



This Pokémon has a Gigantamax form in PHB2.

### Vaporeon

**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 78    **Defense:** 8    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Amorphous (*can change their body into a liquid-like state*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*), Tracker

**Passives:** Acid Armor (+2 Defense), Adaptability, Hydration (*While in Raining weather, you are cured of any afflictions.*), Water Absorb (*When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.*)

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Aqua Ring** - *Self Water Effect:* 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

**Hydro Pump** - *Ranged(30ft beam) Water Special Attack:* 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

The Eevee species' DNA is irregular and extremely unstable. It mutates easily, so as a result, Eevee can easily adapt their bodies to nearly any environment based on the surrounding stimuli. Their fur is smooth and the tuft of fur around their necks are especially soft to touch. With careful study, you can determine the likelihood of which evolution a particular Eevee is most suited to by observing its neck fur. Eevee are loyal Pokémon, always staying by the sides of their allies. They use their large, sensitive ears to warn their trainers of any threats nearby. While usually influenced by an evolution stone to change, Eevee can also be influenced by its habitat or even in a moment of danger. For example, an Eevee suddenly covered in flame or struck by lightning can reflexively evolve into Flareon or Jolteon respectively to save its own life.



## Jolteon



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 42     **Defense:** 7     **Special Defense:** 10

**Speed:** 15 (75 ft.) **Attack:** 7     **Special Attack:** 11

**Skills:** Tracker, Zapper (*can produce electricity*)

**Passives:** Agility (+2 Speed), Charm, Adaptability, Quick Feet (*While afflicted, your Speed is +2.*), Volt Absorb (*When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.*)

**Moves (Attack +3, Special Attack +5, Effect +7)**

**Thunder Shock** - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Pin Missile** - Ranged(10ft) Bug Attack: At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Thunder** - Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Vaporeon have fish-like tails for agile swimming capabilities. Vaporeon can swim in both saltwater and freshwater, however, though they very much prefer clean lakes to oceans. Their cellular structures are close to the molecular structure of water. Because of this property, they can essentially melt into water at will. The shape of their gills and fins make them hydrodynamic and allow them to swim gracefully. Vaporeon only live in clean water, so lakes they will swim in are safe to drink from. To defend themselves, they may melt into water to confuse foes. Then, they will suddenly solidify elsewhere and blast enemies with powerful blasts of water.



Jolteon are as fast as lightning and can fire bolts of electricity. They are very temperamental and have frequent mood swings that affect their power; Jolteon experiencing stronger emotions, such as rage or elation, launch stronger attacks. Their cells all exude weak charges, which they can concentrate with static electricity in their fur into more powerful bolts. Additionally, by charging their fur negatively, they can bristle it into piercing spikes. Jolteon can launch these spikes at foes. Their charged fur emits a constant crackling noise. When frightened or startled, even by friends, Jolteon will bristle their fur and discharge static electricity. Their electrogenetic organs are located in their lungs, causing a crackling sound whenever they exhale.





Flareon can produce flames with their breath. Their fur, though fluffy, is efficient at expelling heat from their bodies into the surrounding air to cool them off. As a result, the air around Flareon is usually significantly hotter than the ambient temperature. Flareon have flame sacs inside their bodies. When preparing to attack using moves, they inhale deeply, filling the sacs with air. Flame glands in their bodies mix the air with volatile gases produced by their glands, igniting the mixtures. Then, they exhale the flames to attack. Though Flareon are tolerant of heat, they are not often found near volcanoes since they constantly need lots of fresh air to cool down their bodies. They are more tolerant of the cold than other Fire-types because of their plush fur.



Espeon are skilled at prediction, able to foretell events moments before they occur. When their forked tails quiver, they are deep in thought conjecturing what will happen next. Their superfine fur, which feels like velvet, can detect minute air currents and help them predict the attacks of foes. Some say they can even read the thoughts of enemies in a similar fashion. Their large ears aid them in their predictions, allowing them to hear the slightest sounds. The gems on their heads glow when they use their abilities, and are said to be the source of their powers. They will dull when Espeon are weakened or ill. Espeon gather psychic energy in its gem through sunbathing, making them poor battlers at night if they did not get enough sunlight during the day.



## Flareon



**Fire** - Medium (Size), Medium (Weight)

**Hit Points: 42**    **Defense: 7**    **Special Defense: 11**

**Speed: 9 (45 ft.)**    **Attack: 13**    **Special Attack: 10**

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Tracker

**Passives:** Charm, Scary Face (+2 Speed), Adaptability, Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*) Guts (*While afflicted, your Attack is +2.*)

### Moves (Attack +6, Special Attack +5, Effect +4)

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Smog** - Ranged(5ft) Poison Special Attack: At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

**Flare Blitz** - Melee Fire Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.



## Espeon



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points: 42**    **Defense: 7**    **Special Defense: 11**

**Speed: 11 (55 ft.)**    **Attack: 7**    **Special Attack: 14**

**Skills:** Telekinetic (*can move things with their mind*), Tracker

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Charm, Adaptability, Magic Bounce (*If you are hit by an attack that does not deal damage, the attacker is instead affected by the effects of their own attack.*), Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxified by a foe, the offender is also given the same affliction.*)

### Moves (Attack +3, Special Attack +7, Effect +5)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Morning Sun** - Melee Normal Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4<sup>th</sup> of the target's Max HP instead.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.





## Umbreon



Dark - Medium (Size), Medium (Weight)

Hit Points: 60    Defense: 12    Special Defense: 13

Speed: 7 (35 ft.)    Attack: 9    Special Attack: 6

**Skills:** Glow (*can produce light*), Mind Lock (*mind can't be read*), Tracker

**Passives:** Charm, Screech (+2 Attack), Adaptability, Inner Focus (*You are immune to being Stunned.*), Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, the offender is also given the same affliction.*)

**Moves (Attack +4, Special Attack +3, Effect +3)**

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Assurance** - *Melee Dark Attack:* 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

**Moonlight** - *Melee Fairy Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4<sup>ths</sup> of the target's Max HP instead.



Umbreon naturally stir feelings of unease in those around them. They lurk in darkness, luring in prey and unsettling them simply by their mere presences. Just before they attack, their rings will glow dimly. These rings react in the presence of moonlight, glowing faintly when exposed to it; Umbreon seem to become stronger under these conditions. They glow brightest under a full moon, coincidentally also the time when Umbreon are the strongest. The rings will also glow when Umbreon experience strong emotions like happiness or anger. They aim for the throats of prey when hunting. They are very protective of their allies and will chase aggressors down until they are neutralized.





Leafeon gain almost all of their energy from the sun; all of their surface cells are photosynthetic, not just the dark green, leaf-like growths. Because of this, Leafeon are always cloaked in pure, fresh air. They can often be seen taking naps in sunlit clearings near clear streams, storing energy for the rest of the day. When the weather gets cloudy, Leafeon may consume Berries to tide themselves over until better weather, but they cannot survive entirely without the sun. They are pacifists that avoid confrontation at all costs. Though they can sharpen their tails and strike back with moves like Leaf Blade, they rarely do so except in dire situations or to protect their friends. Still, the cutting edges of their leaves are sharp enough to slice a tree in half. Leafeon can become ill from trips into polluted cities, as they normally are surrounded by clean air. Similarly, they cannot tolerate prolonged deprivation from sunlight.



Glaceon have the ability to consciously control their body temperature; by lowering it, they can freeze their fur and make it stand on end like icy needles. They can then tackle or fire these needles at foes. Glaceon can freeze the surrounding moisture by cooling their bodies, creating beautiful flurries of suspended ice crystals. The flurries sparkle like diamonds in the sunlight. They use the glittering mist to cloak themselves from attackers, letting them flee while their foes are distracted. Alternatively, they can also freeze air moisture into larger pellets to shoot at enemies. Unlike most Pokémon that live in cold areas, their fur is not very thick. Their bodies are often colder than the surrounding air, which is what lets them to freeze water vapor by absorbing ambient heat.

## Leafeon



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 13    **Special Attack:** 6

**Skills:** Sprouter (*can manipulate plant life*), Tracker

**Passives:** Charm, Swords Dance (+2 Attack), Adaptability, Chlorophyll (*While in Sunny Weather, your Speed is +2.*), Leaf Guard (*While in sunny weather, you are cured of any afflictions.*)

**Moves (Attack +6, Special Attack +3, Effect +5)**

**Razor Leaf** - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Grass Whistle** - Ranged(20ft burst) Grass Effect: 1/day. Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep.

**Leaf Blade** - Melee Grass Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.



## Glaceon



**Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 13    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 13

**Skills:** Chilled (*always cold*), Freezer (*can create ice*), Tracker

**Passives:** Barrier (+2 Defense), Adaptability, Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*), Snow Cloak (*While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.*)

**Moves (Attack +3, Special Attack +6, Effect +3)**

**Icy Wind** - Ranged(10ft) Ice Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Hail** - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.





## Sylveon

**Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 13

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Tracker, Reach (*melee range is 25 ft.*)

**Passives:** Charm, Adaptability, Cute Charm (*Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.*), Pixilate (*Normal-type moves performed by you are treated as Fairy-type moves.*)

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Fairy Wind** - Ranged(20ft) Fairy Special Attack: At-Will 1d12.

**Light Screen** - Ranged(30ft) Psychic Effect: 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

**Moonblast** - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Eevee  Water Stone Vaporeon,  
 Thunder Stone Jolteon,  Fire Stone Flareon,  
 Sun Stone Espeon,  Moon Stone Umbreon,  
 Leaf Stone Leafeon,  Ice Stone Glaceon,  
 Dawn Stone Sylveon

Sylveon are almost always found alongside humans. Sylveon dislike conflicts and will attempt to avoid them whenever possible. The sight of their ribbonlike feelers waving in the air seems to placate many fighters. These feelers are able to sense the emotions of the living things that they touch. When not in battle, Sylveon have a habit of wrapping their feelers around their friends' arms as if holding hands. By doing so, they can sense every emotion that their allies feel. Elusive wild Sylveon dwell in lush woodlands, where they are surrounded by life and can easily avoid hostility. Despite having no prior contact with people, these wild individuals seem to prefer the company of humans to other beings. In battle, they may use their feelers to placate foes before attacking. They seem to be able to sense when they have the upper hand in battle, and will charge headfirst into situations that they feel they can win easily.



**Proficiencies:** Water (Vaporeon) / Electric (Jolteon) / Fire (Flareon) / Psychic (Espeon) / Dark (Umbreon) / Grass (Leafeon) / Ice (Glaceon) / Fairy (Sylveon) / Cutesy



# The Pokédex

There's a lot more Pokémon to go, across eighteen types, from over twenty years of Pokémon. In the following section, Pokémon are first grouped by type. Types are presented in alphabetical order and Pokémon are sorted into types based on their primary typing.

Bug, Dark, Dragon, Electric, Fairy, Fire, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel, and Water

Then, in each type, Pokémon are sorted into groups based on family size, meaning if a Pokémon family has three stages it'll be in the first group, then two stage families, then Pokémon that do not evolve. Within those groups, if a Pokémon family has a branching evolution line they'll be at the back of their grouping. Otherwise, the Pokémon are alphabetically ordered by the name of the earliest stage Pokémon in the family.

Blipbug is at the front of the Bug section, because it's the first stage of a three-stage family and it's the first alphabetically of three-stage Bug-type Pokémon. Its later stages gain the Psychic type, but it is primarily a Bug type. You can tell because its first type in its entry is Bug. Bulbasaur is a Poison type from its first stage, but Grass is always listed first in its entry so if it were not a starter Pokémon it would be with the Grass type Pokémon, not Poison types.

This sorting can make it difficult to find Pokémon at times, so you can refer to the index at the end of this book which will give you specific locations in the Pokédex for all entries in fully alphabetical order as well as finding their entries locations in other groupings.

While these entries include everything you'd need to start using a Pokémon within a minute of obtaining it, keep in mind that a GM could change anything from typing, moves, or appearance in any other unusual way. Other than that, the only thing you change is the nature of your Pokémon. It will randomly be assigned a nature that raises one of its stats by one and lowers another by one. Natures are detailed in the Player's Handbook.



## Game Masters:

*Starters tend to be Pokémon who grow with their trainers, not always their favorite or even their main fighter, but often feature two stages of evolution. If your players want a different starter from the regular options, have a conversation with them about it. Usually Dragon-types are rare as a starter, but maybe your whole party is okay with a player who has their heart set on a Goomy starter? Maybe you have a dedicated bug catcher who wants nothing more than a Sewaddle starter? No matter the case, starters can be discussed but at the end of the day you're the GM and you have to be sure that if it's an option for one player it's only fair that other players have similar options, too.*



## Blipbug / Dottler / Orbeetle

### Blipbug



**Bug** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 2    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 2    **Special Attack:** 3

**Skills:** -

**Passives:** Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +1, Special Attack +1, Effect +2)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Struggle Bug** - *Ranged(5ft burst) Bug Special Attack:* At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.



Blipbug are quite astute Pokémon, though they unfortunately are not very strong. They shelter themselves in flower bushes to hide from the sights of predators, feeding on leaves. Their bodies are covered in hair that can detect changes in the air currents. These hairs are so sensitive that Blipbug can sense an approaching predator as far as thirty feet away. As Blipbug mature, they begin to learn how to distinguish different enemies based on how they shift the air currents. However, they are unable to make much use of their information due to their weakness; their solution to any dangerous situation is to hide and hope they do not get noticed. They are said to spend all of their time carefully studying enemies from afar, biding their time until evolution so they can finally take their vengeance.

### Dottler



**Bug / Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 8    **Special Defense:** 9

**Speed:** 3 (15 ft.)    **Attack:** 4    **Special Attack:** 5

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*), Swarm

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Reflect** - *Melee Psychic Effect:* 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

**Light Screen** - *Ranged(30ft) Psychic Effect:* 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.





Though Dottler are capable of movement, they prefer to remain almost entirely immobile. They hide in bushes or under piles of leaves, storing energy for evolution. Though they do not move, these Pokémon are still very much aware of their surroundings. They use their psychic abilities to constantly monitor the area around them. When they sense something abnormal, their dots will begin to blink; this blinking will become faster as enemies try to approach, and more erratic when Dottler sense especially powerful enemies. If predators do manage to locate them, Dottler will release a burst of psychic energy to stun them before attempting to make their sluggish getaways. The longer Dottler go without food or water, the stronger their psychic abilities and thus their detection systems become. These Pokémon do not eat at all in order to maximize their psychic conditioning and thus hasten their evolutions.



Orbeetle wield spectacularly strong psychokinetic powers as well as a superhuman intelligence. Their brains are so large that they make up more than half of their body weights and require a special covering to protect their distended heads. Orbeetle are constantly exuding psychic energy, which they use to monitor their surroundings. As soon as they sense danger, they will begin formulating a plan of attack. By the time enemies arrive, Orbeetle will have prepared an impenetrable strategy for victory. Orbeetle are also believed to be able to influence the minds of others that are near them. It is said that these Pokémon remember those who had terrorized them as Blipbug and Dottler, and will use their immense intelligence in order to concoct ways to torment them in turn. If a person is ever faced with a problem that seems specifically designed to ruin their day, it is thought that may have unknowingly angered a Blipbug sometime in the past.



### Orbeetle



**Bug / Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 13

**Speed:** 11 (55 ft.)    **Attack:** 5    **Special Attack:** 9

**Skills:** Flight (*can fly*), Intelligence (*very smart*), Telekinetic, Telepath (*can read minds*)

**Passives:** Agility (+2 Speed), Calm Mind (+1 Special Attack, +1 Special Defense), Compound Eyes, Swarm, Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

**Moves (Attack +2, Special Attack +4, Effect +5)**

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Psychic Terrain** - Psychic Field Effect: 3/day. You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain, Psychic-type attacks deal an additional 8 damage This terrain disappears after 2 mins.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Forests

**Evolution:** Blipbug Dottler Orbeetle

**Proficiencies:** Bug / Psychic / Winged



This Pokémon has a Gigantamax form in PHB2.



## Caterpie / Metapod / Butterfree

### Caterpie



Bug - Small (Size), Light (Weight)

Hit Points: 30    Defense: 4    Special Defense: 2

Speed: 7 (35 ft.)    Attack: 3    Special Attack: 2

Skills: Threaded (*can move around on spun threads/vines*)

Passives: String Shot (+2 Speed), Shield Dust (*You are unaffected by additional effects from attacks that deal damage.*)

Moves (**Attack +1, Special Attack +1, Effect +3**)

**Splash** - *Melee Normal Effect*: At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Tackle** - *Melee Normal Attack*: At-Will 2d6.

**Bug Bite** - *Melee Bug Attack*: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

### Metapod



Bug - Medium (Size), Medium (Weight)

Hit Points: 30    Defense: 7    Special Defense: 3

Speed: 5 (25 ft.)    Attack: 2    Special Attack: 3

Skills: Threaded

Passives: Harden (+1 Defense), String Shot, Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*), Shield Dust

Moves (**Attack +1, Special Attack +1, Effect +2**)

**Bide** - *Ranged(25ft burst) Normal Effect*: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Protect** - *Self Normal Effect*: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Safeguard** - *Ranged(10ft burst) Normal Effect*: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.



Caterpie are common Pokémon in forests. They are ravenous eaters, often consuming leaves larger than themselves with ease. As weak, soft-bodied Pokémon, Caterpie attempt to gather as much energy as possible to hasten their evolutions into Metapod, and afterwards into Butterfree. However, they are not completely defenseless and do have a few tricks up their sleeves. Firstly, the large eyes on their heads can trick and confuse predators into thinking they are dealing with much larger Pokémon. Secondly, the suction pads on their feet allow them to climb nearly any surface and escape from predators. Additionally, Caterpie can use lines of silk to slow down their enemies and buy time for escape. Finally, the antennae on their heads release a repulsive odor when disturbed. These defense mechanisms allow Caterpie to thrive in their native habitats, and combined with the large clutch sizes of Butterfree, make them one of the most common Pokémon trainers encounter in forests.





When preparing to evolve, Caterpie spin cocoons around themselves. These cocoons, while still vulnerable when soft, will eventually harden into iron-hard casings, triggering their evolutions into Metapod. A Metapod's only defense is to harden its cocoon; when under attack, they weather blows, though extremely hard blows can occasionally crack their shells and expose their weak, liquid-like innards. They must conserve their energy to prepare for their final evolutions. To avoid attacks, these Pokémon stay motionless and simply wait. Metapod are remarkably patient, enduring whatever pain they must to reach their final stages. They must remain upright while biding their time or risk spilling out their innards. They are often regarded as nearly useless in battle, as freshly-caught Metapod are rarely capable of damaging foes at all. Luckily, however, the Caterpie line undergoes some of the quickest evolutions known to date, and it does not take very long for Metapod to finally evolve into Butterfree.



Butterfree evolve from Metapod and gain the ability of flight in the transformation. The wings they gain can let loose various abilities in battle; they are also water-repellant, allowing Butterfree to fly even in torrential rain. Butterfree consume honey from flowers and are excellent at detecting sources of it. They can trace minute amounts of pollen back to flower patches, where they then feast on honey and nectar. Using the hairs on their legs, Butterfree are also able to carry the sticky substance back to their nests. They often fly as far as 6 miles to find nectar in blooming flowers. These Pokémon also have powerful compound eyes. Because of their water-resistant wings, Butterfree can often be found fluttering about in the misty upper levels of rainforests. However, the high moisture is not necessary for their survival; they are simply highly tolerant of it, so they are also found in drier forests as well, often flying in small swarms to search out locations where honey is abundant.



### Butterfree



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 5    **Special Attack:** 10

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Tailwind (+2 Speed), Compound Eyes (Add +1 during accuracy check whenever you use a ranged attack.), Shield Dust, Tinted Lens (Your resisted attacks deal +4 damage.)

#### Moves (Attack +2, Special Attack +5, Effect +5)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Forests / Jungles

**Evolution:** Caterpie → Metapod → Butterfree

**Proficiencies:** Bug / Flying (Butterfree) / Psychic (Butterfree) / Lepidopteran (Butterfree) / Winged (Butterfree)



This Pokémon has a Gigantamax form in PHB2.



## Grubbin / Charjabug / Vikavolt

### Grubbin



**Bug** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Burrow (*moves through earth easily*), Threaded (*can move around on spun threads/vines*)

**Passives:** String Shot (+2 Speed), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Vice Grip** - *Melee Normal Attack:* At-Will 2d8.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.



### Charjabug



**Bug / Electric** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** Burrow, Threaded, Zapper (*can produce electricity*)

**Passives:** String Shot, Battery (*Allies within 15 ft of you have +1 Special Attack.*), Swarm

**Moves (Attack +4, Special Attack +3, Effect +3)**

**Charge** - *Self Electric Effect:* At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Grubbin have strong mandibles that they use for almost everything. They use them to burrow underground, for instance, where they spend the majority of their time. Grubbin also use their jaws to scrape away at the bark of trees and feed on exposed sap. In order to stay safe from Flying-type Pokémon, Grubbin often make their homes near or in the habitats of Electric-type Pokémon, as Flying-types are weak to them and usually avoid places where they congregate. They will use their mandibles to dig their nests into the soil. They also love electrical energy and will feed from power plants from time to time despite not being Electric-types themselves. It is believed that Grubbin gradually store this electricity within themselves as they prepare for evolution. Though very slow on the ground, Grubbin can escape from peril by shooting sticky threads to attach themselves to branches or wires and then swing away like tiny acrobats. Once they are safely away from danger, they can simply cut the strands with their sharp mandibles to free themselves. They can also bind attackers with these threads to slow them down and buy time to flee.





Charjabug are slightly more active than other intermediate insects. Charjabug are capable of consuming solid foods and must, their pupal stage must still gather more energy. They are opportunistic feeders that eat whatever plant matter they can find nearby, including decaying matter. Charjabug still strive to remain as immobile as possible in order to store energy for evolution, however. They will often leave themselves half-buried in the ground while resting. Charjabug use what little food they eat to produce electrical energy using special organs in their abdomens; they can also siphon power from generators, and in fact seem to prefer this. They then store this energy inside electric sacs within their bodies, which they can utilize to defend themselves from foes by discharging electricity from the tips of their jaws. Their sturdy shells also help keep them protected from predators.



Vikavolt can deliver devastating blasts of electricity to take down would-be Flying-type predators. Vikavolt possess powerful electrogenetic organs within in their abdomens that can quickly generate large amounts of energy. They can focus this energy within their large mandibles before quickly firing precise beams of crackling electricity at foes. To bolster their already-powerful attacks, Vikavolt will also grasp their pre-evolutions, Charjabug, in their legs as they fly, using them as additional energy sources. However, the extra weight slows them down somewhat and makes it harder for them to fly. They will drop their loads when they need to reach maximum speed or make a sharp turn. Vikavolt are very fast, agile fliers that can easily navigate through the twisting branches of woodlands. They confound enemies with complex aerial maneuvers before firing off crackling beams of electricity from their jaws to take them down.



### Vikavolt



**Bug / Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 15

**Skills:** Flight (*can fly*), Zapper

**Passives:** Agility (+2 Speed), Battery, Levitate (*You are immune to Ground-type moves while you are airborne.*), Swarm

**Moves (Attack +3, Special Attack +7, Effect +3)**

**Thunderbolt** - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Acrobatics** - Melee Flying Attack: 1/day 3d12. Acrobatics cannot be used if you have a held item.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore / Ergovore, Habitat - Woodlands / Urban Plants

**Evolution:** Grubbin Charjabug Vikavolt

**Proficiencies:** Bug / Electric / Flying (Vikavolt) / Horned / Winged





## Scatterbug / Spewpa / Vivillon

### Scatterbug

Bug - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 3

**Skills:** Threaded (can move around on spun threads/vines)

**Passives:** String Shot (+2 Speed), Shield Dust (You are unaffected by additional effects from attacks that deal damage.)

**Moves (Attack +2, Special Attack +1, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Stun Spore** - *Melee Grass Effect:* At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

### Spewpa

Bug - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 2    **Special Attack:** 3

**Skills:** Threaded

**Passives:** String Shot, Shed Skin (After acting, you may roll 1d4. On 4, you are cured of any afflictions.), Shield Dust

**Moves (Attack +1, Special Attack +1, Effect +2)**

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Safeguard** - *Ranged(10ft burst) Normal Effect:* 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

**Endure** - *Self Normal Effect:* 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.



Though they may appear rather weak and frail, Scatterbug are in fact some of the hardest Bug-type Pokémon in the world, if not one of the most resilient Pokémon overall. They can survive in virtually any terrestrial environment, though they normally make their homes in forests. Temperate or tropical, evergreen or deciduous, boreal or xeric—it is probable that Scatterbug inhabit or even thrive in any of these wooded areas. The key to the adaptive success of these Pokémon is the special black powder coating their bodies. This powder is incredibly effective at regulating heat, retaining it in cold weather but conducting it away in warmer climates, allowing Scatterbug to withstand a wide range of temperatures. This powder is also mildly poisonous to most other Pokémon and people, paralyzing the muscles in the regions of contact.





Spewpa are able to withstand a diverse range of climates. With their thick scale wrappings, these Pokémon can endure physical blows, retaliating back at assailants with plumes of paralyzing powder. Spewpa conceal themselves within the shadows of thickets and bushes to avoid being disturbed as they wait for evolution. Flying-type Pokémon unaware of their defense mechanisms often try to attack them, though their beaks usually fail to pierce their sturdy bodies. Spewpa will bristle their fur as a warning signal prior to spraying their powder; this fur acts as an irritant against foes who disregard their warnings and touch these Pokémon anyways. It is only if aggressors continue to ignore these signals that Spewpa will spray their paralyzing black powder.



Vivillon are most famous for their incredible diversity in wing patterns, which can vary based on climate, weather, topology, and many other geographical and atmospheric conditions, in some of which correlations with Vivillon patterns have not yet been even researched. To date, Vivillon wing patterns come in over one-hundred varieties. While Vivillon have many different possible wing patterns, Vivillon born in the same forests will all have the exact same wing patterns no matter how far they travel from their forest of birth. Despite their diverse range of habitats, these Pokémon all share a need for clean water, which they have an uncanny ability to locate through humidity sensors on their antennae. Vivillon shed colorful scales as they fly, the hues of which are determined by the particular Vivillon patterns.



### Vivillon



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 5    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 5    **Special Attack:** 10

**Skills:** Flight (*can fly*), Guster (*can produce wind*), Wing Pattern (*Vivillon have different wing patterns based on their global location, each pattern unique. This does not indicate rarity, only where the Vivillon was born.*)

**Passives:** Quiver Dance (+1 *Special Attack*, +1 *Special Defense*, +1 *Speed*), Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*), Friend Guard (*Allies within 25ft of you take -1d4 damage when attacked.*), Shield Dust

#### Moves (*Attack +2, Special Attack +5, Effect +5*)

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Hurricane** - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Powder** - Melee Bug Effect: 1/day. Powder is used as a Reaction. If you are hit by an enemy within melee range with a Fire type attack, the enemy loses HP equal to 25% of its Max HP and you ignore the damage and any effects of the Fire type attack.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Forests

**Evolution:** Scatterbug Spewpa Vivillon

**Proficiencies:** Bug / Flying (*Vivillon*) / Lepidopteran / Winged (*Vivillon*)



## Sewaddle / Swadloon / Leavanny

### Sewaddle



**Bug / Grass** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Threaded (*can move around on spun threads/vines*)

**Passives:** String Shot (+2 Speed), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Razor Leaf** - *Ranged(25ft) Grass Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.



### Swadloon



**Bug / Grass** - Medium (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Threaded

**Passives:** String Shot, Chlorophyll (*While in Sunny Weather, your Speed is +2.*), Leaf Guard (*While in sunny weather, you are cured of any afflictions.*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Safeguard** - *Ranged(10ft burst) Normal Effect:* 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

Sewaddle live in thick, temperate forests with their families. They spend their time munching idly on the leaves of plants. They can spit durable silk from their mouths, which they use to bind chewed-up leaves into protective layers of clothing around their bodies. When Sewaddle are born, their mother Leavanny tailor their first outfits in order to keep them warm and protected. As Sewaddle grow, they periodically shed their clothing and sew new sets on their own, though their mothers will aid in proportioning and tailoring their outfits. The leafy hoods surrounding their heads make it difficult for predators to detect them. When they sense danger, they will wrap their hoods around themselves to hide from threats. The hoods also serve as emergency food sources for them if they become hungry; many Sewaddle have holes in their hoods for this reason, having nibbled at them while famished.





Swadloon spend the majority of their time on the forest floor under the shade of thick canopies. Swadloon construct their own clothing out of leaves. To keep warm on the cold forest floors, these Pokémon sew together cloaks that help protect them from rain, wind, and even predators. They also help shield Swadloon from direct sunlight, as these Pokémon prefer to remain in dark, damp areas. Swadloon are restless—they are almost always on the move. As Swadloon travel, they feed on dead leaves beneath them on forest floors. In their natural ecosystems, Swadloon often serve integral roles as decomposers, turning dead plant matter into nutrients that nurture new trees and plants. In a perpetual symbiotic relationship with the local flora, Swadloon gather fresh leaves to protect themselves from outside conditions while in turn composting dead leaves into fertilizer for plant life.



Leavanny have very strong senses of parental responsibility, raising their children until they themselves evolve. The cutters on their arms are razor-sharp; they are used to tailor leaves into protective clothing for themselves and their children. When threatened, Leavanny will use these blades to defend their family. Leavanny can produce sticky silk from their mouths that they use to bind leaves together while sewing. When they reproduce, they wrap each of their eggs in a cozy leafy covering. They use the warmth of dead, fermenting leaves to incubate their eggs. Their parental instincts are so strong, in fact, that they will gladly take in lost and orphaned Pokémon as their own, sewing them new clothing from leaves and providing them with some of the food they had gathered for their own children.



### Leavanny



**Bug / Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 8

**Speed:** 11 (55 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Threaded

**Passives:** String Shot, Swords Dance (+2 Attack), Chlorophyll, Overcoat (You are immune to damage from weather.), Swarm

**Moves (Attack +6, Special Attack +3, Effect +5)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**X-Scissor** - *Melee Bug Attack:* 3/day 3d10.

**Leaf Storm** - *Ranged(30ft beam) Grass Special Attack:* 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Herbivore / Saprophyte, Habitat - Forests

**Evolution:** Sewaddle Swadloon Leavanny

**Proficiencies:** Bug / Grass / Blades (Leavanny)





## Venipede / Whirlipede / Scolipede

### Venipede



**Bug / Poison** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 7    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Screech (+2 Attack), Swarm (When you are below 20 HP, your Bug-type attacks deal +4 damage)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.



Venipede use their antennae to navigate around the forest floor. Their feelers are very sensitive, capable of detecting minute changes in the air currents around them. Venipede use this skill when hunting, sensing vibrations in the air to hone in on fleeing prey. Despite their compact bodies, Venipede are surprisingly fast. They are aggressive, territorial Pokémon that will attack travelers in their domains on sight. Additionally, their bites inject a moderate venom strong enough to completely incapacitate larger avian Pokémon, or at least numb the muscles of people around the point of injection. Unlike other poisonous species that attempt to conserve their venoms and toxins, Venipede do not hesitate at all to bite and envenom both prey and predators, they use their toxicity as their primary method of offense. Their combination of speed, venom, aggressiveness, and general abundance in the dark undergrowth of forests make Venipede one of the most common causes of wild Pokémon-related hospitalizations in the world.

### Whirlipede



**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 12    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** -

**Passives:** Iron Defense (+2 Defense), Screech, Poison Point (Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.), Swarm

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Poison Tail** - *Melee Poison Attack:* 3/day 1d20. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned; if you got 18 or higher on Accuracy Check, Poison Tail is a critical hit.





Whirlipede are fast, aggressive, and venomous. They can bruise and cut those who anger them—an easy task, considering their hostility. Instead of biting, Whirlipede inject their poison through the various spikes and barbs on their bodies. They attack by rolling like tires at high speeds into foes, not only knocking them back but also leaving bruises and multiple scratches with their toxic spikes as well. Whirlipede do not eat, relying on the energy they had stored as Venipede for survival. In order to conserve this energy, these Pokémon will remain completely still until they are threatened; they are rarely ever attacked intentionally due to their venomous spikes, so they do not have to actively defend themselves often. As a consequence of their motionlessness, however, most travelers are unaware of their presences; this is only exacerbated by the fact that they often hide themselves in dense piles of leaves or bushes. For this reason, most Whirlipede attacks occur seemingly out of nowhere without any warning whatsoever.



Scolipede are stronger, faster, more aggressive, and more poisonous than their pre-evolutions, who were already considered dangerous to begin with. Luckily, because of their extremely territorial natures, sighting a Scolipede in the wild is rather rare. These Pokémon are apex predators, chasing down any prey. When they near their quarries, they will jab them repeatedly with the sharp horns on their heads, aiming to gore them enough so that they can catch up. When Scolipede reach their victims, they will grasp their necks with their front claws, injecting a fatal poison that will kill within minutes. Despite this, Scolipede have been known to begin feeding on their prey before they have died. When two Scolipede meet, they will battle fiercely using their horns to headbutt each other into submission. The winner gains control of the territory of both individuals, while the loser, if still alive, must relocate to a different area of the forest.

### Scolipede



**Bug / Poison** - Large (Size), Superweight (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 7

**Speed:** 13 (65 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** -

**Passives:** **Passives:** Iron Defense, Screech, Speed Boost (+2 Speed), Poison Point, Quick Feet (While afflicted, your Speed is +2.), Swarm

**Moves (Attack +6, Special Attack +3, Effect +6)**

**Venoshock** - Ranged(10ft) Poison Special Attack: 3/day 2d10. If the target is Poisoned or Toxified, Venoshock has 4d10 for damage instead.

**Venom Drench** - Ranged(10ft) Poison Effect: 3/day. Venom Drench can only target a Poisoned or Toxified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

**Megahorn** - Melee Bug Attack: 1/day 5d12.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Woodlands

**Evolution:** Venipede Whirlipede Scolipede

**Proficiencies:** Bug / Poison / Bruiser (Scolipede)





## Weedle / Kakuna / Beedrill

### Weedle



**Bug / Poison** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 3    **Special Defense:** 2

**Speed:** 7 (35 ft.)    **Attack:** 4    **Special Attack:** 2

**Skills:** Threaded (*can move around on spun threads/vines*)

**Passives:** String Shot (+2 Speed), Shield Dust (*You are unaffected by additional effects from attacks that deal damage.*)

**Moves (Attack +2, Special Attack +1, Effect +3)**

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

### Kakuna



**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 3

**Speed:** 6 (30 ft.)    **Attack:** 3    **Special Attack:** 3

**Skills:** Heater (*always warm*), Threaded

**Passives:** Harden (+1 Defense), String Shot, Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*), Shield Dust

**Moves (Attack +1, Special Attack +1, Effect +3)**

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Safeguard** - *Ranged(10ft burst) Normal Effect:* 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.



Weedle are voracious eaters, consuming their weight in leaves daily. Though they appear helpless at a first glance, Weedle are in fact poisonous. The 2-inch barbs on their heads secrete a poison that, while not fatal, can be debilitating and cause moderate nausea, dizziness, and mild swelling at injured areas. The abundance of Weedle in dense forests makes accidental injuries and subsequent poisonings a very common problem among travelers. The stingers and brightly-colored bodies of these Pokémon are intended to ward off potential predators who would not enjoy a mouthful of toxins. Weedle also have a sharp sense of smell, using their nose-like proboscises to sense which leaves are safe to consume. Some Weedle even develop preferences for certain leaves.





When close to evolution, Weedle seek out trees, branches or piles of leaves to hide in; when they evolve into Kakuna, their ability to move becomes severely restricted, and they can only inch about very slowly without lines of silk. They can sometimes be seen hanging from tree branches on strands of silk in large numbers. When provoked, Kakuna can extend poison barbs from their tips slightly to defend themselves. These Pokémon try to conserve as much energy as possible for evolution, however, so they will only exert energy to unsheathe their barbs when absolutely necessary. Their hard cocoons protect the soft bodies within, which essentially liquify as they reconfigure themselves for evolution. This process, a fervor of activity that contrasts their immobility, causes their internal body temperatures to rise drastically, so much so that the shells of Kakuna nearing evolution feel uncomfortably hot to the touch. Their bodies only continue to heat up as they draw closer to their final transformations.



Beedrill appear to be fierce Pokémon, and rightly so. They have three venomous stingers, one on their abdomens and two on their forelegs. Beedrill are extremely territorial, attacking anything that perceive as threats in swarms. They fly in at high speeds and jab foes with their stingers before taking them back to their nests for food. Theoretically, avoiding Beedrill swarm territory should allow travelers to avoid confrontation with these Pokémon. While this is true, complications arise when considering the fact that Beedrill are a rather abundant Pokémon; the combined territories of multiple swarms can take up the majority of a forest. While dangerous, however, Beedrill are also vital to the ecosystems to forests, helping prevent certain populations from growing uncontrollably. Trainers traveling in Beedrill territory are strongly advised to bring along Pokémon that can handle Beedrill and their attacks, as well as to bring along a number Pecha Berries and Antidotes.



### Beedrill



**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 4    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Flight (*can fly*)

**Passives:** Agility (+2 Speed), Focus Energy (*Attacks are critical hits on natural 18-20*), Shield Dust, Sniper (*When you land a critical hit, you deal an additional 8 damage.*), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Twineedle** - *Melee Bug Attack: 3/day 1d12.* Twineedle is a Scatter attack. It has two attacks. On either hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Poison Jab** - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Fell Stinger** - *Melee Bug Attack: At-Will 2d8.* If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Forests / Woodlands

**Evolution:** Weedle Kakuna Beedrill

**Proficiencies:** Bug / Poison / Horned (*Beedrill*) / Winged (*Beedrill*)



This Pokémon has a Mega Evolution in PHB2.



## Wurmple / Silcoon / Beautifly / Cascoon / Dustox

### Wurmple

**Bug** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 2

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Threaded (*can move around on spun threads/vines*)

**Passives:** String Shot (+2 Speed), Shield Dust (*You are unaffected by additional effects from attacks that deal damage.*)

**Moves (Attack +2, Special Attack +1, Effect +2)**

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

### Silcoon

**Bug** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 3

**Skills:** Threaded

**Passives:** String Shot, Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*), Shield Dust

**Moves (Attack +2, Special Attack +1, Effect +2)**

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Safeguard** - *Ranged(10ft burst) Normal Effect:* 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

Wurmple primarily defend themselves using the two spikes on their rears. When in trouble, they can secrete poison out of these barbs and raise their hindquarters up to deter potential predators. Alternatively, they can shoot a white fluid out of their mouths that turns sticky in contact with air--silk. The substance entangles and inhibits predators, giving Wurmple time to flee. Wurmple feed on tree sap; they use their spikes to peel back bark and feed on the exposed resin that oozes out. They spend most of their time on trees. The bottoms of their feet have tiny suction cups strong enough to allow them to inch upside-down even on glass surfaces. Wurmple are voracious eaters, as they need to store a good deal of energy for evolution. Depending on what time of day they make their cocoons and evolve, they will branch into two separate paths of evolution.



Silcoon will choose spots that receive lots of sunlight when they evolve. Silcoon attach themselves to nearby branches or leaves with copious amounts of silk to prevent themselves from accidentally being dislodged from their shelters. Silcoon do not move often, but luckily for them, they do not need to eat; they store all the energy they need to survive as Wurmple. They have been known, however, to spin silk in such a manner that morning dew or rain water will flow down to them and help slake their thirst. When in danger, Silcoon rely on their tough casings to protect themselves. Though capable of movement, they rarely do so, as they need to save as much energy as they can for evolution. Their activity tends to be limited to concealing themselves with leaves to hide from predators.





Beautifly can be seen flitting from flower to flower, consuming pollen--their favorite food. People often leave out potted plants with hopes of catching sight of visiting Beautifly. Despite their appearance, Beautifly can be very aggressive. Disturbing feeding Beautifly will anger them and cause them to chase offenders while jabbing them sharply with their needle-like proboscises. Though they prefer pollen, they are also content with stabbing and draining the body fluids of other prey if food is scarce. They are solitary and territorial Pokémon, only coming together during the spring nesting season. During this time, Beautifly attacks also become more common, as the Pokémon both become more aggressive and numerous, riding the spring winds into densely-populated areas.



## Beautifly



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Flight (*can fly*)

**Passives:** Quiver Dance (+1 *Special Attack*, +1 *Special Defense*, +1 *Speed*), Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*), Shield Dust

**Moves (Attack +3, Special Attack +5, Effect +4)**

**Attract** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Infatuated with you.

**Giga Drain** - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

## Cascoon



**Bug** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 3

**Skills:** Threaded

**Passives:** String Shot, Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*), Shield Dust

**Moves (Attack +2, Special Attack +1, Effect +2)**

**Bide** - Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Safeguard** - Ranged(10ft burst) Normal Effect: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.



## Dustox



**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Compound Eyes (Add +1 during accuracy check whenever you use a ranged attack.), Shield Dust

**Moves (Attack +2, Special Attack +3, Effect +4)**

**Psybeam** - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Toxic** - Melee Poison Effect: 1/day. Toxic has -3 during Accuracy Check, unless you are Poison type. On hit, the target is Toxic.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Forests

**Evolution:** Wurmple → Silcoon → Beautifly, Wurmple → Cascoon → Dustox

**Proficiencies:** Bug / Flying (Beautifly) / Grass (Ranged attacks / Beautifly) / Poison (Dustox) / Psychic (Ranged attacks / Dustox) / Lepidopteran (Beautifly / Dustox) / Winged (Beautifly / Dustox)



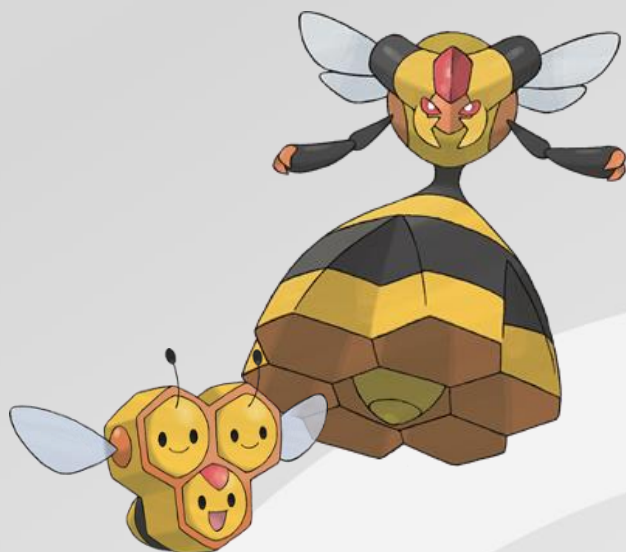
Cascoon are found in the nooks of branches and in piles of dead leaves, using silk to attach foliage to themselves as camouflage. They prefer to dwell in dark areas away from sunlight. When their cocoons first form, they are soft and pliable. However, they harden over time; when they begin to crack, their owners are close to evolution. The insides of their cocoons are very hot, as their cells are creating and storing energy to evolve. Cascoon are largely immobile, conserving as much energy as they can. Even when attacked, they remain motionless; however, they are still entirely conscious.



Dustox are nocturnal Pokémon, feeding on the leaves of trees after the sun sets. They use their antennae like radars to navigate without light, though their eyes are quite adept at seeing in the dark. When Dustox flap their wings, they let loose clouds of fine, toxic powder. They use this in their defense, flapping and letting loose the dust to deter enemies. Dustox are attracted to bright lights, a problem for many urban areas; they will often congregate along boulevards and avenues, attracted there by street lamps and large trees. In their wake, Dustox swarms leave behind lines of barren branches and large clouds of toxic powder.




## Combee / Vespiquen



Combee are born as group of three heads, with the lower heads being dominant. They dedicate their entire lives to pleasing their queen Vespiquen. Combee spend the entire day flitting from flower to flower, collecting nectar. They turn this nectar into honey and take it back to Vespiquen. Combee eat just enough to survive, giving all of the surplus to their queens; each head has a slightly different nectar preference. They are diurnal; at night, Combee colonies rest by stacking their bodies together to form hives protecting the queen. Their hexagonal bodies allow no space for intruders to slip through when they stack together. About a third of the Combee in a hive will be awake at any given time, keeping watch over their colony. Combee will attack any potential threats, not hesitating to give their lives to protect their queens. Combee are entirely subservient to their queens' orders; should the queens go missing, their colonies will fly about worriedly in search of them, not eating or resting until they are found. Female Combee can be distinguished by a red mark on their main heads; only one in eight Combee are female and only another one in one-hundred of those females have the potential to become a queen themselves.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Caves / Forests

**Evolution:** Combee  Vespiquen

**Proficiencies:** Bug / Flying / Energy Blast (Vespiquen) / Winged

### Combee



**Bug / Flying** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 4    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Hustle (+4 Attack, -2 to accuracy checks.)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Bug Bite** - Melee Bug Attack: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

### Vespiquen



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 11

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Flight, Guster

**Passives:** Majesty's Order (+1 Attack, +1 Special Attack, +1 Defense, +1 Special Defense), Pressure (If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.), Unnerve (Foes within 25ft of you cannot consume food.)

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Power Gem** - Ranged(20ft) Rock Special Attack: 3/day 3d10.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Fell Stinger** - Melee Bug Attack: At-Will 2d8. If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.





Vespiquen are rarely seen in the wild, as they are almost constantly cloaked by walls of very protective Combee. Though capable of making honey, they rarely do so, relying on their Combee to bring back food for them. The six-celled undersides of their abdomens serve as nests for Combee grubs, which they will protect at all costs. Conversely, the grubs will also protect their mothers with their lives. Much of the honey Vespiquen colonies collect goes towards feeding these offspring. There is only one Vespiquen in a hive; should another female Combee evolve, it will immediately be exiled by the reigning queen to form a new colony. The primary job of a Vespiquen is to birth and protect new Combee. When their colonies falter, Vespiquen can produce pheromones to command their grubs to do their bidding. Individuals with stronger pheromones can command a larger number of grubs more effectively. Vespiquen will repay outsiders who help defend their hives from attackers graciously with generous amounts of honey. They will viciously attack those who steal honey, however.



Cutiefly can sense the auras of other living things. These minute creatures can observe their colors and brightness to identify living beings from afar and even gauge how they are feeling. Cutiefly use aura to find flowers that are just about to bloom to feed on their nectar and pollen. It is said that people and Pokémon that are feeling especially strong emotions, whether positive or negative, have auras that resemble that of blooming flowers. For this reason, many Cutiefly may fly around the heads of those experiencing passionate feelings, expecting to find pollen. These Pokémon are often drawn to cities because of the many emotions present within people and Pokémon. When threatened, Cutiefly use this ability to sense where opponents might strike next and evade them accordingly; the sight of larger Pokémon being outmaneuvered by tiny Cutiefly is often an amusing sight to behold.





## Cutiefly / Ribombee



Ribombee can be seen flitting about blooming meadows in search of nectar and pollen. They collect these substances and combine them with some of their salivary enzymes to create special puffs that they use to harm or heal others, held together by evaporatively-thickened nectar. Some may contain poisons and irritants for use when protecting themselves, while others may contain stimulants or relaxants to improve the moods of themselves and others. Ribombee are covered in fluffy hair that hold onto pollen as they travel between flowers. Rain significantly hinders their efforts, however, so they keep a close eye on the weather when traveling, monitoring moisture and wind conditions. The presence of Ribombee is a good sign that fair conditions will continue, as it is said that they will not appear unless a few clear days are to follow. If rain is approaching, Ribombee will seek shelter in their tree hollow nests and enter a dormant state until they sense better conditions.

**Biology:** Egg Group - Bug / Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Meadows / Urban Abandoned

**Evolution:** Cutiefly  Ribombee

**Proficiencies:** Bug / Fairy / Cutesy / Lepidopteran / Winged

### Cutiefly



**Bug / Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Shield Dust (*You are unaffected by additional effects from attacks that deal damage.*)

**Moves (Attack +2, Special Attack +3, Effect +4)**

**Absorb** - *Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.*

**Fairy Wind** - *Ranged(20ft) Fairy Special Attack: At-Will 1d12.*

**Stun Spore** - *Melee Grass Effect: At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.*



### Ribombee



**Bug / Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 8

**Speed:** 13 (65 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Flight

**Passives:** Quiver Dance (*+1 Special Attack, +1 Special Defense, +1 Speed*), Shield Dust, Sweet Veil (*You and your allies within 10ft of you are immune to being put to Sleep.*)

**Moves (Attack +3, Special Attack +5, Effect +6)**

**Pollen Puff** - *Ranged(10ft) Bug Special Attack: 1/day 3d12. On hit, you may choose to deal damage with Pollen Puff or heal the target's HP equal to the amount of damage Pollen Puff would have dealt.*

**Draining Kiss** - *Melee Fairy Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.*

**Dazzling Gleam** - *Ranged(15ft, 10ft wave) Fairy Special Attack: 3/day 3d8.*





## Dwebble / Crustle



### Dwebble



**Bug / Rock** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** -

**Passives:** Rock Polish (+2 Speed), Withdraw (+1 Defense), Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Rock Blast** - *Ranged(10ft) Rock Attack:* At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

### Crustle



**Bug / Rock** - Medium (Size), Superweight (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** -

**Passives:** Rock Polish, Withdraw, Shell Armor (Critical hits are treated as normal hits against you), Sturdy, Weak Armor (When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.)

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.


**X-Scissor** - *Melee Bug Attack:* 3/day 3d10.

**Rock Wrecker** - *Ranged(25ft, 10ft blast) Rock Attack:* 1/day 5d20. Rock Wrecker has -2 during Accuracy Check. You cannot act during the next round.



When first born, Dwebble have no shells on their thin and fragile bodies. Their first instinct is to scramble about in search of adequate rocks, which they meticulously inspect for imperfections and weaknesses. When Dwebble find ideal stones, they will secrete a highly corrosive acid from their mouths onto the rocks, dissolving holes large enough for their bodies to fit into. Dwebble rely on their rocky shells for protection from predators, tucking themselves into them when threatened. Their hook-like tails latch onto crags within their rocks, making it difficult to dislodge their shells without great force. If their rocks break, Dwebble will become very agitated and not sleep or eat until they find new shells. In captivity, they have been known to use materials other than stone in order to construct their shells, including brick, asphalt, and concrete. Most Dwebble prefer using rocks regardless of what other substances are closer or more abundant.

**Biology:** Egg Group - Bug / Mineral, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Deserts

**Evolution:** Dwebble  Crustle

**Proficiencies:** Bug / Ground / Rock



Crustle are almost never found without their shells. Their sturdy legs allow them to support enormous amounts of weight on their backs, letting them carry large blocks of stone nearly indefinitely. Crustle are able to survive for long periods of time without water, which is often scarce in their arid habitats. They dislike direct contact with the substance, retreating beneath their shells during even light rains. To fashion their shells, Crustle will carve blocks of dirt and stone from the solid earth directly beneath their feet. They are highly territorial and will compete with nearby Crustle for control of choice swathes of land. When fighting for territory, Crustle will attempt to shatter the shells of their opponents. Competitors with broken shells relinquish all of their land; they also become timid and weak, as they are unable to defend themselves until they can build new shells. Because Crustle carve their shells from the ground within their domains, Crustle from different areas will often sport rocks with differently-colored strata. Crustle appear to be able to distinguish foreign and native visitors from each other based on these alternately-colored layers.



Joltik are some of the smallest Pokémon in the world. These Pokémon drain electricity from sources around them. In most cases, a Joltik will attach itself to a Pokémon's fur using its bristles to keep itself latched on, feeding on the static electricity that the fur generates as the Pokémon moves. Joltik store this electricity in small pouches within their bodies; they can release it to stun opponents when threatened. Joltik cannot generate electricity, so they require hosts to charge. The relationship between a Joltik and its host is usually mutualistic; the Joltik feeds on generated static electricity while defending the host from predators with stunning shocks. Joltik attached to Electric-type Pokémon, however, can be problematic, as they will begin to drain the internal electricity of their hosts alongside the static electricity they naturally generate. In cities, Joltik have been observed feeding from power outlets or directly from generators, occasionally causing minor blackouts.





## Joltik / Galvantula



### Joltik



**Bug / Electric** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Threaded (*can move around on spun threads/vines*), Zapper (*can produce electricity*)

**Passives:** Screech (+2 Attack), String Shot (+2 Speed), Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*)

#### Moves (Attack +3, Special Attack +3, Effect +4)

**Absorb** - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Thunder Wave** - *Ranged(20ft) Electric Effect: 1/day.* On hit, the target is Paralyzed.

**Bug Bite** - *Melee Bug Attack: At-Will 2d8.* On hit, if the target is holding a Berry, you steal it and immediately consume it.



Galvantula live within forests and caves in large swarms known as clusters. The borders of a Galvantula cluster's territory is clearly marked by a netting of electrified webs that deters foes from approaching. They release threads of electrically-charged silk that entangle and shock targets. Galvantula use these webs to immobilize prey when hunting as well as to slow down attackers pursuing them. They will lay down stunning webs near the nests of Flying-type Pokémon to catch chicks that are still poor at flying. As a secondary measure, these Pokémon have very strong mandibles and are capable of pinning down struggling foes until they succumb to paralysis in their silk prisons. After taking down prey, Galvantula will then proceed to consume their meals over the course of a few days. Despite their menacing appearances, Galvantula are not aggressive Pokémon. They tend to ignore anything that they do not consider prey, including humans. However, Galvantula are fiercely protective of their clusters; angering a single individual in a group will cause the entire swarm to attack the aggressor.

### Galvantula



**Bug / Electric** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 13 (65 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Climber, Threaded, Zapper

**Passives:** Agility (+2 Speed), Screech, Compound Eyes, Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*), Unnerve (*Foes within 25ft of you cannot consume food.*)

#### Moves (Attack +5, Special Attack +5, Effect +6)

**Sticky Web** - *Ranged(25ft burst) Bug Effect: 3/day.* Place the Sticky Web Hazard in the area surrounding you. Sticky Web Hazard has the following ability: Foes moving through Sticky Web Hazard on the ground have -25ft movement per turn, to a minimum of 5ft. This Hazard disappears after 2 mins.

**Electroweb** - *Ranged(10ft) Electric Special Attack: 3/day 3d8.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Signal Beam** - *Ranged(15ft beam) Bug Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Carnivore / Ergovore, Habitat - Caves / Forests

**Evolution:** Joltik Galvantula

**Proficiencies:** Bug / Electric



## Karrablast / Escavalier



Karrablast dwell in wetlands where Shelmet can also be found, though they may also wander into grassy fields. They are very territorial, butting heads with other Karrablast using the horns on their head to compete for space. Karrablast can spit a mildly corrosive acid from their mouths to deter predators. They spend much of their time searching for Shelmet to facilitate their evolutions. When they find them, Karrablast will use their horns to pry the Shelmet out of their shells, which they steal for themselves. In the wild, competition for Shelmet can be fierce between Karrablast, who will invade each other's territories and spar with rivals for Shelmet. Shelmet have been known to use this time to sneak away from the danger.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Forests / Wetlands

**Evolution:** Karrablast  interact with Shelmet Escavalier

**Proficiencies:** Bug / Steel (Escavalier) / Blades (Escavalier) / Horned (Escavalier)

### Karrablast



**Bug** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** -

**Passives:** Leer (+1 Attack), Swarm (When you are below 20 HP, your Bug-type attacks deal +4 damage)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Peck** - Melee Flying Attack: At-Will 2d6.

**Fury Attack** - Melee Normal Attack: At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Fury Cutter** - Melee Bug Attack: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

### Escavalier



**Bug / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 11

**Speed:** 2 (10 ft.)    **Attack:** 15    **Special Attack:** 6

**Skills:** -

**Passives:** Leer, Overcoat (You are immune to damage from weather.), Shell Armor (Critical hits are treated as normal hits against you), Swarm

**Moves (Attack +7, Special Attack +3, Effect +2)**

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

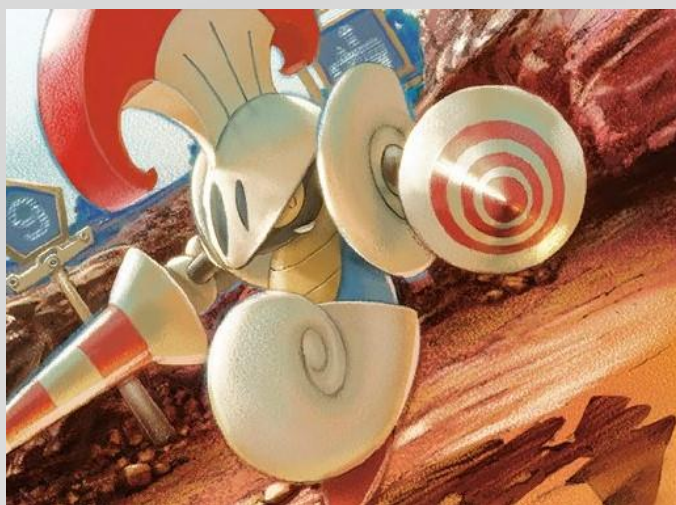
**Iron Head** - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Fell Stinger** - Melee Bug Attack: At-Will 2d8. If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.





Once Karrablast successfully steal the shells of Shelmet, they can then evolve into Escavalier. Upon evolution, their stolen shells become part of their own bodies; they sacrifice speed for power and durability. Escavalier are able to adjust their armor so that it protects their whole bodies. In addition to piercing foes, they can also use their lances to parry incoming attacks. Though very slow in practice, Escavalier have been known to reach surprisingly high speeds by charging to gain momentum and then leaping so that they fly at foes, piercing even the toughest armor with their lances. Because of how much time and space Escavalier need to charge up, however, they rarely are able to execute this technique in battle. Escavalier have a reputation for being brave and courageous Pokémon. They will not give up in fights until they are defeated, no matter how bleak the odds appear to be.



Kricketot are famous for the xylophone-like sound their hard antennae make when they clang together. By shaking their heads back and forth, they can make their antennae ring musically; this is how Kricketot communicate with others of their kind. Though their antennae are mostly stiff, Kricketot can adjust them slightly near the tips. By subtly curling and uncurling their antennae, Kricketot can alter the lengths of their exposed sections, thereby changing the pitches they make when they clang together. Altering the pitch and the rhythm of their clattering enables Kricketot to send complex messages to their peers. Their short legs make them rather clumsy at walking; they often stumble about while traveling, causing their antennae to clang together inadvertently will still ringing pleasantly and melodiously.






## Kricketot / Kricketune



Kricketune have melodious cries that are easy on the ears. They are capable of composing melodies on the fly. Kricketune use songs to convey emotions, and are capable of making others around them feel similarly through their music. As they sing, they cross their knife-like arms across their chests. By allowing their cries to resonate within their bellies, they can produce a unique sound that is difficult to mimic with conventional instruments though it is sometimes compared to a modified violin or cello. In battle, they use their sharp arms to slash foes that come too close.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Fields

**Evolution:** Kricketot  Kricketune

**Proficiencies:** Bug / Blades (*Kricketune*) / Sound / Winged (*Kricketune*)

### Kricketot



**Bug** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 3 (15 ft.)    **Attack:** 3    **Special Attack:** 3

**Skills:** -

**Passives:** Growl (+1 Defense), Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

**Moves (Attack +1, Special Attack +1, Effect +1)**

**Bide** - *Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.*

**Struggle Bug** - *Ranged(5ft burst) Bug Special Attack: At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.*

**Bug Bite** - *Melee Bug Attack: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.*

### Kricketune



**Bug** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Growl, Screech (+2 Attack), Shed Skin, Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*), Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Fury Cutter** - *Melee Bug Attack: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.*

**Sing** - *Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.*

**Night Slash** - *Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.*



# Larvesta / Volcarona



## Larvesta



**Bug / Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Threaded (*can move around on spun threads/vines*)

**Passives:** String Shot (+2 Speed), Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*)

### Moves (Attack +4, Special Attack +2, Effect +4)

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Take Down** - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.



Larvesta make their homes at the feet of dormant and active volcanoes. They can be found nestled in crags of hardened lava, warmed by the heat of the magma underneath. Larvesta are voracious eaters that feast on plants growing in the nearby rich, volcanic soil. The five horns protruding from their heads can each spew flames to protect Larvesta from predators; these horns are also usually very hot, sometimes glowing from the heat and further deterring opponents from bothering these Pokémon. When Larvesta near evolution, they will use their horns to cloak themselves in flames as cocoons of sorts. When the flames dissipate, they emerge as Volcarona.

## Volcarona



**Bug / Fire** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 12

**Speed:** 11 (55 ft.)    **Attack:** 6    **Special Attack:** 15

**Skills:** Firestarter, Flight (*can fly*), Guster (*can produce wind*), Heater

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Flame Body, Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

### Moves (Attack +3, Special Attack +7, Effect +5)

**Rage Powder** - Ranged(10ft) Bug Effect: 3/day. Rage Powder is used as a Reaction. If an ally would be attacked, you may target the attacking enemy and they will only want to attack you instead, for 2 mins.

**Hurricane** - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Fiery Dance** - Ranged(20ft) Fire Special Attack: 1/day 3d12. On hit, your Special Attack is +2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Volcanoes

**Evolution:** Larvesta Volcarona

**Proficiencies:** Bug / Fire / Flying (Volcarona) / Lepidopteran / Winged (Volcarona)



Volcarona are almost never seen in the wild. Volcarona are famous symbols of the sun—in particular, their six wings are often used to symbolize the sun in contemporary artwork. In battle, Volcarona can create fields of flames simply by flapping their wings, shedding trails of shimmering, ember-like scales that set the ground ablaze. The sight of these scales fluttering in the air has been described as breath-taking and mesmerizing by those who are blessed enough to see it firsthand. Volcarona are somewhat territorial of their homes. A volcano has its own natural defenses, but a wary Volcarona may attack travelers who begin to investigate their territories too closely.



Ledyba are social Pokémon that live in large swarms. They are very active, flying constantly about forests. However, when separated from their friends, they become withdrawn, not eating, drinking, or sleeping until reunited. Their feet secrete odorous fluids that they use to communicate with others. When temperatures drop, swarms will congregate together on lone trees, huddling together for warmth. Ledyba are major pollinators in forests; as their swarm flit about, they pollinate hundreds of flowers along the way. Their activity directly correlates with higher temperatures, being most active in the summer as well as in warm regions. Ledyba are strictly diurnal and are almost never seen being active at night.





## Ledyba / Ledian

### Ledyba



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 3    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 2    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +1, Special Attack +2, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Swift** - *Ranged(20ft) Normal Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

### Ledian



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 11

**Speed:** 11 (55 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Flight

**Passives:** Agility (+2 Speed), Early Bird (*You roll twice during checks to wake from Sleep and use the higher result.*), Iron Fist (*Your punching attacks deal +4 damage.*), Swarm

**Moves (Attack +2, Special Attack +3, Effect +5)**

**Mach Punch** - *Melee Fighting Attack:* At-Will 2d6. Mach Punch has Priority.


**Bug Buzz** - *Ranged(20ft) Bug Special Attack:* 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



Ledian are very social, living in swarms numbering up to the hundreds. Ledian are nocturnal, spending the day sleeping while wrapped up in grass or leaves. Ledian only become active when the stars are visible. They are also active in places with clean air and Ledian swarms are a good sign of air quality. As they fly, they scatter a shimmery glowing dust below. The size of the spots on their backs seem to correlate with the number of visible stars in the sky. The more stars out, the larger the spots. Likewise, if the stars are obscured by clouds, the spots will shrink and may even disappear entirely. Ledian defend themselves with rapid punches. Though individual blows are weak, they can launch multitudinous volleys to take down foes.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Forests / Jungles / Woodlands

**Evolution:** Ledyba  Ledian

**Proficiencies:** Bug / Flying / Psychic (*Effects Only*) (Ledian) / Punches (Ledian) / Winged




## Paras / Parasect



Paras are covered in fungal spores from birth. As a Paras grows, so do the mushrooms on its back. Paras feed by burrowing and sucking nutrients out of tree roots; in turn, the mushrooms drain nutrients out of their host bodies. Paras must feed ravenously as a result. Paras can be found in damp, dark areas where fungi thrive; sunlight and dryness can damage their bodies. To defend themselves, the fungi release spores to inflict a variety of effects upon foes. Paras are sometimes seen as pests, as they harm tree roots. However, since they generally live in areas away from humans, they normally cause few problems.

**Biology:** Egg Group - Bug / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph / Saprophyte, Habitat - Caves / Forests / Woodlands

**Evolution:** Paras  Parasect

**Proficiencies:** Bug / Grass / Claws (*Parasect*) / Lepidopteran / Parasitic

### Paras



**Bug / Grass** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** -

**Passives:** Growth (+1 Attack, +1 Special Attack), Effect Spore (Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.)

**Moves (Attack +4, Special Attack +3, Effect +1)**

**Stun Spore** - *Melee Grass Effect:* At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

### Parasect



**Bug / Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 8

**Speed:** 3 (15 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** -

**Passives:** Growth, Damp (*Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.*), Dry Skin (*In sunny weather, you lose 4 HP at the end of your actions. In rainy weather, you recover 4 HP at the end of your actions. You are immune to Water-type attacks.*), Effect Spore

**Moves (Attack +5, Special Attack +3, Effect +1)**

**Spore** - *Melee Grass Effect:* 1/day. On hit, the target is put to Sleep.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Giga Drain** - *Melee Grass Special Attack:* 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.





Parasect dwell in damp places due to their fungi's own preferences for moisture. They swarm at the roots of trees, draining them until there is nothing left before moving on to new trees. They are highly aggressive, attacking foes with their claws. The mushrooms on their backs also scatter poisonous spores around them; the larger the fungus, the more virulent the toxins. Throughout their lives, the mushrooms continue to drain their hosts, trying to drain it completely until there is nothing left. The Parasect body can never let it that happen, and so it spends hours a day draining energy from whatever plants it can find.



Pineco make their homes under the branches of trees, attaching themselves with a sticky, resinous fluid they produce from their bodies. They also use this fluid to attach pieces of tree bark to themselves, creating thicker, makeshift shells that protect them from Pokémon who mistake them for actual pinecones. Older individuals can construct huge shells this way, with some surrounding themselves with so much bark that the branches supporting them begin to sag or even break. Pineco don't move much, sticking to the same branch until evolution. They remain sedentary and feed upon the energy in the trees they attach themselves to. Multiple Pineco can often be found living in a single tree, sometimes even on the same branches. When such trees are disturbed, Pineco are known to drop off of their branches in order to defend their neighbors.





## Pineco / Forretress



Forretress have shells that are steel-hard. In the wild they are largely sessile, living out their lives almost entirely in a single tree. Forretress makes their homes in the nooks and crannies of tree trunks. They feed on smaller Bug-types that are attracted to the scent of the resin they produce. Forretress carapaces are nearly impenetrable; they only crack open just barely wide enough to catch prey, and do it so quickly that the motion is practically invisible to the naked eye. Their shells naturally chip from outside weather conditions--by periodically spinning rapidly, they can dislodge sharp, broken pieces of their shells onto the ground below to deter predators from approaching. This maneuver is in fact a defensive reflex that triggers instinctually whenever Forretress are startled.

**Biology:** Egg Group - Bug / Mineral, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests

**Evolution:** Pineco Forretress

**Proficiencies:** Bug / Rock / Steel (Forretress)

### Pineco



**Bug** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 9    **Special Defense:** 4

**Speed:** 2 (10 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Threaded (*can move around on spun threads/vines*)

**Passives:** Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Rapid Spin** - *Melee Normal Attack:* At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

### Forretress



**Bug / Steel** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 16    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Threaded

**Passives:** Autotomize (+2 Speed), Iron Defense (+2 Defense), Overcoat (*You are immune to damage from weather.*), Sturdy

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Self-Destruct** - *Ranged(30ft burst) Normal Attack:* 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to 100% HP and you must make a death savings throw.

**Zap Cannon** - *Ranged(30ft) Electric Special Attack:* 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

**Heavy Slam** - *Melee Steel Attack:* 3/day 3d10. Heavy Slam can only target lighter targets.



## Scyther / Scizor



### Scyther



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 8

**Speed:** 13 (65 ft.) **Attack:** 13    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Agility (+2 Speed), Focus Energy (*Attacks are critical hits on natural 18-20*), Swords Dance (+2 Attack), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +6, Special Attack +3, Effect +6)**

**Vacuum Wave** - Ranged(15ft) Fighting Special Attack: At-Will 2d6. Vacuum Wave has Priority.

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**X-Scissor** - Melee Bug Attack: 3/day 3d10.

### Scizor



**Bug / Steel** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 8

**Speed:** 7 (35 ft.) **Attack:** 15    **Special Attack:** 6

**Skills:** Flight

**Passives:** Focus Energy, Iron Defense (+2 Defense), Swords Dance, Swarm, Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves (Attack +7, Special Attack +3, Effect +3)**

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Night Slash** - Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Iron Head** - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



Scyther live in packs in grasslands, forests, and mountain. They are very aggressive, but intelligent Pokémon. Scyther silently stalk their prey, camouflaging in trees or grasses before leaping out and slashing their targets to bits with their blades. They attack so quickly that their movements cannot be seen; they can appear to be in multiple places at once as they dart about. They use this to their advantages while hunting. If Scyther are spotted by their quarries, they will dash around them to bewilder them. Their blades are sharp enough to slice through logs in one strike. Scyther often sharpen them against boulders, and will use them to cut meat into more manageable pieces before eating. Scyther can also fly, though they rarely choose to do so. Leaders of Scyther packs command respect from the others members. However, their positions can be challenged at any time in battles. If a leader loses, it is exiled from the group to wander alone. These exiled Scyther generally tend to be more aggressive than those found in packs.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Forests / Grasslands / Woodlands

**Evolution:** Scyther Scizor

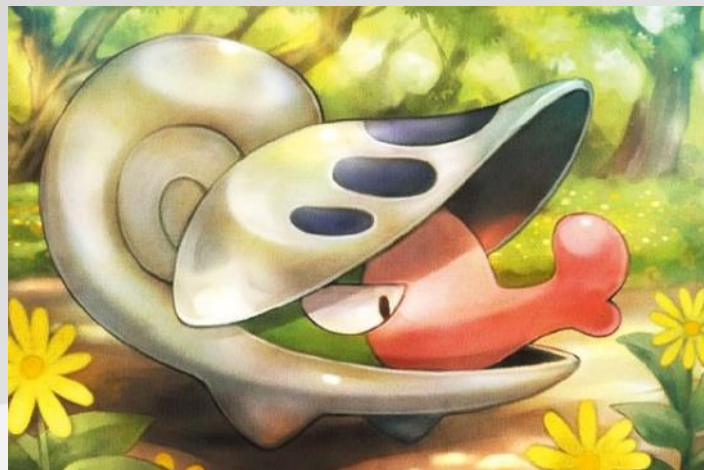
**Proficiencies:** Bug / Flying / Steel (Scizor) / Blades



This Pokémon has a Mega Evolution in PHB2.



Scizor have exoskeletons made out a material as hard as iron. Their pincers are strong enough to pulverize stone, and contain an alloy very similar to steel; they are more suited to pummeling foes than grasping them. Scizor are calculated, relentless hunters that will not let prey flee once spotted. The eyespots on them make them resemble second and third heads; Scizor wave these claws around while opening and closing them in order to intimidate foes. They use their wings to regulate their body temperatures, flapping at varying speeds to warm themselves up or cool themselves down. Though rare in the wild, they can occasionally be found living solitarily in grasslands and forests; they dislike tropical climates. They will duel with other Scizor and Scyther packs to protect their territories. Scyther that evolve in the wild are immediately shunned from their packs, forced to find their own land and fend for themselves.



Shelmet live in wetlands and fens; Karrablast are almost always found in the same habitats as Shelmet. Karrablast are the main predators of Shelmet, if one could call them that. Most attackers are unable to pierce the thick shells of these Pokémon, but Karrablast horns are adapted to pry their fragile bodies out from their armor. In fact, Karrablast must they steal the shells of Shelmet in order to evolve. Similarly, Shelmet that have lost their shells will evolve into Accelgor. Shelmet tend to be very cautious and averse towards novel stimuli, however, so they will often attempt to flee from Karrablast despite needing them for evolution. To deter attackers, Shelmet can spit a sticky, poisonous substance that adheres to and irritates skin upon contact. They will then close their shells to protect their vulnerable bodies from damage. These Pokémon can sometimes be found buried beneath the mud to avoid aggressors.





# Shelmet / Accelgor



## Shelmet



Bug - Small (Size), Light (Weight)

Hit Points: 30    Defense: 11    Special Defense: 7

Speed: 3 (15 ft.)    Attack: 4    Special Attack: 4

Skills: -

**Passives:** Acid Armor (+2 Defense), Shell Armor (Critical hits are treated as normal hits against you)

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Acid Spray** - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Bide** - Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

## Accelgor



Bug - Medium (Size), Medium (Weight)

Hit Points: 48    Defense: 6    Special Defense: 6

Speed: 17 (85 ft.)    Attack: 7    Special Attack: 10

Skills: -

**Passives:** Acid Armor, Agility (+2 Speed), Hydration (While in Raining weather, you are cured of any afflictions.), Sticky Hold (You cannot drop held items or have held items stolen from you.)

**Moves (Attack +3, Special Attack +5, Effect +8)**

**Giga Drain** - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.



If a Shelmet has its armor stolen by a Karrablast while it's mature the Shelmet will reactively evolve into an Accelgor. Without heavy shells weighing them down, Accelgor are very fast and agile; however, they also are rather frail, as they have lost their main form of protection. These Pokémon live in wetland areas and need to keep moist to prevent their skin from drying out. To facilitate this, Accelgor wrap their bodies in mucus-soaked membranes that help them stay moisturized. A thirsty Accelgor will be weak, clumsy, and even more fragile than usual. Despite their lack of legs, Accelgor can move very quickly, looking as if are soaring through the air when they attack. They strike with lightning-fast, ninja-like movements that can leave opponents dazed before they even realize what hit them.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Forests / Wetlands

**Evolution:** Shelmet interact with Karrablast Accelgor

**Proficiencies:** Bug / Tricky




## Spinarak / Ariados



Spinarak silk, by weight, is one of the strongest known materials on Earth. Webs of it can support the weight of stones that fall into them without snapping. Spinarak weave intricate webs of silk and then wait for prey to come by. They are very patient and can wait motionless for days or weeks for prey to arrive. When victims get tangled in their webs, they can detect the movements and even tell what was captured by the vibrations created. Spinarak always wait for night to fall before investigating their catches. They subdue their prey, if still struggling, with venom, and then feast on their meals. Though their venom is not particularly strong, it is more than enough to incapacitate smaller prey. They can survive for weeks at a time on a good meal. The designs on their backs shift based on their moods. Spinarak are playful Pokémon who only bite when threatened.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 7 Days, Diet - Carnivore, Habitat - Forests / Woodlands

**Evolution:** Spinarak  Ariados

**Proficiencies:** Bug / Poison / Parasitic

### Spinarak



**Bug / Poison** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Threaded (*can move around on spun threads/vines*)

**Passives:** String Shot (+2 Speed), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Shadow Sneak** - *Melee Ghost Attack:* At-Will 2d6. Shadow Sneak has Priority.



### Ariados



**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Climber, Threaded

**Passives:** Agility (+2 Speed), Swords Dance (+2 Attack), Insomnia (*You are immune to being put to Sleep.*), Sniper (*When you land a critical hit, you deal an additional 8 damage.*), Swarm

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Cross Poison** - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.

**Toxic Thread** - *Ranged(20ft) Poison Effect:* 1/day. On hit, the target is Poisoned and the target's Speed is -1 until they are no longer Poisoned.







Ariados can spin silk from their rears as well as their mouths. They use this to confuse both predators and prey about their true heads. Their legs have tiny claws that allow them to climb on walls and ceilings to ambush prey from any direction. When hunting, they do not wait in their webs like Spinarak. Instead, they shoot globs of silk at targets and then let them return home; they can then follow them back to their shelters and prey on all of their friends as well. Ariados are nocturnal, wandering in search of food only at night. They are also very territorial. They clearly mark boundaries with strings of old webs. Entering Ariados territory will provoke it into attacking in order to defend itself; circumventing a webbed area is strongly advised. Ariados poison, if left untreated, can be fatal in as little as thirty minutes.



Surskit skate on the surface of weedy freshwater ponds and lakes. The tips of their feet secrete an oil that allows them to stay on the water's surface. Sometimes, after heavy falls of rain, Surskit may congregate on large puddles of water on the ground. They feed on smaller nectars from lily flowers and other sweet nectars from flowers near the edge of water. When in danger, Surskit will secrete a thick, sweet, honey-like substance from their head glands. Many large Pokémon enjoy the taste of this fluid, attracted to the area by its smell. By drawing large predators near, Surskit attempt to scare off their attackers by attracting Pokémon that may see their foes as prey. When the weather turns cold, Surskit will hibernate under the cover of dead leaves or fallen logs, emerging once it warms up again. They may climb onto land if their aquatic homes begin to freeze around them.





## Surskit / Masquerain



The two growths on either side of the heads of Masquerain are not wings, but antennae. Their true wings are the four diamond-shaped appendages on their bodies, which allow them to fly forwards, backwards, sideways, and even hover. They also are coated in an oil that lets Masquerain perch on water. They use the eye patterns on their antennae to intimidate foes and predators, making them appear larger than they really are. When their antennae begin drooping and appearing "sad," it is a sign that rain is coming. They must take shelter under trees when it rains; their large antennae are surprisingly absorbent and can become waterlogged when wet, preventing them from flying properly. Masquerain feed exclusively on the nectar and leaves of aquatic plants.

**Biology:** Egg Group - Water 1 / Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Ponds / Lakes / Wetlands

**Evolution:** Surskit  Masquerain

**Proficiencies:** Bug / Water / Flying (*Masquerain*) / Lepidopteran / Winged

### Surskit



**Bug / Water** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 3    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 3    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Agility (+2 Speed), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

#### Moves (Attack +1, Special Attack +2, Effect +4)

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



### Masquerain



**Bug / Flying** - Medium (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 9

**Speed:** 11 (55 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Fountain, Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Agility, Intimidate (+1 Defense), Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Swift Swim, Unnerve (*Foes within 25ft of you cannot consume food.*)

#### Moves (Attack +3, Special Attack +5, Effect +5)

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.





## Venonat / Venomoth

### Venonat

**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Disable** - Ranged(20ft) Normal Effect: 1/day. For 1 minute, the attack last used by the target may not be used again.

**Supersonic** - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

### Venomoth

**Bug / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 10

**Skills:** Flight (*can fly*), Telekinetic

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Compound Eyes, Shield Dust (*You are unaffected by additional effects from attacks that deal damage.*), Tinted Lens (*Your resisted attacks deal +4 damage.*), Wonder Skin (*Your stats cannot be lowered by a foe's effects.*)

**Moves (Attack +3, Special Attack +5, Effect +5)**

**Sleep Powder** - Melee Grass Effect: At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.


**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Venonat are nocturnal Pokémon that dwell in dark places like dimly lit forest floors. They hide in tree hollows until nightfall, when their main sources of food emerge. They eat other small Bug-types that flit about the dark undergrowth. Venonat are attracted to light and can commonly be seen swarming around lampposts near the forests where they live. The bristly hairs covering them protect them from predators by making them unappetizing meals. Venonat also ooze poison from all over their bodies as a secondary defense mechanism. Their large compound eyes can sense tiny movements in the darkness, allowing them to easily hone in on their tiny insect prey. Additionally, their eyes also function as radar units of sorts, alerting them to potential dangers lurking about. Venonat can focus their eyes to defend themselves by firing disorienting beams.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Forests / Jungles / Woodlands

**Evolution:** Venonat  Venomoth

**Proficiencies:** Bug / Poison / Psychic / Lepidopteran / Winged (*Venomoth*)



Venomoth are nocturnal and are attracted to bright lights and open flames. Luckily for them, so are their prey. Venomoth still feast on smaller Bug-types that swarm near lights in the darkness, making hunting for food an easy task for these Pokémon. Venomoth have scales on their wings that fall off as they flutter about. The scales leach poison upon contact, which can inflict a number of different status afflictions depending on the color of the scales. Venomoth will purposely flap their wings vigorously when in danger to release these noxious scales.



Wimpod are notoriously cowardly creatures that will flee at the first sign of danger. Foreign sights and sounds spook these Pokémon; if one approaches a group of them, they will scatter in all directions. If cornered, Wimpod will spew a noxious fluid as a last-ditch effort. The odor of this substance signals to other Wimpod that danger is near. Wimpod are scavengers that will gladly feed on any waste they can find. They can digest rotten food and even human trash with no ill effects. Their many legs scrape the ground as they scurry, cleaning the surface below. They are valued as beach and sea cleaners, helping mitigate the effects of human pollution in tourist destination spots. Despite their meekness, Wimpod are also curious and will approach unfamiliar objects if they have remained still for a long time. They have a habit of storing what they cannot eat, like pearls or shiny coins. Though the Wimpod themselves will scurry away if they sense someone approaching, one can easily find a Wimpod nest by noting the cleanliness of the surrounding sand.





## Wimpod / Golisopod



### Wimpod



**Bug / Water** - Small (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 4    **Special Defense:** 3

**Speed:** 8 (40 ft.)    **Attack:** 4    **Special Attack:** 2

**Skills:** Fountain (can create water), Swimmer (can swim)

**Passives:** Emergency Exit (You cannot fight when first damaged below half of Max HP. You will want to run away or return to a Poke Ball for 2 rounds. During those two rounds, your speed is doubled.)

**Moves (Attack +2, Special Attack +1, Effect +4)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Struggle Bug** - *Ranged(5ft burst) Bug Special Attack:* At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.



### Golisopod



**Bug / Water** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 16    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 15    **Special Attack:** 6

**Skills:** Fountain, Swimmer

**Passives:** Iron Defense (+2 Defense), Swords Dance (+2 Attack), Emergency Exit

**Moves (Attack +7, Special Attack +3, Effect +2)**

**First Impression** - *Melee Bug Attack:* 1/day 3d10. First Impression has Priority. First Impression can only be used as the first action during an encounter. On hit, the target is Stunned.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Liquidation** - *Ranged(10ft) Water Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Despite their intimidating stature, Golisopod are peaceful creatures. They spend most of their time meditating silently deep beneath the sea in underwater caverns or sunken ships. These Pokémon also try to avoid needless conflict; they do not hunt, instead feeding on kelp, algae, and discarded refuse. However, Golisopod are well-equipped to defend themselves from danger. Their rock-hard carapaces can shield them from most blows, while their sharp claws can slice with enough force to briefly cleave water or air right in two. Golisopod will try to fight as little as possible, only holding their foes off until they have an opening to flee and meditate in peace. When cornered, these Pokémon will do whatever it takes in order to neutralize the threat, taking advantage of every opening and using their small front claws to finish foes off. Wild Golisopod are sometimes found surrounded by Wimpod; whether this relationship is protective or merely friendly is unknown.

**Biology:** Egg Group - Bug / Water 3, Egg Hatch Rate - 10 Days, Diet - Herbivore / Pollutivore, Habitat - Beaches / Caves

**Evolution:** Wimpod Golisopod

**Proficiencies:** Bug / Water / Bruiser (Golisopod) / Claws (Golisopod) / Tricky (Golisopod)



## Yanma / Yanmega



Yanma are some of the most agile fliers in the world. They can fly in any direction: forwards, backwards, up, down, left, and right; they can even hover in place. They flap their wings extremely quickly; to defend themselves, Yanma can increase the speed of their flapping to generate shock waves and stun foes. These waves are strong enough to shatter glass windows. Their compound eyes can turn in all directions, allowing them to see in virtually any direction. This is useful when Yanma are hunting their preferred prey—other Bug-types. Yanma are very territorial against other Yanma, defending their domains from intruders. They primarily reside in humid swamps and marshes, though they can also be found in damper woodlands. Yanma catch prey in their strong mandibles, oftentimes grabbing them out of the air mid-flight and carrying them back to their nests to feed upon in private. They use the two long growths on either end of their tails to remain balanced as they quickly dart around in search of food.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Swamps / Woodlands

**Evolution:** Yanma Yanmega

**Proficiencies:** Bug / Flying / Winged

### Yanma



**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 5

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Flight (*can fly*)

**Passives:** Screech (+2 Attack), Compound Eyes (Add +1 during accuracy check whenever you use a ranged attack.)

**Moves (Attack +4, Special Attack +4, Effect +5)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



### Yanmega



**Bug / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 10    **Special Attack:** 12

**Skills:** Flight

**Passives:** Screech, Speed Boost (+2 Speed), Compound Eyes, Tinted Lens (*Your resisted attacks deal +4 damage.*)

**Moves (Attack +5, Special Attack +6, Effect +6)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Ancient Power** - *Ranged(10ft) Rock Special Attack:* 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Bug Buzz** - *Ranged(20ft) Bug Special Attack:* 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.







Yanmega are considered by some to be living fossils, having remained virtually unchanged since prehistoric times. Ancient fossils and wing prints uncovered during excavations perfectly match with Yanmega alive today. In modern times, these Pokémon makes their homes in damp woodlands and swamps. They are brutal attackers, equipped with myriad abilities to take down foes and often violently so. For example, they can rapidly beat their wings to create shock waves strong enough to dislodge tree branches; such blasts can easily cause internal injuries in surrounding life. They are also skilled at using their powerful jaws to tear apart foes in mid-flight. Yanmega are strong enough to carry adult humans into the air. They use the wings on their tails to keep balanced while flying. Yanmega are extraordinarily swift fliers, capable of nearing the speed of sound when unburdened. They are a territorial species and will defend their homes viciously when threatened.



Burmy are almost always seen covered in some kind of material, so few know what they look like. They are very susceptible to the weather, so they will scramble to cover themselves if exposed. Their cloaks keep them insulated in cold winds; in warmer weather, they shed the outer layers of their cloaks to keep from overheating. Burmy seem to always find something to cover themselves in, no matter how barren their surroundings. In battle, their cloaks often shed off, forcing them to construct new ones out of nearby materials, using their silk to bind things together. In forests, they will often be found in leaves and twigs. Near rivers, they will veil themselves in sand and pebbles. In cities, they scavenge refuse and metal scraps to make cloaks. Burmy have been recorded using other materials, as they are surprisingly resourceful when it comes to cloaking themselves; feathers, flower petals, and even discarded scales or fur have all been used to make their covers.



Once Burmy evolve, their current cloaks fuse with their body and becomes permanent; unlike Burmy cloaks, Wormadam cloaks are never shed. In a rather extreme case of dimorphism, only female Burmy evolve into Wormadam, never sprouting wings and instead remaining stationary for most of their lives. The variety of different cloaks Burmy use also transfers over to Wormadam. Like Burmy, most Wormadam are covered in either leaves and other plant materials, sand and gravel, or trash and metal scraps. However, these are hardly the only types of coverings found within the species. As Burmy alter the thickness of their cloaks to regulate their temperatures, Wormadam that evolve on cold days also tend to have thicker cloaks.



## Burmy / Wormadam

### / Mothim



Male Burmy shed their covers, grow wings, and evolve into Mothim. Mothim are nocturnal Pokémon, flitting about forests in search of floral honey. They have no stationary nests and are constantly on the move in search of food. Mothim rest wherever there is shelter, but do not return twice to the same place. Though their primary source of nutrition is honey, they are not well-adapted to obtain it themselves. Instead, they search for hives made by other Pokémon around forests, sneakily stealing honey from them. This task is more difficult than it sounds, considering that hives are often protected watchful guards. Mothim cloak themselves in a scent similar to that of whatever Pokémon they're infiltrating to avoid detection as they fill up on honey.

#### Burmy



**Bug** - Tiny (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 3    **Special Attack:** 3

**Skills:** Cloak (*The physical appearance of Burmy changes depending on the area it spends time in. After as little as ten minutes in the forest/jungle, desert/mountain, or city, a Burmy changes into its Plant, Sandy, or Trash cloak respectively*), Threaded (*can move around on spun threads/vines*)

**Passives:** Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

**Moves (Attack +1, Special Attack +1, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

#### Wormadam (Plant Cloak)



**Bug / Grass** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 12

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 9

**Skills:** Telekinetic (*can move things with their mind*), Threaded

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), String Shot (+2 Speed), Overcoat (*You are immune to damage from weather.*), Shed Skin

**Moves (Attack +4, Special Attack +3, Effect +3)**

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Razor Leaf** - *Ranged(25ft) Grass Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Bug Buzz** - *Ranged(20ft) Bug Special Attack:* 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



### Wormadam (Sandy Cloak)



**Bug / Ground** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 10

**Speed:** 5 (25 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Telekinetic, Threaded

**Passives:** Iron Defense (+2 Defense), Quiver Dance, Overcoat, Shed Skin

#### Moves (Attack +4, Special Attack +3, Effect +2)



**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



**Rock Blast** - Ranged(10ft) Rock Attack: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.



**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



### Wormadam (Trash Cloak)



**Bug / Steel** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 11

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Telekinetic, Threaded

**Passives:** Metal Sound (+1 Special Attack), Quiver Dance, Overcoat, Shed Skin

#### Moves (Attack +3, Special Attack +4, Effect +2)



**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



**Mirror Shot** - Ranged(20ft) Steel Special Attack: At-Will 2d8.



**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



\*It is possible that a female Burmy may develop unique cloaks out of strange materials to make unique types not shown here.



## Mothim

**Bug / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Flight (*can fly*)

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Swarm (When you are below 20 HP, your Bug-type attacks deal +4 damage), Tinted Lens (Your resisted attacks deal +4 damage.)

**Moves (Attack +4, Special Attack +5, Effect +4)**

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug / Mineral, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Deserts / Forests / Urban

**Evolution:** Burmy ♂ ♀ ! in forest or grassland setting

Wormadam Plant Cloak, ♂ ♀ ! in a desert, mountain, or beach setting Wormadam Sandy Cloak, ♂ ♀ ! in

urban setting Wormadam Trash Cloak, ♂ ♂ Mothim

**Proficiencies:** Bug / Grass (Wormadam Plant Cloak) / Ground (Wormadam Sandy Cloak) / Steel (Wormadam Trash Cloak) / Flying (Mothim) / Psychic (Wormadam and Mothim) / Lepidopteran (Wormadam / Mothim) / Winged (Mothim)





## Nincada / Ninjask

## / Shedinja

### Nincada



**Bug / Ground** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 10    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 3

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Harden (+1 Defense), Compound Eyes (*Add +1 during accuracy check whenever you use a ranged attack.*)

**Moves (Attack +2, Special Attack +1, Effect +2)**

**Leech Life** - *Melee Bug Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

### Ninjask



**Bug / Flying** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 18 (90 ft.)    **Attack:** 11    **Special Attack:** 5

**Skills:** Flight (*can fly*)

**Passives:** Speed Boost (+2 Speed), Swords Dance (+2 Attack), Compound Eyes, Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*)

**Moves (Attack +5, Special Attack +2, Effect +9)**

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**X-Scissor** - *Melee Bug Attack:* 3/day 3d10.



Wild Nincada spend most of their time underground; they cannot stand sunlight and avoid it as much as they can. Since they rarely venture aboveground, their eyes are very poorly developed, making them virtually blind. Nincada navigate using their antennae to probe their surroundings. They search for tree roots, which they claw into to suck out moisture, nutrients, and sap. They can spend as long as ten years underground, making their nests between the thick roots of large trees so they do not have to travel far to find food. Nincada will use their claws to dig out tunnels connecting their nests to other important areas: water sources, other trees, and exit tunnels to the surface should their nests flood from rain. Nincada need to molt their exoskeletons to continue growing. When molting, they will travel up their exit tunnels onto the trunks of the trees they are nesting in. They do this at night, after the sun has gone down. When they near evolution, they molt for a final time, but do not return to their nests afterwards.





Ninjask travel at incredibly fast speeds. Oftentimes, the only way one can tell that Ninjask are nearby is by the high-pitched buzzing sound they make while flying and the gusts of wind felt by their passing. Listening to their buzzing for extended periods of time can cause headaches, adding to the difficulty of being around them. Their favorite food is tree sap; Ninjask can be seen congregating around exposed sap on tree bark, one of the only times they can be seen remaining still. When evolving from Nincada, Ninjask leaves behind an empty shell that it sheds and sometimes that empty husk comes to life on its own.



Shedinja are very mysterious Pokémon; they don't evolve from Nincada, but rather can suddenly appear when Nincada evolves into Ninjask. They never move or twitch, and don't show any sign of breathing. However, they float perfectly still, in mid-air, despite only appearing to be hollow carapaces. No one knows why the final shed shell of a Nincada can become animated, but it does not always become animated adding further mystery to Shedinja. Their shells are curiously hard, yet brittle, repelling a wide variety of attacks without even a scratch. However, other attacks--Fire-type moves, for example--negate this mysterious force with ease. Attacks that can break through and damage Shedinja will knock them out immediately, no matter how weak the attack.



### Shedinja



**Bug / Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 1      **Defense:** 5      **Special Defense:** 3

**Speed:** 4 (20 ft.)      **Attack:** 9      **Special Attack:** 3

**Skills:** Hover (*can hover*)

**Passives:** Wonder Guard (*Shedinja is immune to attacks that are not super-effective. Wonder Guard cannot be removed or disabled by any means.*)



#### Moves (**Attack +4, Special Attack +1, Effect +2**)

**Shadow Sneak** - *Melee Ghost Attack:* At-Will 2d6. Shadow Sneak has Priority.

**Confuse Ray** - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

**Phantom Force** - *Melee Ghost Attack:* 1/day 3d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.

**Biology:** Egg Group - Mineral / Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Forests / Woodlands

**Evolution:** Nincada  Ninjask, Nincada  sometimes leaves wild husk upon evolving Shedinja

**Proficiencies:** Bug / Flying (*Ninjask*) / Ghost (*Shedinja*) / Winged (*Ninjask*) / Hexwork (*Shedinja*)





# Durant



**Bug / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 5

**Speed:** 13 (65 ft.) **Attack:** 15    **Special Attack:** 5

**Skills:** Strength (*very strong*)

**Passives:** Agility (+2 Speed), Hustle (+4 Attack, -2 to accuracy checks), Iron Defense (+2 Defense), Swarm (When you are below 20 HP, your Bug-type attacks deal +4 damage.)

**Moves (Attack +7, Special Attack +2, Effect +6)**

**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Mountains / Rainforests

**Proficiencies:** Bug / Steel / Fangs



Durant live in large colonies in the dirt of tropical rainforests and the sides of mountains. These underground colonies consist of complex, interconnected tunnels that allow for fast access to many different areas of their territories. Their fearsome jaws can snap the bones of victims much larger than themselves, while their hard steel armor is difficult for most foes to penetrate. Their mandibles are strong enough to crush stone, helping them dig tunnels with ease. In a colony, each Durant has a specific task—gathering food, protecting the hive, or raising young, for example. Even in certain tasks there are further divisions, such as gathering food only from certain quadrants of land. When their colonies are threatened, Durant will lay down their lives to defend their families. Their main predators are Heatmor, who have evolved the ability to spew fire solely to consume Durant. Durant work together to defend their colonies against Heatmor, strategically blocking certain areas of with damp mud and leaves and biting their attackers in particularly vulnerable areas



Heracross live within forests, feeding on tree sap and honey. Their most famous features are their large horns, which they use to defend themselves from foes. In battle, Heracross can use their horns to toss foes far away. They dig their sharp claws into tree bark before slipping under the grasps of enemies and sliding their horns underneath. They may charge at foes to frighten them before tossing them away. Heracross take strong pride in their horns. Their exoskeletons are very tough, able to withstand even the strongest blows. Heracross are very docile Pokémon, content doing nothing more than eating tree sap all day. They will quickly become aggressive should something interrupt their feeding, and will charge relentlessly at distractions with their horn. Though capable of flight, they are clumsy in the air and can only stay aloft for short periods of time.





## Heracross



**Bug / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 10

**Speed:** 9 (45 ft.)    **Attack:** 14    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Moxie (+1 Attack), Guts (*While afflicted, your Attack is +2.*), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +7, Special Attack +2, Effect +4)**

**Chip Away** - *Melee Normal Attack:* 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

**Megahorn** - *Melee Bug Attack:* 1/day 5d12.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 13 Days, Diet - Herbivore, Habitat - Forests

**Proficiencies:** Bug / Fighting / Horned / Martial (*No Punches/Kicks*)



This Pokémon has a Mega Evolution in PHB2.

## Pinsir



**Bug** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 15    **Special Attack:** 6

**Skills:** Strength (*very strong*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Harden (+1 Defense), Swords Dance (+2 Attack), Hyper Cutter (*Your Attack cannot be lowered by a foe's effects.*), Mold Breaker (*Your attacks ignore any passives that would redirect, negate or weaken your attacks.*)

**Moves (Attack +7, Special Attack +3, Effect +4)**

**Brick Break** - *Melee Fighting Attack:* 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

**X-Scissor** - *Melee Bug Attack:* 3/day 3d10.

**Guillotine** - *Melee Normal Attack:* 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 13 Days, Diet - Carnivore, Habitat - Forests / Jungle

**Proficiencies:** Bug / Fighting / Bruiser



This Pokémon has a Mega Evolution in PHB2.



Pinsir hunt using their two large horns. They rush at and grip foes with these antlers, shaking them wildly. Their thorny protrusions stab victims as Pinsir crush them in half. If Pinsir are unable to tear their prey in half, they will toss them far away by swinging their heads. Pinsir hate the cold and will dig burrows in forests to hibernate if the weather stays chilly for too long. They become sluggish if exposed to low temperatures, but will be rejuvenated once it warms again. In areas with cool nights, Pinsir sleep near the roots of trees in underground burrows or covered in leaves, while in places with warmer ones, they choose to sleep in or near the treetops. In addition to hunting, Pinsir also enjoy eating tree sap. Individual Pinsir have different preferences as to which kinds of trees have the best sap.



Shuckle live among rocks within cracks and crevices. They secrete a corrosive fluid from their feet that can dissolve holes into boulders, tucking themselves in and withdrawing their limbs for safety in their makeshift shelters. Their shells are made of one of the hardest substances known to man, and can weather most kinds of damage: physical attacks, weather, acids, flames, and electric shocks all fail to scratch their shells. To avoid damage, Shuckle tuck themselves into their shells and remain perfectly still. They subsist on diets of only Berries. When they find Berries, they store some within their shells. They then begin to decompose, ferment, and mix with their own bodily fluids to become a pulpy liquid. Depending on the type of Berries stored, the resulting juice can have a variety of interesting effects.



## Shuckle



**Bug / Rock** - Small (Size), Medium (Weight)

**Hit Points:** 12    **Defense:** 23    **Special Defense:** 23

**Speed:** 1 (5 ft.)    **Attack:** 1    **Special Attack:** 1

**Skills:** -

**Passives:** Exposed (*When you move or use an attack, you have -8 Defense and -8 Special Defense until your next turn. You also deal -8 damage with all attacks*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +0, Special Attack +0, Effect +0)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Bug Bite** - *Melee Bug Attack:* At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Sticky Web** - *Ranged(25ft burst) Bug Effect:* 3/day. Place the Sticky Web Hazard in the area surrounding you. Sticky Web Hazard has the following ability: Foes moving through Sticky Web Hazard on the ground have -25ft movement per turn, to a minimum of 5ft. This Hazard disappears after 2 mins.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches / Caves / Mountains

**Proficiencies:** Bug / Rock





Volbeat become active late in the evening, flying about in large swarms over freshwater ponds. Volbeat congregate in large numbers near single Illumise, attracted by their alluring scent. Using their taillights and led by the Illumise, Volbeat swarms will draw complex geometric figures in the night sky in hopes of impressing them. By flashing and adjusting the intensity of their lights, Volbeat can converse with one another even when far away. When threatened, they will attempt to disorient foes with their lights before flying off. Volbeat take the condition of their ponds very seriously, as the reflections of their swarms' lights on the water play a major role in their displays. If their ponds become filthy, swarms may attempt to migrate to new, cleaner ones--but only if the resident Illumise approve of the move.

In the evening, Illumise will release gathered pollen to emit an alluring odor that coaxes Volbeat into following them in flight. They will guide them into constructing complex geometric patterns in the sky with their taillights. The more intricate the design an Illumise can lead its Volbeat in creating, the more highly it is regarded among its peers. It has been determined that their scent-producing glands are located at the base of their antennae; should these glands become damaged, the Illumise will lose control over their Volbeat swarms, which will then disperse in confused disarray. During mating season, Illumise mate with just one lucky Volbeat in their swarms, selected based on the brightness and size of its taillight. The other members of the swarm aren't fazed by their rejections, however, and will simply wait it out for the next mating season to arrive the following year.

**Shared Biology:** Egg Group - Bug / Human-Like, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Fields / Forests / Ponds

**Proficiencies:** Bug / Winged

## Volbeat



Bug - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Flight (*can fly*), Genetic Relation (*can breed to produce Illumise*), Glow (*can produce light*),

**Passives:** Tail Glow (+3 Special Attack), Prankster (*Your attacks that do not deal damage on hit have Priority.*), Swarm (*When you are below 20 HP, your Bug-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +4, Effect +4)**

**Signal Beam** - Ranged(15ft beam) Bug Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Zen Headbutt** - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Play Rough** - Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

## Illumise



Bug - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Alluring (*attracts others with their aroma*), Flight (*can fly*), Genetic Relation (*can breed to produce Volbeat*), Glow (*can produce light*)

**Passives:** Charm (+1 Defense), Oblivious (*You are immune to Infatuation.*), Prankster (*Your attacks that do not deal damage on hit have Priority.*), Tinted Lens (*Your resisted attacks deal +4 damage.*)

**Moves (Attack +2, Special Attack +3, Effect +4)**

**Moonlight** - Melee Fairy Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4<sup>th</sup> of the target's Max HP instead.

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Bug Buzz** - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



## Deino / Zweilous / Hydreigon



### Deino



**Dark / Dragon** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 11    **Special Attack:** 5

**Skills:** -

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Hustle (*+4 Attack, -2 to accuracy checks.*)

**Moves (Attack +5, Special Attack +2, Effect +2)**



**Dragon Rage** - Ranged(5ft) Dragon Special Attack: 3/day. On hit, the target loses exactly 25 HP.



**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Deino live in deep caves where little to no light penetrates. Because they live in total darkness, these Pokémon have little use for sight; consequently, they are functionally blind. Though they still have eyes on their heads, they are severely underdeveloped and almost always covered by fur. Unlike some other underground species, Deino do not have particularly acute senses of smell, hearing, or even taste to make up for their lack of vision. They wander aimlessly about caverns, tackling and biting randomly in hopes of knocking down or injuring unwary prey. Deino will often tackle at nothing, or conversely, headbutt straight into cavern walls or boulders. They are usually covered in wounds because of this behavior. Deino are a very hardy species that can withstand many injuries. They are also not very picky eaters; if they tackle anything that even appears to be moving, they will attempt to consume the object or creature in question. However, if they do chomp on something they like, they will develop a strong association between what they are currently smelling and what they are tasting. If their poor senses of smell detect the same odor again, these Pokémon will begin snapping ferociously all about.

### Zweilous



**Dark / Dragon** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** -

**Passives:** Focus Energy, Hustle, Scary Face (*+2 Speed*)

**Moves (Attack +6, Special Attack +3, Effect +4)**



**Dragon Breath** - Ranged(10ft) Dragon Special Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.



**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



**Slam** - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.



Zweilous are functionally blind because their eyes are under-developed. They utilize a haphazard hunting method by tackling into thin air and biting viciously at seemingly-random targets. Zweilous hope to catch nearby victims off-guard. The hard skulls and strong jaws of each of their heads make quick work of most prey. Zweilous are absolutely voracious eaters that virtually never stop hunting. They will search for food in one area and attempt to completely clear it of anything that is moving before simply wandering to another area and doing the same. Their heads even compete with each other for food; the heads that manage to eat more become the leaders of the pairs and are able to pick which direction to wander into in search of more food. The only thing that Zweilous appear to do nearly as much as look for food is bicker amongst themselves; their two heads can commonly be seen attacking each other in vicious arguments. Zweilous will often bear more scars from themselves than from outside attackers.



Hydreigon are widely regarded as some of the most brutal, ruthless Pokémon in existence. They scour caves and highlands, attacking and consuming anything and everything they can see moving; luckily, their poor eyesight allows for smaller, faster, or smarter prey to avoid detection from these voracious Pokémon rather easily. Hydreigon have three heads. However, the two on either side of the center heads lack brains. Despite the lack of a brain in either head, Hydreigon can still use these heads to eat and breathe. They will wield all three mouths in tandem to viciously and relentlessly bite foes until they have fallen.



### Hydreigon



**Dark / Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 9

**Speed:** 12 (60 ft.)    **Attack:** 15    **Special Attack:** 13

**Skills:** Flight (*can fly*)

**Passives:** Focus Energy, Hustle, Scary Face, Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +7, Special Attack +6, Effect +6)**

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Dragon Rush** - Melee Dragon Attack: 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Hyper Voice** - Ranged(30ft beam) Normal Special Attack: 1/day 3d12.



**Biology:** Egg Group - Dragon / Monster, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Caves / Mountains

**Evolution:** Deino  Zweilous  Hydreigon

**Proficiencies:** Dark / Dragon / Fang / Elemental Attacks



## Impidimp / Morgrem / Grimmsnarl



### Impidimp



**Dark / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 3    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** -

**Passives:** Confide (+1 *Special Defense*), Prankster (*Your attacks that do not deal damage on hit have Priority.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Flatter** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.



Impidimp are pesky creatures that thrive on feelings of annoyance and frustration. They will sneak into homes and steal tiny things like keys and glasses before retreating into the shadows. There, they will wait for the occupants to notice their missing belongings before greedily sucking in their negative emotions through their nostrils. More clever individuals may create roadblocks in woodland paths or move around signposts to disorient and frustrate travelers. Groups of Impidimp can wreak havoc on rural villages by terrorizing townsfolk with tiny inconveniences. Impidimp detest silver so much they cannot even approach it. Homes near woodlands where Impidimp dwell may hang silver talismans on their doorknobs to keep the Pokémon out. While Impidimp are inherently weak to Steel-type attacks, they seem to especially despise pure silver.

### Morgrem



**Dark / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 10

**Skills:** -

**Passives:** Confide, Fake Tears (+2 *Special Attack*), Prankster

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Assurance** - *Melee Dark Attack:* 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

**Sucker Punch** - *Melee Dark Attack:* 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.



Morgrem will try to lure people into the woods and make them lose their ways, allowing them to feed on feelings of frustration and despair for weeks at a time. Morgrem will alter signposts to mislead travelers or imitate the calls of children and Pokémon in need in order to trick good Samaritans into entering their territories. These Pokémon are also treacherous; if caught, they will get down on all fours and pretend to beg for forgiveness. Then, when their opponents' guards are lowered, Morgrem will lash out with their spear-like hair to stab them.



Though rarely sighted by humans, Grimmsnarl are said to make their homes deep within dark woodlands, venturing out in the dead of night to visit unlucky homes. They are thought to seek out the houses of those who are discontent with their lots in life and feast upon their despair and frustration. Though Grimmsnarl return to their woodlands before sunrise, they are said to lash out viciously at those who sight them while feeding. Grimmsnarl can manipulate their hair to wrap around their foes much like tentacles. They also can function like pseudo-muscle fibers, wrapping around their arms and legs to strengthen their blows. It is said that after a Grimmsnarl visits a home, it will leave behind a telltale scattering of black hair.



### Grimmsnarl



**Dark / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 7    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 12    **Special Attack:** 12

**Skills:** Reach (*melee range is 25 ft.*)

**Passives:** Confide, Fake Tears, Pickpocket (*When you are hit by a melee attack, you steal the offender's held item, if any.*), Prankster

#### Moves (**Attack +6, Special Attack +6, Effect +3**)

**False Surrender** - *Melee Dark Attack:* 1/day 3d12. You can't miss targets with less than 20 Defense.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Fairy / Human - Like, Egg Hatch Rate - 10 Days, Diet - Psitroph, Habitat - Urban Abandoned / Woodlands

**Evolution:** Impidimp  Morgrem  Grimmsnarl

**Proficiencies:** Dark / Fairy / Bruiser (*Grimmsnarl*) / Tricky



This Pokémon has a Gigantamax form in PHB2.



## Zigzagoon (Urban) / Linoone (Urban) / Obstagoon

### Zigzagoon (Urban)



**Dark / Normal** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 3

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Growl (+1 Defense), Tail Whip (+1 Attack)

**Moves (Attack +2, Special Attack +1, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Mud Sport** - *Melee Ground Effect:* At-Will. Put a Mud Coat on the target or yourself. The Coat has the following ability: Reduce damage from Electric attacks that hit you by 10. This Coat lasts for 2 mins.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.



These Zigzagoon are thought to be the most primitive form of Zigzagoon in the world. These Pokémon are restless and constantly on the move. Zigzagoon carry within them boundless energy to constantly zigzag there was everywhere. Zigzagoon are troublemakers that love to start fights. They will charge at passerby in a zigzag pattern in hopes of getting them to attack. This tends to work better on other Pokémon, however, as humans often think they are simply trying to play around. Zigzagoon will get quite irritated when others are not taking it seriously, but people commonly find their annoyance to be endearing as well. These Pokémon can be found in all sorts of environments, where they can be seen making messes and generally being a disturbance to others. In cities, upturned rubbish bins are commonly the work of Zigzagoon.

### Linoone (Urban)



**Dark / Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 8    **Special Attack:** 5

**Skills:** Stealth

**Passives:** Growl, Tail Whip, Quick Feet (*While afflicted, your Speed is +2.*)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.





Linoone are troublemakers that are quick to start fights. They are known for being very reckless, taunting enemies much stronger than themselves by sticking out their tongues and making obscene gestures with their claws. Should these incendiary tactics fail, Linoone may also charge at targets in games of coward in order to enrage them. In battle, Linoone will rush head-first at opponents at full speed, throwing their whole weights into attacks to deliver powerful tackles. Their recklessness means that they may also throw themselves terribly off balance if they miss.



Obstagoon are resilient creatures that will do whatever it takes to survive. Their thick fur helps them stay warm during chilly nights. They never make the first move in combat. Instead, Obstagoon will cross their arms and let out deafening shouts to taunt opponents into attacking first. These yells are loud enough to make foes stagger, clouding their judgement and encouraging them to strike rashly. When finally attacked, Obstagoon will expertly block the blows before throwing their foes off balance and counterattacking with their sharp claws. Obstagoon are always looking for a fight and will try to goad passerby into attacking by taunting them with their shouts.



### Obstagoon



**Dark / Normal** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 11    **Special Defense:** 8

**Speed:** 12 (60 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Stealth

**Passives:** Growl, Scary Face (+2 Speed), Tail Whip, Defiant (If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.), Guts (While afflicted, your Attack is +2.), Reckless (Your attacks that damage yourself on hit, deal +4 damage.)

### Moves (Attack +5, Special Attack +3, Effect +6)

**Counter** - *Melee Fighting Effect:* 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

**Obstruct** - *Self Dark Effect:* 1/day. Obstruct is used as a Reaction. If you are hit by an attack, ignore the damage and any effects of the attack. If the ignored attack was a melee attack, the attacker's Defense is -1 for 10 mins. This effect cannot be stacked.

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Grasslands / Woodlands / Urban

**Evolution:** Zigzagoon (Urban) → Linoone (Urban) → Obstagoon

Obstagoon

**Proficiencies:** Dark / Bruiser (Obstagoon) / Normal Block





## Houndour / Houndoom



### Houndour



**Dark / Fire** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 3    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Firestarter (can create fire)

**Passives:** Leer (+1 Attack), Early Bird (You roll twice during checks to wake from Sleep and use the higher result.)

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Smog** - Ranged(5ft) Poison Special Attack: At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Houndour live and hunt in packs. They are extremely loyal to each other; if one member of a pack is attacked, the others will gang up on the foe. Packs of Houndour each develop their own unique sets of calls. When hunting, they use these calls to alert each other of their locations. Then, they work together to corner their prey; they have demonstrated to be intelligent enough to form complex, unique strategies for catching prey depending on their surroundings and the skills of their quarry. Houndour demonstrate some of the most efficient teamwork in the Pokémon world. Around dawn, packs will howl ominously at the moon to indicate to other nearby packs of the boundaries of their territories. Unlike most pack hunters, Houndour packs have no true leaders. Rather, they all are equals and split responsibilities fairly; thus, there is never any infighting for dominance. Houndour are very affectionate towards those they care about; generally, this means other pack members, but for domestic ones this can mean trainers as well.

### Houndoom



**Dark / Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 5    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 10    **Special Attack:** 12

**Skills:** Firestarter

**Passives:** Leer, Nasty Plot (+1 Special Attack), Early Bird, Flash Fire (You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.), Unnerve (Foes within 25ft of you cannot consume food.)

**Moves (Attack +5, Special Attack +6, Effect +5)**

**Fire Fang** - Melee Fire Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

**Flamethrower** - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Badlands / Woodlands / Volcanoes

**Evolution:** Houndour Houndoom

**Proficiencies:** Dark / Fire / Fangs



This Pokémon has a Mega Evolution in PHB2.



Houndoom packs are so in sync that members evolve roughly at the same time, within minutes of each other. Houndoom packs have very clearly defined leaders; individuals whose horns curve back the most take charge. The cries of these Pokémon are described to be eerie and unearthly. The howls of Houndoom are so discomfoting that many forest Pokémon will instinctively return to their shelters upon hearing them. Houndoom packs hunt by encircling an area and then setting it ablaze. They then go after prey flushed out of hiding, working together to corner and defeat them. Houndoom packs share their kills evenly; the leader receives the same portion as the lowliest pack member. The fire that Houndoom breathe, in addition to smelling strongly of sulfur, contains a mix of toxins that cause a searing pain that lasts beyond the burns themselves; the agony can last indefinitely until treated.



Inkay usually inhabit beaches and shallow tide pools, as they prefer to be on land even though they must remain moist at all times. These unassuming Pokémon seem to be rather defenseless at first, making them common targets for inexperienced predators. However, Inkay hold a surprising ability that allows them to escape predation the vast majority of the time; the spots on their mantles can flash with lights, allowing Inkay to influence the minds of all that gaze into them. Though they cannot yet fully manipulate people or other Pokémon, they can sufficiently influence them enough to drain their will to fight. Inkay use this technique to hunt immobile prey with ease by luring them in with lights and then grasping them with their tentacles; they will also use their lights to escape from confused predators. It is believed that Inkay will flash their lights in complex patterns to communicate with one another across distances. Curiously, these Pokémon have a habit of turning themselves upside-down for no apparent reason; some believe this action strengthens their abilities.





# Inkay / Malamar



## Inkay



**Dark / Psychic** - Small (Size), Light (Weight)

**Hit Points:** 30     **Defense:** 5     **Special Defense:** 5

**Speed:** 5 (25 ft.)     **Attack:** 5     **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Gilled (*can breathe underwater*), Glow (*can produce light*), Hover (*can hover*), Swimmer (*can swim*), Telekinetic (*can move things with their mind*)

**Passives:** Suction Cups (*You cannot be moved by a foe's attacks.*)

### Moves (Attack +2, Special Attack +2, Effect +2)

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Constrict** - *Melee Normal Attack:* At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

## Malamar



**Dark / Psychic** - Large (Size), Medium (Weight)

**Hit Points:** 54     **Defense:** 9     **Special Defense:** 8

**Speed:** 7 (35 ft.)     **Attack:** 9     **Special Attack:** 7

**Skills:** Climber, Gilled, Glow, Hover, Intelligence (*very smart*), Swimmer, Telekinetic

**Passives:** Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*), Suction Cups

### Moves (Attack +4, Special Attack +3, Effect +3)

**Hypnosis** - *Ranged(10ft) Psychic Effect:* 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.


**Psycho Cut** - *Ranged(20ft) Psychic Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.



Malamar are masters of manipulation; by waving their tentacles and flashing the lights on their mantles hypnotically, they can manipulate those who see them into trances. In the wild, Malamar hypnotize prey into drawing close before wrapping victims in their tentacles and excreting digestive fluids onto them. Their two primary fins are surprisingly sharp and can easily cut unprotected flesh. These Pokémon are sinister, manipulating others into dull states where simple suggestion may influence those who are weak willed to do their bidding.

**Biology:** Egg Group - Water 1 / Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Ocean Abyss

**Evolution:** Inkay  Malamar

**Proficiencies:** Dark / Psychic / Hexwork / Tricky



## Meowth / Persian (Tropical)



When constantly pampered by humans in lush tropical climates, Meowth are more prideful, selfish, and sneaky. Meowth are very protective of their gold coins. They will viciously slash at those who dirty their coins or otherwise damage their pride and are said to hold long grudges against them. They are sly creatures that will exploit the foe's weak points in battle to ensure they end quickly. Even feral Meowth are quite fickle when it comes to caring for them, and they are only receptive to trainers that cater to their every whim. When removed from their relaxed habitat, these Meowth may be especially upset by their suddenly less pampered lifestyles and will commonly act out.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Meowth  Persian

**Proficiencies:** Dark / Claws / Fangs / Normal Block

### Meowth (Tropical Climate)



**Dark** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Stealth

**Passives:** Growl (+1 Defense), Screech (+2 Attack), Technician (When rolling damage, replace any rolled 1s or 2s with 3.)

#### Moves (Attack +3, Special Attack +2, Effect +4)

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

### Persian (Tropical Climate)



**Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Stealth

**Passives:** Growl, Nasty Plot (+1 Special Attack), Screech, Fur Coat (If hit by a move using the Attack stat, you only take half the damage you would take.), Rattled (When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.), Technician

#### Moves (Attack +4, Special Attack +4, Effect +6)

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.

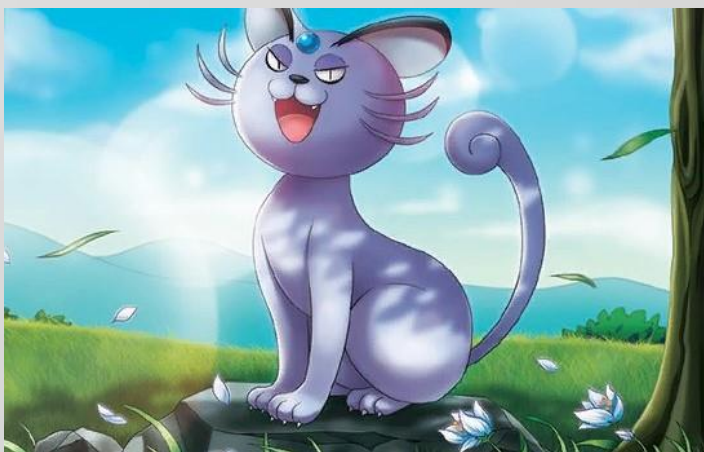
**Dark Pulse** - *Ranged(10ft) Dark Special Attack:* 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.







Tropical Persian are easily recognizable due to their round faces. Persian have superbly soft fur that almost seems to glow silver in the light. Though they may act haughty at first, these Pokémon are dirty fighters that prefer to resort to sneak attacks and sucker punches to take opponents by surprise. They even seem to enjoy torturing their prey before finishing them off. Their arrogance also sometimes causes them to underestimate foes, however. Though differently colored, the gem on these Persian heads are made of the same material as those in other climates.



Murkrow are reputed to be bringers of ill fortune. They enjoy playing pranks on passersby, though their definitions of prank may be more sinister than the traditional one. Murkrow will aggravate travelers into chasing them and then lead them down winding paths in dark forests before simply flying away, leaving them stranded and lost in the middle of nowhere. Urban Murkrow play similar tricks on people in dark alleyways in sketchy neighborhoods. They enjoy collecting shiny things; there are reports of Murkrow swooping down from the sky and snatching rings right off the hands of newlyweds. People who come across one of their stashes will commonly find stolen objects dating back decades. Murkrow are often underlings for their evolutions Honchkrow, stealing for their bosses' hoards.



## Murkrow / Honchkrow



Though Honchkrow have large wings that let them fly long distances, they rarely leave their nests. They instead hire Murkrow henchmen to do their biddings, paying them with shiny objects and food. Their Murkrow cronies collect food and valuables to bring back. Honchkrow will then dole out just enough pay their henchmen and take the rest for themselves. As they wait for their Murkrow to return, Honchkrow enjoy preening their feathers. When necessary, they can emit a distinctive cry to summon all of their Murkrow to them; over one-hundred Murkrow may respond to a single call. Though Murkrow cronies are rewarded generously, they are also punished mercilessly for errors; Honchkrow will take flight to hunt down disappointments in order to enforce total loyalty from their henchmen. They are extremely territorial, leaving their nests is to defend their domains from other Honchkrow in duels to the death. Wild Honchkrow will only ever dirty their feathers in order to deal the finishing blow on particularly troublesome enemies.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Swamps / Urban / Woodlands

**Evolution:** Murkrow  Dusk Stone Honchkrow

**Proficiencies:** Dark / Flying / Avian / Hexwork / Tricky / Winged

### Murkrow



**Dark / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 4    **Special Defense:** 4

**Speed:** 9 (45 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Flight (*can fly*)

**Passives:** Super Luck (*Attacks are critical hits on natural 18-20*), Insomnia (*You are immune to being put to Sleep.*)

**Moves** (*Attack +4, Special Attack +4, Effect +4*)

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

### Honchkrow



**Dark / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 5    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 14    **Special Attack:** 12

**Skills:** Flight

**Passives:** Moxie (*+1 Attack*), Nasty Plot (*+1 Special Attack*), Super Luck, Insomnia

**Moves** (*Attack +7, Special Attack +6, Effect +3*)

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Dark Pulse** - *Ranged(10ft) Dark Special Attack:* 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.



## Nickit / Thievul

### Nickit

Dark - Small (Size), Light (Weight)

Hit Points: 24    Defense: 3    Special Defense: 5

Speed: 5 (25 ft.)    Attack: 5    Special Attack: 5

Skills: Stealth (*can make stealth skill checks*)

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Tail Whip (+1 Attack), Stakeout (*When you attack a target who has just joined the encounter since your last turn, you deal +4 damage.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Tail Slap** - *Melee Normal Attack:* At-Will 1d4. Tail Slap has -2 during Accuracy Check. Tail Slap is a Scatter attack. Up to 5 attacks.

### Thievul

Dark - Medium (Size), Medium (Weight)

Hit Points: 42    Defense: 6    Special Defense: 9

Speed: 9 (45 ft.)    Attack: 8    Special Attack: 10

Skills: Stealth

**Passives:** Hone Claws, Nasty Plot (+1 Special Attack), Tail Whip, Stakeout

**Moves (Attack +4, Special Attack +5, Effect +4)**

**Assurance** - *Melee Dark Attack:* 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Sucker Punch** - *Melee Dark Attack:* 1/day 3d8. Sucker Punch is used as a Reaction. When you are targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.



Nickit are the bane of woodland campers. They are infamous for their plundering of campsites right under the noses of their owners. Nickit have soft pads on their paws that silence their steps, letting them sneak into the nests of other Pokémon without detection. Then, after grabbing their prizes, they use their bushy tails to swipe away any footprints they have left behind. Nest owners will later return to find their food supplies missing, but no sign of any intruders. Nickit are so skilled at thievery that they rarely need to hunt at all, instead subsisting entirely on what they scavenge from another Pokémon. Nickit are cunning, but cautious Pokémon. They are rarely caught because they will bolt at the first sign of trouble, which their sensitive ears can detect. Nickit will patiently wait for hours in hiding for targets to leave their nests; even after this, they will wait a little bit longer to make sure that are not planning to return soon after.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Forests / Woodlands

**Evolution:** Nickit  Thievul

**Proficiencies:** Dark / Tricky



Crafty Thievul have turned larceny into a form of art. Their silent footsteps leave no trace behind after a swipe from their trails, while their lithe bodies can slip through tight cracks to access hidden goods. Thievul raid the food supplies of other Pokémon, but they also have developed a taste for eggs. Skilled Thievul can even snatch eggs from right under tired mothers by waiting until they doze off for a nap. These Pokémon will stalk forests and woodlands near areas of high traffic. When they spot a Pokémon who seems like a good target, they will surreptitiously mark them with their scent and stalk them home. Thievul will then wait for the target to leave again before sneaking in to plunder their nests. Though they are normally solitary, skulks of Thievul may temporarily work together to dispatch enemy Pokémon.



Pawniard prowl around in packs on rocky badlands and highlands. They are always led by a single Bisharp to which they are entirely subservient. These Pokémon essentially exercise no judgement on their own; they only act when commanded to do so by their Bisharp. Pawniard viciously attack foes using the many blades on their bodies. They will latch onto their victims by jumping onto them and sinking their torso blades into their flesh before swinging their hands and heads around to further slice foes. They will clang their blades together following a successful strike. While a single Pawniard alone is capable of significant harm to a foe, the work of a pack can easily be fatal to unprotected opponents. Pawniard do not react to their own injuries or wounds, as they are entirely occupied in taking down the victims their Bisharp have selected. These Pokémon will sharpen their blades on river rocks when they dull; this can be an arduous process, given the number of blades they possess. Each Pawniard has its favorite sharpening stone, and will become quite upset if it is touched or otherwise moved. If the Bisharp leader of a pack goes missing, the strongest Pawniard of the pack will be quickly promoted to leader once it evolves. Though they would never dream of betraying their leader, individual Pawniard in a pack will train tirelessly to achieve this spot should their Bisharp ever fall.





# Pawniard / Bisharp



## Pawniard



Dark / Steel - Small (Size), Medium (Weight)

Hit Points: 30      Defense: 7      Special Defense: 4

Speed: 8 (40 ft.)      Attack: 10      Special Attack: 4

Skills: -

**Passives:** Leer (+1 Attack), Scary Face (+2 Speed), Defiant (If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.)

**Moves (Attack +5, Special Attack +2, Effect +4)**



**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.



**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.



**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.



## Bisharp



Dark/Steel - Medium (Size), Heavy (Weight)

Hit Points: 42      Defense: 12      Special Defense: 7

Speed: 9 (45 ft.)      Attack: 15      Special Attack: 6

Skills: -

**Passives:** Iron Defense (+2 Defense), Scary Face, Swords Dance (+2 Attack), Defiant, Inner Focus (You are immune to being Stunned.), Pressure (If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.)

**Moves (Attack +7, Special Attack +3, Effect +4)**



**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.



**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.



**Iron Head** - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Bisharp are merciless Pokémon that are almost always found surrounded by a pack of Pawniard. They command their Pawniard to savagely maim prey, but will always deliver the finishing blows to victims; they will not even blink when doing so. Though completely capable of overwhelming and taking out foes much larger than themselves, packs of Pawniard will cease to attack opponents once they are rendered immobile so that their leader Bisharp can finish them off. There can only be one Bisharp in a pack; if a Pawniard in a pack evolves, it will have to fight the leading Bisharp for control of the group. Losers are exiled and left pack-less, forced to roam in search of stray Pawniard to recruit or another Bisharp with Pawniard to duel. Bisharp demand strict obedience from their Pawniard and are ruthless in retribution if crossed. Bisharp whose head blades are chipped will retire permanently and become lone hunters, unable to hold command of a Pawniard pack.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Mountains / Rivers

**Evolution:** Pawniard Bisharp

**Proficiencies:** Dark / Steel / Blades




## Poochyena / Mightyena



Poochyena are known to be persistent, yet cowardly fighters. They have acute senses of smell that allow them to track foes down without fail, and will tenaciously chase down their prey until they catch them. Oftentimes, they will pursue foes until they tire out and can no longer flee. As omnivores, Poochyena can eat nearly anything; in fact, they often will try to bite anything that moves. Running from aggressive Poochyena will only encourage them to begin chasing. Instead, attempting to intimidate them by staring them down and feigning lunges is a far more effective tactic. They will cower and flee when confronted, even when against smaller or weaker foes. Though Poochyena bare their large fangs against all attackers, they will only pursue things that they believe they have scared. They will become submissive towards those who appear unfazed by their displays, often running away with their tail between their legs.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Carnivore, Habitat - Forests / Grasslands / Savannas

**Evolution:** Poochyena  Mightyena

**Proficiencies:** Dark / Fangs

### Poochyena

**Dark** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** Tracker (*can follow scents*)

**Passives:** Howl (+1 Attack), Run Away (+1 Speed), Quick Feet (*While afflicted, your Speed is +2.*)

**Moves** (**Attack +3, Special Attack +1, Effect +2**)

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

### Mightyena

**Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Tracker

**Passives:** Intimidate (+1 Defense), Moxie (+1 Attack), Scary Face (+2 Speed), Quick Feet, Rattled (*When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.*)

**Moves** (**Attack +5, Special Attack +3, Effect +4**)

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.





Mightyena hunt in packs of roughly ten individuals, prowling around grasslands and forests. These packs are highly coordinated, able to execute complex strategies in order to take down foes much larger than themselves. Before attacking, Mightyena will flatten their bodies and emit low, guttural growls. These sounds will alert nearby pack members of disturbances, signaling for them to prepare for attack as well. Mightyena packs have very well-defined pecking orders; alpha Mightyena lead their packs and eat first after taking down prey, while the omegas always trail at the end and eat whatever is left over after all the others have finished eating. This mentality carries on to even trained Mightyena, who will only obey directions from skilled trainers who have demonstrated leadership and dominance. They show submissiveness by licking their trainers' faces and rolling onto their backs when asked.



Purrloin are often found in urban areas posing as a stray Pokémon in desperate need of food and water. When compassionate passersby stoop down to help, they will quickly steal their jewelry, wallets, or other valuable items before dashing away. Even when caught, Purrloin have the inexplicable ability to put on ruses of cuteness and cause victims to forgive them without trouble. Many believe Purrloin only steal for fun; Purrloin do not hoard what they steal, and instead toss them away once sufficiently far from their owners. Though they normally stand on four legs, they are also facultative bipeds, much to the surprise of many of their foes. When threatened, Purrloin will act cutely in hopes of tricking their opponent into letting their guards down. Then, they will unsheathe their sharp claws and attack viciously with quick, successive slashes. Despite their negative reputation, however, many people still find Purrloin adorable, making them common pets in many cities.




## Purrloin / Liepard



Liepard prefer to stay away from humans by living in flat grasslands and savannas. They are known for their beautiful fur, graceful movements, and stealthy hunting. They will always approach prey from behind; their paws are padded with special fur that silences their footsteps. Once Liepard draw close enough, they will use their powerful hind legs to pounce on victims, who often never even see them coming. These Pokémon are nocturnal and have keen eyesight even in the dark to help them see small prey. The spots on their bodies break up their outlines in shady patches of grass, further disguising them. Liepard are adept at climbing trees, spending most of their days resting lazily on branches.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Jungles / Savannas

**Evolution:** Purrloin  Liepard

**Proficiencies:** Dark / Claws / Fangs / Tricky

## Purrloin

Dark - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** -

**Passives:** Growl (+1 Defense), Limber (You are immune to being Paralyzed.)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

## Liepard

Dark - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 11 (55 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Stealth (can make stealth skill checks)

**Passives:** Growl, Hone Claws (+1 Attack, +1 to accuracy checks), Nasty Plot (+1 Special Attack), Limber, Prankster (Your attacks that do not deal damage on hit have Priority.)

**Moves (Attack +5, Special Attack +5, Effect +5)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.



## Rattata / Raticate (Island)

### Rattata (Island)

Dark / Normal - Small (Size), Light (Weight)

Hit Points: 18    Defense: 4    Special Defense: 4

Speed: 7 (35 ft.)    Attack: 11    Special Attack: 3

Skills: Stealth

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Hustle (*+4 Attack, -2 to accuracy checks.*), Tail Whip (*+1 Attack*)

#### Moves (Attack +3, Special Attack +1, Effect +4)

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

### Raticate (Island)

Dark / Normal - Medium (Size), Medium (Weight)

Hit Points: 48    Defense: 7    Special Defense: 8

Speed: 10 (50 ft.)    Attack: 8    Special Attack: 4

Skills: Stealth, Swimmer (*can swim*)

**Passives:** Focus Energy, Scary Face (*+2 Speed*), Tail Whip, Thick Fat (*You take -4 damage from Fire-type attacks and Ice-type attacks.*)

#### Moves (Attack +4, Special Attack +2, Effect +5)

**Hyper Fang** - *Melee Normal Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Super Fang** - *Melee Normal Attack:* 1/day. On hit, the target's current HP is halved.



When Rattata arrived on some islands, and they had no natural predators; their populations skyrocket, devastating local endemic flora and agricultural crops. These Rattata are nocturnal and urban in habitat. These Pokémon are troublesome household pests, gnawing entrances into homes at night. Their whiskers help them locate fresh food, which they bring back to their nests for Raticate. These Rattata actually will actively avoid spoiled meals, unlike their relatives. This is because of their hierarchical social structure; while other Rattata forage for themselves, these Rattata must please their boss Raticate and select food accordingly. More practical shoppers have noticed that this makes them excellent at discerning the freshest produce at the market.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Plains / Savannas / Urban

**Evolution:** Rattata  Raticate

**Proficiencies:** Dark / Poison / Fangs / Elemental Attacks I



Island-variety Raticate are pudgier than their counterparts. This is because their altered lifestyles can afford them more calories with less energy expenditure. These Raticate will exert control over a group of Rattata that it will send out to search for food. Since these Pokémon are primarily urban, they can find calorie-dense foods much more easily; additionally, since these bosses rarely leave their nests, they do not have to burn much energy on hunting or moving. Raticate can afford to be very picky about their food because they obtain so much of it, stockpiling the bulk of what their underlings bring in their nests. They have highly developed taste buds that help them discern the freshest items. Ironically, this makes them useful to restaurant chefs, who often employ them in places where their cousins would be seen as pests. Raticate are fiercely territorial against others of their kind, engaging in "turf wars" where Rattata groups fight one another for control. Only when all of its underlings have fallen will a Raticate emerge to fight on its own. Their webbed feet, a trait they share with their mainland relatives, enable them to swim from island to island with surprising ease.



Scraggy live in small gangs of up to a dozen members. They prowl around arid habitats in search of scarce food and water. Their most notable feature is the baggy skin around their waists; as Scraggy grow, they periodically shed their skins, as many other reptilian Pokémon do. Scraggy, however, do not discard their old skins. Instead, they allow them to hang around their waists. The intense heat of the desert sun dries the skins so that they are elastic, leather-like, and surprisingly resilient. When threatened, Scraggy will pull their skins up over their heads to protect themselves. Scraggy with baggier skin garner more respect amongst their peers. It is thought that Scraggy evolve once their skin has been stretched to its maximum limit. Though often seen playing with their fellow gang members in the wild, Scraggy can be very aggressive towards strangers. They will stare down foes that make eye contact with them, following by charging head-first. Violent fights can break out when two Scraggy gangs come across each other. Scraggy are very proud of their tough skulls. They will butt heads with their allies to test their strength. Their heads are also very heavy, however, making them prone to tripping.





## Scraggy / Scrafty



### Scraggy



**Dark / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** -

**Passives:** Leer (+1 Attack), Shed Skin (After acting, you may roll 1d4. On 4, you are cured of any afflictions.)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Low Kick** - *Melee Fighting Attack:* 3/day 3d10. Low Kick can only target heavier targets.

**Payback** - *Melee Dark Attack:* 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.



### Scrafty



**Dark / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 13    **Special Defense:** 12

**Speed:** 8 (40 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** -

**Passives:** Intimidate (+1 Defense), Moxie (+1 Attack), Scary Face (+2 Speed), Shed Skin

**Moves (Attack +5, Special Attack +2, Effect +4)**

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Brick Break** - *Melee Fighting Attack:* 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Scrafty form gangs with others of their kind to prowl around deserts. They are highly territorial, especially against other Scrafty gangs. Scrafty with the largest crests are the leaders of their gangs. When two gangs come across one another, the two leaders will attempt to intimidate each other by spitting and showing off their crests. If the leader with the smaller crest does not defer to the other, the two gangs will brawl viciously. Scrafty fight with powerful kicks strong enough to shatter rock, though they appear deceptively uninterested while brawling. As they kick, they pull their baggy skins over themselves to shield their bodies from harm; they can also cover their heads with skin hoods. Though these Pokémon are notorious for their aggressiveness and territoriality, recent studies have revealed that Scrafty are in fact very protective of their fellow gang members, as well as of their family and of their territory. They will share food and water with injured allies, for example, and will deeply mourn the losses of comrades that have fallen in battle.

**Biology:** Egg Group - Field / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Forests / Mountains

**Evolution:** Scraggy  Scrafty

**Proficiencies:** Dark / Fighting / Bruiser / Draconian

## Sneasel / Weavile



Sneasel are sly Pokémon that live in cold areas. Their hands and feet are padded with soft fur that silences their footsteps. They retract their claws while stalking prey to ensure they aren't heard. They hunt in pairs for their favorite food: Pokémon eggs. First, one Sneasel will scare off the parents guarding the nests by silently approaching and then jumping out, extending its claws to scare them away. Then, the second will climb up the tree by digging its sharp claws into the bark, stealthily taking the eggs while the parents are startled. Though cooperative when hunting, pairs are known to engage in disputes when it comes to sharing the haul. Sneasel are also known to occasionally scavenge, ripping pieces of flesh from the meals of another Pokémon. They are nocturnal, preferring to hunt in the cover of night. Sneasel are also cunning; they are known to closely observe enemies from the darkness to pinpoint their most vulnerable points before leaping out and digging their claws into those areas. Sneasel in pairs may gang up on single foes to overpower them, clawing them into submission.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Forests / Mountains / Tundra

**Evolution:** Sneasel  Weavile

**Proficiencies:** Dark / Ice / Claws / Tricky

## Sneasel



**Dark / Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 8

**Speed:** 12 (60 ft.) **Attack:** 13    **Special Attack:** 4

**Skills:** Freezer (can create ice), Stealth (can make stealth skill checks)

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Screech (+2 Attack), Inner Focus (You are immune to being Stunned.), Keen Eye (Your accuracy checks cannot be negatively affected by foes.)

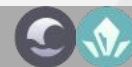
**Moves (Attack +6, Special Attack +2, Effect +6)**

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

## Weavile



**Dark / Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 9

**Speed:** 13 (65 ft.) **Attack:** 15    **Special Attack:** 5

**Skills:** Freezer, Stealth

**Passives:** Hone Claws, Screech, Inner Focus, Pickpocket (When you are hit by a melee attack, you steal the offender's held item, if any.) Pressure (If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day)

**Moves (Attack +7, Special Attack +2, Effect +6)**

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Night Slash** - Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Dark Pulse** - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.





Weavile are vicious and ruthless; they prowl around cold forests and mountains in small packs of four or five members. They are devious and intelligent hunters, capable of devising and executing complex plans with their allies to take down foes much larger than themselves; they have even been recording hunting Pokémon over thirty times their size. They never bicker over splitting catches. To communicate, Weavile scratch markings into the frost covering trees and boulders, signaling when, where, and how to attack. They also use these scratches to mark the boundaries of their domains. Weavile will work together to surround foes from all sides before closing in on their quarries. One Weavile may surprise the intended prey and pin it down to expose a vulnerable area while the others then strike in unison. Their main assets are their stunning agility and their razor-sharp claws, which are cold enough to inflict frostbite with their scratches. Weavile also have excellent vision, letting them see even in strong blizzards. In battle, one of their claws may occasionally break off. These claws will grow back in time, though it may take up to a month to do so.



Vullaby live in harsh badlands that few other Pokémon can be found in. They cannot fly because their wings are small and underdeveloped. Consequently, they have to resort to other methods of protection; their mothers will gather the bones of deceased Pokémon for them to use as protection, using larger ones as they grow. Siblings will squabble with one another for comfy bones. Partially due to their voracious appetites, Vullaby undergo multiple growth spurts and require new bones each time, with the old ones being passed on to younger chicks. The bones also protect their rears, as these Pokémon are clumsy and often fall while waddling around. However, they are also heavy, so when Vullaby near evolution and prepare to fly, they will discard their skulls. Vullaby are not picky eaters and will consume whatever their mothers bring back to them or wanders close enough for them to chase. Vullaby almost always try to pursue prey weaker than themselves, sometimes purely for enjoyment; they quickly will give up chase, however. They do not enjoy walking much, so they will only finish hunting down prey when food is scarce. Despite this, they can often be seen hopping excitedly as they try in vain to take flight. Sometimes, a Vullaby may follow its mother out to scavenge or hunt; this is where it learns to discern weakened prey and salvage bones for later use.




## Vullaby / Mandibuzz



Mandibuzz are both scavengers and hunters, often seen circling the skies in desolate badlands. They use their keen senses of sight and smell to locate weakened or sick prey. When they find food, they will circle around their victims before diving in. Mandibuzz then carry their prey back to their nests. These Pokémon have an affinity for bones, which they collect to decorate their own bodies as well as build their meticulously-crafted nests—ominous-looking piles of bones in badlands are almost invariably abandoned Mandibuzz nests. They will root through carcasses already picked clean of flesh by other scavengers for desirable bones. Mandibuzz have abnormally strong stomach acids that allow them to consume rotting flesh without becoming ill. The sight of a Mandibuzz circling overhead in a barren wasteland is a harrowing symbol for tired travelers, indicating that their end may be near. Despite their opportunistic natures, these Pokémon are quite maternal and will adopt orphaned Vullaby from other mothers and raise them as their own.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Plains

**Evolution:** Vullaby  Mandibuzz

**Proficiencies:** Dark / Flying / Avian / Winged

### Vullaby

**Dark / Flying** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Gust (*can produce wind*)

**Passives:** Big Pecks (*Your Defense cannot be lowered by a foe's effects.*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Fury Attack** - Melee Normal Attack: At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Flatter** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.

### Mandibuzz

**Dark / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 11    **Special Defense:** 10

**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Flight (*can fly*), Gust, Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

**Passives:** Tailwind (+2 Speed), Big Pecks, Overcoat (*You are immune to damage from weather.*)

**Moves (Attack +3, Special Attack +3, Effect +5)**

**Bone Rush** - Melee Ground Attack: At-Will 1d4. Bone Rush has -2 during Accuracy Check. Bone Rush is a Scatter attack. Up to 5 attacks.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Dark Pulse** - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.



## Zorua / Zoroark



### Zorua



**Dark** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Illusion (*As a free action, you may change your appearance to look like any Pokémon you have interacted with within the past hour. You may not appear as a Pokémon more than twice your size and the illusion is dropped when you are hit by an attack.*)

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.



Zorua are wily Pokémon that are skilled in the art of illusion. They can disguise themselves as nearly anything near their size to hide from danger. Zorua are capable of veiling themselves as young humans and Pokémon; unlike Zoroark, however, their tails will remain no matter what guise they take up. Zorua also uses their abilities to trick others and steal their food. They disguise themselves as duplicates of their targets, so that even if they are caught, their victims will be too stunned to react. Zorua also seem to enjoy tricking others purely for fun. They often will assume the forms of human children, pickpocketing passerby while feigning innocence if caught. Their illusions can be broken if they are startled or injured while disguised. Unlike the transforming Pokémon Ditto, however, Zorua do not alter their bodies when disguising themselves; instead, they simply create illusions to fool onlookers. This means that Zorua do not assume the powers of their disguises. Zorua disguised as humans, for example, are unable to talk intelligibly. Zorua are quite cowardly when exposed, and thus always remain disguised except when around friends.

### Zoroark



**Dark** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 13 (65 ft.)    **Attack:** 12    **Special Attack:** 14

**Skills:** Stealth

**Passives:** Agility (+2 Speed), Fake Tears (+2 Special Attack), Hone Claws (+1 Attack, +1 to accuracy checks), Illusion

**Moves (Attack +6, Special Attack +7, Effect +6)**

**Night Daze** - *Ranged(10ft) Dark Special Attack:* 3/day 3d10. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Punishment** - *Melee Dark Attack:* 3/day 2d10. Punishment deals an additional 1d10 damage for each Stat Passive the target has.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban Abandoned / Woodlands

**Evolution:** Zorua Zoroark

**Proficiencies:** Dark / Normal Block / Tricky



Zoroark have mastered the art of illusion. Their illusions are highly realistic; they can even make people believe that they have been physically hit by attacks that had in fact been illusory. Some Zoroark can produce adjacent illusions of scenery to protect their lairs with false scenery that conceal their entrances, luring potential intruders away without their knowledge. They normally live in packs, the members of which are highly protective of one another. They are especially defensive of their young, which they will often carry within their thick manes. Zoroark are very intelligent Pokémon; some have even learned human languages in order to produce more convincing human disguises. The only way to break a Zoroark illusion without its consent is to harm the Zoroark itself, a task that can feel impossible for the person fooled by it.





# Absol



**Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 15    **Special Attack:** 8

**Skills:** -

**Passives:** Super Luck (*Attacks are critical hits on natural 18-20*), Swords Dance (+2 Attack), Justified (*When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

**Moves (Attack +7, Special Attack +4, Effect +4)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Psycho Cut** - *Ranged(20ft) Psychic Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

**Biology:** Egg Group - Field, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Mountains

**Proficiencies:** Dark / Blades / Energy Blast / Elemental Attack



Absol live deep in mountain ranges, rarely coming into contact with humans. The blade-like horns on their heads are said to have mystical powers; it is purported that Absol use their horns to detect minute changes in the land, water, and atmosphere and learn about impending catastrophes before they happen. Being benevolent Pokémon, they will seek to warn nearby villages and towns of disasters. In older times, people used to believe seeing Absol brought disasters, not warned of them. They always appeared before earthquakes, floods, storms, and so on, and were seen as bad omens. Absol have long life spans, with individuals said to regularly live over a century.



Sableye live deep within caverns, particularly near veins of precious stones. Because of this, their presence is often used as an indicator of valuable jewels. However, mining in Sableye territory is highly unadvised; Sableye are natural tricksters that enjoy playing pranks on lost spelunkers by destroying equipment or altering paths. They rarely attack directly unless their primary food source—jewels—is threatened. Sableye dig holes in cave walls and floors in search of gems and ore, which they crush with their razor-sharp teeth before eating. Minerals in the ore they eat crystallize on the surface of their bodies, forming various arrangements of gems that can differ between individuals. Their eyes glitter sinisterly when exposed to bright light, such as the beams from flashlights. Sableye move about very erratically, jittering and convulsing with every step as their heads twitch from side to side. This only adds to their eerie demeanors.



This Pokémon has a Mega Evolution in PHB2.



## Sableye



**Dark / Ghost** - Medium (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 8    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Leer (+1 Attack), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*), Prankster (*Your attacks that do not deal damage on hit have Priority.*)

**Moves** (*Attack +4, Special Attack +3, Effect +2*)

**Shadow Sneak** - *Melee Ghost Attack:* At-Will 2d6. Shadow Sneak has Priority.

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.

**Knock Off** - *Melee Dark Attack:* 3/day 3d8. On hit, the target drops any held items or weapons.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 13 Days, Diet - Terravore, Habitat - Caves

**Proficiencies:** Dark / Ghost / Rock / Hexwork / Tricky



This Pokémon has a Mega Evolution in PHB2.



## Axew / Fraxure / Haxorus



### Axew



**Dragon** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 3

**Skills:** -

**Passives:** Leer (+1 Attack), Mold Breaker (Your attacks ignore any passives that would redirect, negate or weaken your attacks.)

**Moves (Attack +5, Special Attack +1, Effect +3)**

**Scratch** - Melee Normal Attack: At-Will 2d6.

**Assurance** - Melee Dark Attack: 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

**Dual Chop** - Melee Dragon Attack: 3/day 1d20. Dual Chop is a Scatter attack. It has two attacks.

### Fraxure



**Dragon** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 13    **Special Attack:** 4

**Skills:** -

**Passives:** Leer, Scary Face (+2 Speed), Mold Breaker, Unnerve (Foes within 25ft of you cannot consume food.)

**Moves (Attack +6, Special Attack +2, Effect +4)**

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Dragon Claw** - Melee Dragon Attack: 3/day 3d10.

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.



Axew are territorial Pokémon that tend to live in caves near rivers. Their most distinctive features are the two tusks protruding from either side of their mouths. Axew use these tusks to leave gashes on tree trunks to mark their territories. Initially, these tusks are very brittle and prone to breaking off. However, when an Axew tusk breaks, it will grow back stronger and sturdier than it was before. This gradual strengthening encourages Axew to test their tusks on increasingly hard objects, from wood to stone to even metal. Axew tusks grow back quickly and are primarily used to defend the Pokémon as well as crack open hard food for them to eat. Young Axew will compete with one another to crack the hardest Berries as displays of strength.





Fraxure tusks will not regenerate; if one breaks off in combat, the Fraxure will be rendered handicapped, not only in battle but in simple movement, as the tusks also provides these Pokémon with balance. For this reason, Fraxure spend much of their time whetting their tusks on river rocks, sharpening them as much as possible to ensure clean slices instead of dull hits. These tusks are capable of slicing up boulders without breaking. Fraxure are fiercely territorial; a fight between two Fraxure over land can be very gruesome, as neither will back down until the other is either maimed or without a tusk. These Pokémon will become anxious if they are not able to sharpen their tusks; they sometimes will even forgo searching for food in favor of looking for suitable stones to whet their tusks on. A Fraxure carapace is as hard as armor. These Pokémon prefer tackling opponents with their sturdy bodies while simultaneously goring them with their tusks as their go-to attack.



Haxorus tusks are virtually indestructible. They are capable of slicing through steel like butter and are resistant to dulling even after prolonged use. Additionally, these Pokémon are covered with thick, plated armor that shields them from most attacks. Haxorus can be very territorial, particularly towards other Haxorus. They will engage in fights for control of land, though individual Haxorus are rarely harmed significantly due to their thick armor. Despite this territoriality, Haxorus are very docile, even kind, when it comes to others that they do not view as threats. These Pokémon have been known to cut down trees to help smaller Pokémon cross fast-moving rivers or slice open hard Berries and nuts for weaker Pokémon to eat. In battle, Haxorus can use a number of physical Dragon-type attacks to batter foes. Haxorus can also use their two blades to execute techniques against enemies.

### Haxorus



**Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 7

**Speed:** 13 (65 ft.)    **Attack:** 18    **Special Attack:** 6

**Skills:** -

**Passives:** Dragon Dance (+1 Attack, +1 Speed), Swords Dance (+2 Attack), Scary Face, Mold Breaker, Unnerve

**Moves (Attack +9, Special Attack +3, Effect +6)**

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Guillotine** - Melee Normal Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Outrage** - Melee Dragon Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 13

Days, Diet - Omnivore, Habitat - Caves / Rivers

**Evolution:** Axew Fraxure Haxorus

**Proficiencies:** Dragon / Slashing / Blades / Bruiser (Haxorus) / Draconian





## Bagon / Shelgon / Salamence



### Bagon



**Dragon** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** Firestarter (*can create fire*)

**Passives:** Leer (+1 Attack), Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



### Shelgon



**Dragon** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 10    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Firestarter, Sinker (*can't swim*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer, Rock Head, Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Dragon Breath** - Ranged(10ft) Dragon Special Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Bagon can be found in caverns or near cliffs, canyons, and other areas with stark differences in elevation. Their favorite pastime is jumping headfirst off of ledges. They are motivated by a deeply instinctive desire to fly, more than they want to sleep or even eat. Because of this, Bagon spend most of their days futilely jumping off of cliffs in attempts to become airborne, only eating and sleeping when their bodies can no longer handle the exhaustion. Their heads have developed helmets as hard as tempered steel that protect them from being injured during their dives. Every few hundred jumps or so, they will take out their anger at not being able to fly on nearby boulders, which they will slowly smash into pebbles with their hard heads. They are very powerful despite their size. In particular, their neck muscles are very well-developed, helping them smash their heads into foes.





Shelgon have rigid and sturdy armor that is as hard as iron; most attacks simply bounce right off of it. Their shells are made of a material very similar to bone. Though very tough, their carapaces are also heavy, making them sluggish. They rarely eat, relying on the energy they stored as Bagon prior to evolution. They toughen their own willpower and become hardier through this fasting as they prepare to evolve. Once Shelgon are ready for evolution, their shells simply peel right off as Salamence emerge from within. Shelgon are a very hardy species that can survive in most climates. They are resistant to both extreme cold and heat thanks to their insulating armor. However, they avoid deep water at all costs; their heavy shells render them unable to float and their stubby limbs make it impossible for them to swim.



Upon evolution, Salamence have shed their shells and achieved their lifelong goal: flight. Naturally, they take great advantage of this, spending most of their spare time simply soaring about in the air and not landing until they physically can no longer stay aloft. While flying, Salamence may express their joy by spouting flames out of their mouths. They are highly territorial, going on tremendous rampages when their territories are challenged. They can easily level swathes of forest using their viciously sharp claws and broiling flames. They can fly very quickly, but only for short periods of time. Popular culture details that their great desire to fly caused their cells to mutate and their wings to sprout. These Pokémon have become symbols of achieving one's desires: Bagon represent having dreams, Shelgon represent enduring hardships along the way, and Salamence represent finally achieving one's goals.



### Salamence



**Dragon / Flying** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 8

**Speed:** 12 (60 ft.)    **Attack:** 15    **Special Attack:** 11

**Skills:** Firestarter, Flight (*can fly*)

**Passives:** Focus Energy, Moxie (+1 Attack), Scary Face (+2 Speed), Rock Head, Sheer Force

**Moves (Attack +7, Special Attack +5, Effect +6)**

**Fly** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Fly's Accuracy Check and damage.

**Dragon Claw** - *Melee Dragon Attack:* 3/day 3d10.

**Zen Headbutt** - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Dragon / Monster, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Caves / Mountains

**Evolution:** Bagon Shelgon Salamence

**Proficiencies:** Dragon / Flying (*Salamence*) / Claws / Draconian / Elemental Attack EF / Fangs / Stampeding (*Salamence*) / Winged (*Salamence*)



This Pokémon has a Mega Evolution in PHB2.



## Dratini / Dragonair / Dragonite



### Dratini



**Dragon** - Medium (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Flight (*can fly*), Swimmer (*can swim*)

**Passives:** Leer (+1 Attack), Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Wrap** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Thunder Wave** - *Ranged(20ft) Electric Effect:* 1/day. On hit, the target is Paralyzed.

**Twister** - *Ranged(15ft) Dragon Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Dragonair



**Dragon** - Large (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** Flight, Swimmer

**Passives:** Leer, Marvel Scale (*While afflicted, your Defense is +2.*), Shed Skin

**Moves (Attack +4, Special Attack +3, Effect +3)**

**Dragon Rage** - *Ranged(5ft) Dragon Special Attack:* 3/day. On hit, the target loses exactly 25 HP.

**Slam** - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.



Dratini dwell at the bottoms of deep lakes, where they are difficult to find. Young Dratini are rather large for newborns, with some having been reported be as long as six feet. As they age, they grow even larger, shedding their skins periodically. They are vulnerable after shedding, so they will hide behind powerful waterfalls away from their colonies during these times. Their bodies grow at an astounding rate, so they must shed often. While they are primarily aquatic, they can move around on land by slithering or by making short bursts of sustained flights with the wings on their heads.





Dragonair are always cloaked with mystical, invisible auras that calm those around them. The auras seem to come from the orbs on their bodies. Dragonair have the ability to fly. They do not use this ability often, though, as they prefer staying submerged deep at the bottoms of freshwater lakes. When they do fly, however, the small feather-like ornaments on their head spread out like wings. Whether this is purely aesthetic or an aid them in flight somehow is not yet known. Dragonair shed their skin periodically. According to popular legend, seeing a Dragonair flying overhead at the start of a new year is a sign of good health for the rest of the year.



Dragonite are benevolent and extremely rare Pokémon sometimes seen flying around seas. They are known to rescue drowning Pokémon and people from stormy seas, which they can easily weather with their sturdy bodies. Using their antenna, they can sense changes in the weather minutes before they happen and use this sensitivity to plan their flights overseas. Though almost always gentle, Dragonite can go on destructive rampages when angered. They will relentlessly destroy everything around them until they tire and collapse. Luckily, it takes a lot to anger Dragonite, as they are incredibly kind and forgiving. In battle, Dragonite can decimate opponents with the powerful thrashing rampages.



### Dragonite



**Dragon / Flying** - Large (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 10

**Speed:** 9 (45 ft.)    **Attack:** 15    **Special Attack:** 10

**Skills:** Flight, Swimmer

**Passives:** Dragon Dance (+1 Attack, +1 Speed), Leer, Inner Focus (You are immune to being Stunned.), Marvel Scale, Multiscale (When you are at Max HP, you take -4 damage from all attacks.), Shed Skin

**Moves (Attack +7, Special Attack +5, Effect +4)**

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Dragon Rush** - *Melee Dragon Attack:* 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Outrage** - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

**Biology:** Egg Group - Water 1 / Dragon, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Lakes / Oceans

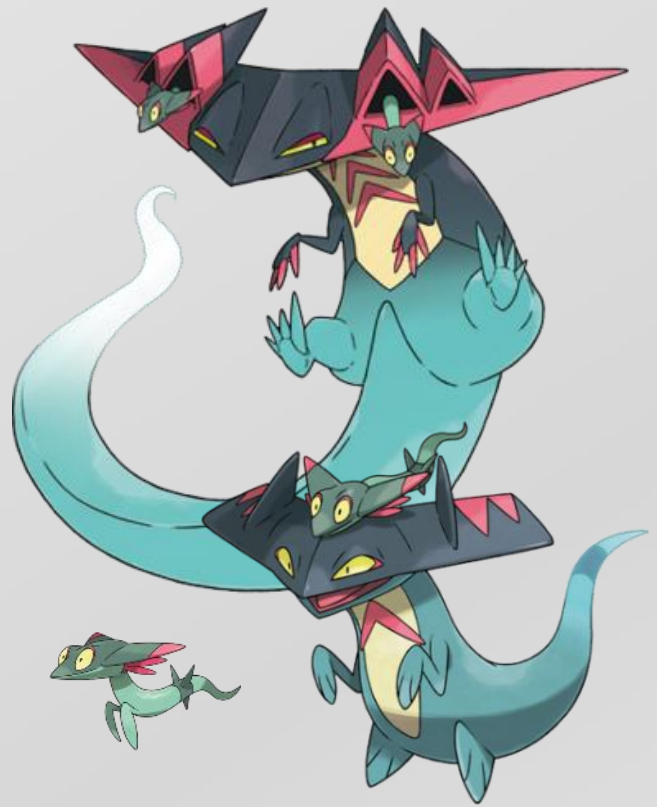
**Evolution:** Dratini Dragonair Dragonite

**Proficiencies:** Dragon / Flying (Dragonair / Dragonite) / Bruiser (Dragonite) / Draconian / Elemental Attack (Dragonite) / Normal Block (Dragonite)





## Dreepy / Drakloak / Dragapult



### Dreepy



**Dragon / Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 18    **Defense:** 3    **Special Defense:** 3

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Flight (*can fly*), Gilled (*can breathe underwater*)

**Passives:** Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*)

#### Moves (**Attack +3, Special Attack +2, Effect +4**)

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Infestation** - *Ranged(20ft) Bug Special Attack:* At-Will 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

### Drakloak



**Dragon / Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 5

**Speed:** 13 (65 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Flight, Modular (*consists of 2 parts*), Gilled

**Passives:** Agility (*+2 Speed*), Dragon Dance (*+1 Attack, +1 Speed*), Clear Body (*Your stats cannot be lowered by a foe's effects.*), Infiltrator

#### Moves (**Attack +4, Special Attack +3, Effect +6**)

**Lock-On** - *Ranged(40ft) Normal Effect:* 1/day. Your next attack against the same target will not miss.

**Hex** - *Ranged(15ft) Ghost Special Attack:* 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

**Dragon Pulse** - *Ranged(10ft) Dragon Special Attack:* 3/day 3d10.

Dreepy prowl dark habitats that used to be submerged in water in prehistoric times. In solitude, Dreepy are quite feeble creatures that cannot defend themselves. These Pokémon are rarely found unprotected in the wild, however, as they are invariably accompanied by Drakloak or Dragapult. These evolutions both care for the Dreepy, even using them in combat by launching them at high speeds towards enemies. The Dreepy fortunately find this to be great fun, as they are learning how to orient themselves in flight to achieve maximum speeds. Sometimes, they will leave their caretakers and begin searching for younger Dreepy to take up and raise after they become Drakloak.





Though they may not appear like caretakers on the surface, Drakloak are doting adoptive parents that dedicate themselves to raising the Dreepy on their heads. Drakloak help teach their Dreepy how to fly and hunt, as well as numerous other skills necessary for survival in the wild. They can be seen playing with their Dreepy in the air by soaring at high speeds before launching the Dreepy even further forwards. This maneuver also teaches the Dreepy proper form in flight. In combat, Drakloak will launch their passengers at opponents at high speeds, teaching the Dreepy to fight at the same time. Because Dreepy's evolution will leave their Drakloak, these Pokémon frequently suffer from empty nest syndrome. Somehow, another Dreepy will mysteriously arrive to pair with a Drakloak if it is left alone for a short while.



Dragapult are masters when it comes to both stealth and speed. Their ethereal bodies make no sound as they soar through the sky, while their unique head shape produces lift and helps them achieve high speeds. To attack, these Pokémon will launch their Dreepy out of their horns at supersonic speeds. Like Drakloak, Dragapult are very protective of their Dreepy, though they tend to be less doting and more in favor of tough love. Dragapult expect their Dreepy to practice their abilities on their own time. However, most Dragapult would never leave behind a helpless Dreepy, and such tactics seem to only serve to scare the Dreepy into working hard. When their Dreepy finally evolve, Dragapult seem to show signs of great pride in their adoptees—though it is unlikely they will express this directly to them. A Dragapult will often mysteriously find another pupil Dreepy after another leaves on its own.



### Dragapult



**Dragon / Ghost** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 8

**Speed:** 17 (85 ft.)    **Attack:** 13    **Special Attack:** 10

**Skills:** Flight, Gilled, Modular (*consists of 3 parts*), Stealth (*can make stealth skill checks*)

**Passives:** Agility, Dragon Dance, Clear Body, Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*), Infiltrator

#### Moves (Attack +6, Special Attack +5, Effect +8)

**Dragon Darts** - Ranged(10ft) Dragon Attack: 3/day 1d20. Dragon Darts is a Scatter attack. It has two attacks.

**Double Edge** - Melee Normal Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Phantom Force** - Melee Ghost Attack: 1/day 3d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.

**Biology:** Egg Group - Amorphous / Dragon, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Lakes / Ocean Floors

**Evolution:** Dreepy Drakloak Dragapult

**Proficiencies:** Dragon / Ghost / Water / Draconian / Elemental Attack E

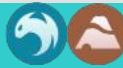




## Gible / Gabite / Garchomp



### Gible



**Dragon / Ground** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Burrow (*moves through earth easily*), Groundshaper (*can manipulate the ground*),

**Passives:** Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Sand Tomb** - *Ranged(10ft) Ground Attack:* 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.



Gible are a hardy species, found in warm, remote areas. They are found in caverns heated by geothermal activity and sun-baked badlands with little rainfall. Gible build nests by digging small holes horizontally into the sides of cave walls. They wait for prey to pass by before instinctually pouncing onto and then biting them with their powerful jaws. Their jaws are spectacularly strong for their sizes; as a consequence of this, however, they will sometimes injure themselves or chip their teeth from the sheer force of their own biting. These injuries rarely bother them, as they have a high threshold for pain. Though solitary, Gible are not territorial; they play-fight with other Gible and will huddle together in cold weather to stay warm. When rubbed one way, their skin feels as smooth as rubber, but when rubbed the other way, it feels as rough as sandpaper. They are not very nimble, as their stubby limbs make them rather clumsy when walking.

### Gabite



**Dragon / Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Burrow, Groundshaper

**Passives:** Rough Skin (*Whenever you are hit with a melee attack, the attacker takes 4 damage.*), Sand Veil

**Moves (Attack +4, Special Attack +2, Effect +4)**

**Dual Chop** - *Melee Dragon Attack:* 3/day 1d20. Dual Chop is a Scatter attack. It has two attacks.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.





Gabite are highly territorial, viciously defending their domains against intruders. Gabite are very swift, allowing them to chase prey instead of waiting for their approach. They enjoy collecting sparkly items, particularly gemstones. They will dig into cave walls in search of jewels, hoarding them in large piles in their nests. Gabite nests are constantly targeted by thieves due to the immense value of the jewels they hold. However, their hostility makes infiltrating their nests a very difficult task. They will remain motionless for hours at a time keeping an eye on their hoards. Gabite shed their scales along with their skins periodically as they grow until they are ready to evolve.



Garchomp are blisteringly fast; as they run, their wings can create blades of wind strong enough to slice down trees. Though they may not seem like it, they are also capable of flight. When they fold in their limbs and extend their wings, Garchomp both look and travel like jet planes. Their scales are fine and all face the same direction. In flight, the scales are oriented in such a way that they reduce drag. When rubbed in the opposite direction, on the other hand, their skin is rough enough to leave minor cuts. Garchomp are very aggressive and territorial, not hesitating to attack intruders. Travelers that must pass through their territory should bring food as a precautionary measure; Garchomp can be calmed by the offerings for short periods of time, possibly long enough for trainers to escape unharmed. Their head growths help them detect heat signatures to hunt down distant prey; they are known to dive into flocks of Flying-type Pokémon and swallow them whole.

### Garchomp



**Dragon / Ground** - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 10    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 13    **Special Attack:** 8

**Skills:** Burrow, Flight (*can fly*), Groundshaper

**Passives:** Rough Skin, Sand Veil

**Moves (Attack +6, Special Attack +4, Effect +5)**

**Sandstorm** - *Rock Field Effect:* 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Dragon Rush** - *Melee Dragon Attack:* 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Badlands / Caves

**Evolution:** Gible Gabite Garchomp

**Proficiencies:** Dragon/ Ground (*Gabite / Garchomp*) / Blades / Bruiser (*Gabite / Garchomp*) / Elemental Attack F / Fangs / Winged



This Pokémon has a Mega Evolution in PHB2.



# Goomy / Sliggoo / Goodra



## Goomy



**Dragon** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Amorphous (can change their body into a liquid-like state), Climber (treats walls and ceilings as normal terrain)

**Passives:** Hydration (While in Raining weather, you are cured of any afflictions.)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.



## Sliggoo



**Dragon** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 11

**Speed:** 6 (30 ft.)    **Attack:** 8    **Special Attack:** 8

**Skills:** Amorphous, Climber

**Passives:** Hydration, Sap Sipper (You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.)

**Moves (Attack +4, Special Attack +4, Effect +3)**

**Bide** - Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Dragon Breath** - Ranged(10ft) Dragon Special Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Rain Dance** - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Goomy have no bones, chitin, or other hard tissues within their mostly-aquatic bodies whatsoever, allowing them to contort themselves and squeeze through tight spaces. Goomy are far from defenseless; their gooey bodies are covered in slick films of special mucus that cause many physical attacks to slide off of them harmlessly. It also possesses a moderate paralyzing agent that can stun those that try to grab them. This mucus also helps keep these Pokémon hydrated outside of wet environments, though theyit can only keep the Pokémon protected temporarily; Goomy must spend most of their time resting in damp, shady areas in order to keep their slimy bodies from drying out, as they breathe through their skin. Despite these protections, Goomy are still timid creatures that will hide as soon as their horns sense danger. These horns are very sensitive to changes in air flow and humidity, allowing them to detect others from afar.





Sliggoo have severely underdeveloped eyes compared to both Goomy and Goodra. Instead of sight, Sliggoo use their four horns to detect both sound and smell; these senses are highly developed to compensate for their lack of vision. To protect themselves, Sliggoo will excrete a sticky yet highly corrosive liquid onto foes. They slurp the dissolved remains of prey, as they are toothless. They seem to have trouble distinguishing friend from food, however. Their humps resemble shells, but in fact hold their coiled digestive tracts as well as their small brains. It is said that they are only able to think of finding food and escaping enemies as they strive towards evolution. As Sliggoo travel, they leave behind trails of foul-tasting, gooey mucus that most predators avoid; it is likely that the disgusting slime keeps them at bay.



Goodra are normally found in wet swamps and marshes, as they need to stay moist at all times. However, the slimy mucus covering their bodies, which drips off of them as they travel, can keep them hydrated for long periods of time. Goodra are friendly, though shy and a bit slow-witted. They display their affection by hugging their friends or trainers. This leaves their loved ones covered in a sticky, unfortunately cloth-staining, slime. They will cry gooey tears when lonely. Despite their amiability, however, Goodra can attack powerfully in battle. They use their stretchy horns to launch devastating punches. They can also coat their foes in sticky mucus to slow down their movement and whip them with their strong tails. The combination of slime and a thick layer of fat beneath their skin allows Goodra to shake off direct hits easily. Goodra love playing in the rain and will leave their shady habitats to frolic about during drizzles.



### Goodra

**Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 16

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 11

**Skills:** Amorphous, Climber

**Passives:** Gooey (+1 Speed), Tearful Look (+1 Defense, +1 Special Defense), Hydration, Sap Sipper

#### Moves (Attack +5, Special Attack +5, Effect +4)

**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Power Whip** - Melee Grass Attack: 1/day 5d12. Power Whip has -2 during Accuracy Check.

**Biology:** Egg Group - Dragon / Water 3, Egg Hatch Rate - 20

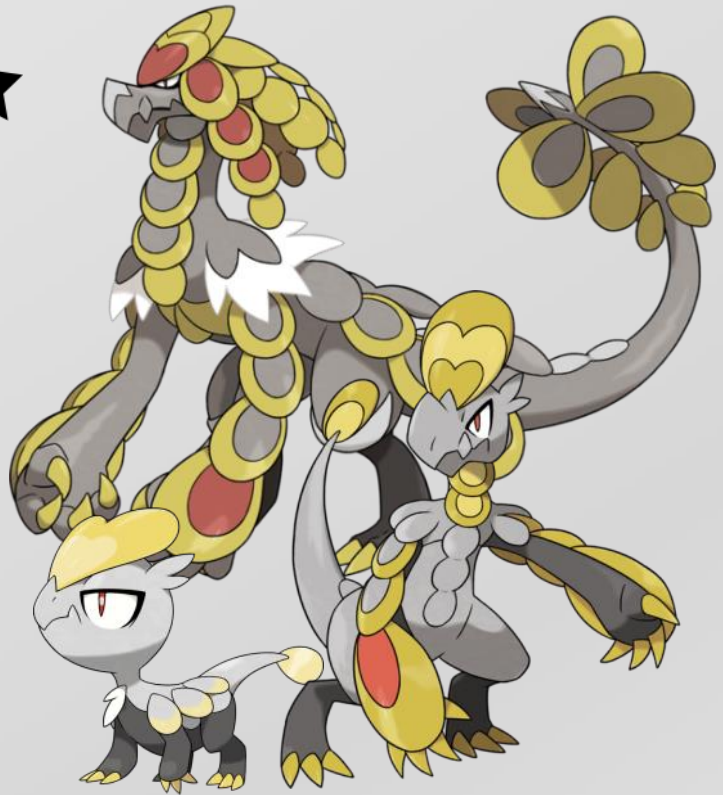
Days, Diet - Omnivore, Habitat - Marshes / Swamps

**Evolution:** Goomy Sliggoo Goodra

**Proficiencies:** Dragon / Water / Grass (Melee attacks) / Draconian / Elemental Attack (Goodra) / Weather (Goodra)



# Jangmo-o / Hakamo-o / Kommo-o



## Jangmo-o



**Dragon** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** -

**Passives:** Leer (+1 Attack), Soundproof (You are immune to sound-based attacks.)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Dragon Tail** - *Melee Dragon Attack:* 3/day 3d8. On hit, move the target 40ft away.

## Hakamo-o



**Dragon / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 11    **Special Attack:** 8

**Skills:** -

**Passives:** Scary Face (+2 Speed), Screech (+2 Attack), Work Up (+1 Attack, +1 Special Attack), Soundproof

**Moves (Attack +5, Special Attack +4, Effect +4)**

**Sky Uppercut** - *Melee Fighting Attack:* 3/day 3d10. You may leap up to 60ft upwards to hit a target while using Sky Uppercut.

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Dragon Claw** - *Melee Dragon Attack:* 3/day 3d10.

Jangmo-o live in groups in harsh, barren areas. They often congregate in canyons and badlands far away from human settlements or even other Pokémon. Jangmo-o train diligently by battling one another; they take their practice very seriously and never miss a chance to further hone their skills. These Pokémon will never turn their backs to foes and always remain humble about their fighting prowess. Jangmo-o use their hard scales to defend themselves from blows as well as attack enemies. Their scales make harsh, metallic clanging noises as they hit one another. Jangmo-o clang their scales to express emotions both in battle as well as in communication, making their habitats very noisy. Young Jangmo-o will clang scales together to build camaraderie and strength. Travelers will almost inevitably hear Jangmo-o in the wild before spotting them. Jangmo-o scales are not modified reptilian scales, but hardened fur.





Hakamo-o search their barren habitats in search of other living souls to spar with. They will travel quite far in order to find suitable partners. Before fighting, Hakamo-o will perform ritualistic dances in which they clang their scales about wildly, filling their surroundings with sounds of harsh ringing. At the peak of their fervor, they will emit war cries to signal to their opponents that they are ready for battle. Hakamo-o use their sharp scales to deliver slicing punches. These scales also help them deflect away enemy attacks, letting these Pokémon focus entirely on the offensive. Hakamo-o strike with such passion that they sometimes even tear off their own scales. Luckily, they will grow back almost immediately, sharper and sturdier than ever before. When Hakamo-o come across one another in the wild, they will brandish their bare arms to boast how many scales they have lost fighting ferociously in battle.



The mere clanging of a Kommo-o's scales will strike fear in the hearts of many, spooking them away. This works in their favor, as Kommo-o detest fighting weak foes. These Pokémon will shake their tails as they walk to scare away other Pokémon from their paths; those that remain unmoving are worthy challengers willing to stand up to their might. Kommo-o return to their birthplaces after evolution. They watch Jangmo-o from afar, ensuring that they are safe without interfering with their training. Kommo-o wield devastating uppercuts that can send foes flying and even blow away parts of the surrounding landscape. They will also scrape their scales in battles to unnerve enemies, and jangle them after a victory to proudly announce their triumph.



### Kommo-o



**Dragon / Fighting** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 15    **Special Defense:** 11

**Speed:** 10 (50 ft.)    **Attack:** 14    **Special Attack:** 10

**Skills:** -

**Passives:** Dragon Dance (+1 Attack, +1 Speed), Iron Defense (+2 Defense), Screech (+2 Attack), Overcoat (You are immune to damage from weather.), Soundproof

**Moves (Attack +7, Special Attack +5, Effect +5)**

**Clanging Scales** - Ranged(10ft burst) Dragon Special Attack: 3/day 3d10. On hit, the target's Defense is -2 for 10 mins. This effect cannot be stacked.

**Outrage** - Melee Dragon Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

**Close Combat** - Melee Fighting Attack: 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Dragon / Monster, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Badlands / Caves / Mountains

**Evolution:** Jangmo-o Hakamo-o Kommo-o

**Proficiencies:** Dragon / Fighting / Bruiser / Draconian / Martial





## Swablu / Altaria

### Swablu



**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Growl (+1 Defense), Natural Cure (*Whenever returned to a Poke Ball, you are cured of any afflictions.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Disarming Voice** - *Ranged(10ft) Fairy Special Attack:* At-Will 1d12. You can't miss targets with less than 15 Special Defense.



Swablu have soft wings with cottony feathers. They have a tremendous desire for cleanliness, cleaning anything dirty they see with their wings. Their need to clean is so crippling that they will be unable to sleep until everything visible from their nests is spotless. Once Swablu tidy everything they possibly can, they will wash their wings in clean, flowing streams. Even if their wings aren't dirty, they will still rinse them, almost compulsively, every few hours. Swablu love rain, as it takes much of the pressure of cleaning off of them. However, if their wings become waterlogged, they become unable to fly. Consequently, they will hide under trees with their wings tucked in during storms to keep them dry. After cold winters, Swablu will fly in large flocks into towns and cities, heralding the arrival of spring. They are unafraid of humans and have a curious habit of perching peacefully on people's heads like pillowy hats.

### Altaria



**Dragon / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 12    **Special Defense:** 11

**Speed:** 9 (45 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Flight

**Passives:** Cotton Guard (+3 Defense), Dragon Dance (+1 Attack, +1 Speed), Cloud Nine (*As a free action you may deplete one use of Defog and use Defog.*), Natural Cure


**Moves (Attack +4, Special Attack +3, Effect +4)**

**Dragon Breath** - *Ranged(10ft) Dragon Special Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Perish Song** - *Ranged(40ft burst) Normal Effect:* 1/day. All possible Pokémon targets including yourself receive 3 Perish Coats. The Coats have the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.

**Moonblast** - *Ranged(20ft) Fairy Special Attack:* 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Flying / Dragon, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Forests

**Evolution:** Swablu  Altaria

**Proficiencies:** Dragon (*Altaria*) / Flying / Avian / Winged



This Pokémon has a Mega Evolution in PHB2.



Altaria fly high up in the sky, resembling cottony clouds. They catch updrafts with their buoyant wings to rise effortlessly in the sky. They enjoy flying through clouds, blending in seamlessly into their surroundings. When Altaria roost, they fold their wings inwards and preen their feathers to clean them. They do this every few hours to keep their wings from growing too heavy with dirt. Altaria are famous for their beautiful, melodic singing. They trill with light soprano voices as they fly, making listeners feel like they are dreaming. When they see loved ones, they will engulf them with their pillowy wings and begin to hum. The sensation of their wings and ethereal voices will often lull recipients into deep, blissful sleeps. Altaria hate conflict and will try to avoid it at all costs; however, they can launch intense dragon fire at foes when threatened.





# Druddigon



**Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 13    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Scary Face (+2 Speed), Mold Breaker (Your attacks ignore any passives that would redirect, negate or weaken your attacks.), Rough Skin (Whenever you are hit with a melee attack, the attacker takes 4 damage.), Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

**Moves (Attack +6, Special Attack +3, Effect +3)**

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Dragon Claw** - *Melee Dragon Attack:* 3/day 3d10.

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Dragon / Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves

**Proficiencies:** Dragon / Rock / Draconian / Bruiser / Fangs / Stampeding



Druddigon are ectothermic Pokémon that spend most of their time underground. These Pokémon build their lairs in the abandoned tunnels of other burrowing Pokémon, darting through complex networks of caves and burrows with surprising speed. They use their sharp claws to hunt prey and rely on their rough, rocky skin to protect themselves from intruders. Druddigon will lie patiently in waiting for hapless prey to wander into their lairs. Then, they will charge headfirst through their narrow tunnels to take their victims down. Because they are unable to regulate their own body temperatures, Druddigon must periodically sunbathe in order to regain heat. Their wings, with their broad surface area and ability to lay nearly flat against the backs of these creatures, are specially adapted to maximize the amount of heat absorbed from sunlight. If Druddigon are unable to stay sufficiently warm, their muscles will begin to stiffen and become as hard as stone, rendering them unable to move. For this reason, Druddigon will dig holes periodically into the ceilings of their tunnels to allow for easy access to sunlight.







## Elekid / Electabuzz / Electivire

### Elekid



**Electric** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 6

**Speed:** 10 (50 ft.) **Attack:** 7    **Special Attack:** 7

**Skills:** Zapper (*can produce electricity*)

**Passives:** Leer (+1 Attack), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +3, Special Attack +3, Effect +5)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Thunder Shock** - *Ranged(20ft) Electric Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Low Kick** - *Melee Fighting Attack:* 3/day 3d10. Low Kick can only target heavier targets.



Elekid love to play outside in thunderstorms. They wind their arms to build up charge; however, because they cannot hold much electricity at once, most of the built-up power is dissipated immediately. This is done by the two prongs on their heads. As Elekid spin their arms, the area between their prongs will glow a light neon blue, transferring excess charge to the surrounding air. Elekid also tire easily and will stop to rest between wind-ups. If any part of their bodies touch metal, all of their electricity will discharge, forcing them to wind arms again. Elekid have a weak spot right between their prongs. However, a weak but potentially painful electric current runs between them, deterring attackers from striking this area. Even when resting, this spot remains charged, warding off foes who may otherwise see tired Elekid as easy targets. Elekid can quickly discharge what little electricity they can store in short, concentrated bursts to attack, but must recharge after each release. These Pokémon seem to cheer up when they hear the sound of a crack of thunder; this even applies when the sound is merely a recording rather than the real thing.

### Electabuzz



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 9

**Speed:** 11 (55 ft.) **Attack:** 9    **Special Attack:** 10

**Skills:** Zapper

**Passives:** Leer, Static, Vital Spirit (*You are immune to being put to Sleep.*)

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Swift** - *Ranged(20ft) Normal Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Thunder Wave** - *Ranged(20ft) Electric Effect:* 1/day. On hit, the target is Paralyzed.

**Thunder Punch** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.





Electabuzz are most often found near power plants, feeding on generated electricity. Workers there must maintain their populations, as left unchecked, they can easily consume all of the power and cause blackouts. They may occasionally wander into towns searching for food. This can also cause problems, as they will consume electricity directly from homes. In the wild, they will compete for spots likely to be struck by lightning during storms. Electabuzz communicate by touching each other and transferring currents. Standing near an Electabuzz will make one's hairs stand on end from static electricity.



Electivire tend to be short-tempered, aggressive Pokémon. They also often act brashly without consequences; they are known to charge headfirst into the attacks of foes while attempting to land blows of their own. Electivire fry opponents by touching their two tails to them; doing so completes the circuit between the tails, causing volts of electricity to surge through their foes. They can also grab their own tails to charge up their fists and deliver electrifying punches. As they attack, blue sparks may be seen sparking through their two horns. When excited, Electivire will pound their chests, letting loose showers of sparks and thundering roars.



### Electivire



**Electric** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 14    **Special Attack:** 10

**Skills:** Zapper

**Passives:** Screech (+2 Attack), Motor Drive (Any Electric-type attack that hits you is negated and your speed is +1 for 10 mins.), Static, Vital Spirit



**Moves (Attack +7, Special Attack +5, Effect +5)**

**Thunderbolt** - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Thunder** - Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

**Giga Impact** - Melee(10ft burst) Normal Attack: 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Fields / Urban Plants

**Evolution:** Elekid  Electabuzz  Electivire

**Proficiencies:** Electric / Bruiser (Electabuzz / Electivire) / Punches / Stampeding (Electabuzz / Electivire)





# Magnemite / Magneton / Magnezone



## Magnemite



**Electric / Steel** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 7    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 4    **Special Attack:** 10

**Skills:** Flight (*can fly*), Magnetic (*controls magnetic fields*), Zapper (*can produce electricity*)

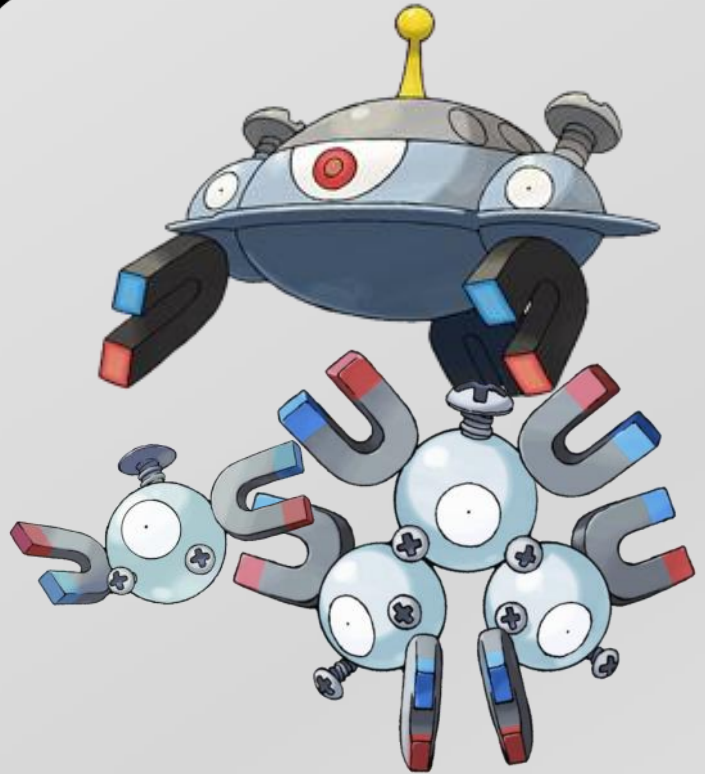
**Passives:** Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +2, Special Attack +5, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Thunder Shock** - *Ranged(20ft) Electric Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Magnet Bomb** - *Ranged(25ft) Steel Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.



## Magneton



**Electric / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 7

**Speed:** 7 (25 ft.)    **Attack:** 8    **Special Attack:** 12

**Skills:** Flight, Magnetic, Modular (*consists of 3 parts*), Zapper

**Passives:** Screech (+2 Attack), Sturdy

**Moves (Attack +4, Special Attack +6, Effect +3)**

**Tri Attack** - *Ranged(20ft) Normal Special Attack:* 3/day 3d10. On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.

**Thunder Wave** - *Ranged(20ft) Electric Effect:* 1/day. On hit, the target is Paralyzed.

**Light Screen** - *Ranged(30ft) Psychic Effect:* 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

Though Magnemite look like artificial beings, they have been around for well over 1,000 years. Magnemite float using electro-magnetic energy, which they generate by spinning the units on their sides; the faster they rotate, the more energy they generate. Touching them as they spin can give a nasty shock. They cannot float without this spinning—if somehow drained of their electrical energy, they will fall straight to the ground. Magnemite tend to ignore humans, but are attracted to electronic devices because they feed on electricity. They often congregate around trainers using a Pokédex or other devices, potentially causing them to malfunction. They also may cling to power lines and towers in urban areas. Magnemite attacks on power plants have become more frequent in the last fifty years, possibly because an increase in buried power-lines have forced them to find more exposed electrical sources.





Magnemite duplicate themselves twice upon evolution into Magnetron. Magnetron generate radio waves that can raise heat the air, dry all surrounding moisture, and cause earaches in those nearby. They seem to appear more frequently when there are more sunspots on the sun. Magnetron can irreparably damage electronics simply by being near them. For that reason, many cities near their habitats will issue warnings or sound alarms when swarms of them approach. They will also congregate in areas where lighting is about to strike in hopes of being hit.



Magnezone fuses its semi-separate bodies into one super magnetized being. Their three magnetic apparatuses generate their own magnetic fields, which Magnezone can harness in attacks. Sometimes, when two Magnezone come together, their magnetism will be so strong that neither will be able to move; it takes an external force to separate the two. Magnezone can be territorial; they prefer to use magnetism to repel foes rather than attack them outright. Their magnetic forces are strong enough to lift others while they hold onto metal. Magnezone receive and transmit unknown signals with their antennae, however; they also emit radar signals from these antennae to monitor their territory, honing in and blasting intruders with beams of energy.



### Magnezone



**Electric / Steel** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 13

**Skills:** Flight, Magnetic, Zapper

**Passives:** Screech, Analytic (*When attacking a foe who has already acted this round, deal +4 damage.*), Sturdy

#### Moves (**Attack +4, Special Attack +6, Effect +3**)

**Flash Cannon** - *Ranged(20ft) Steel Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Lock-On** - *Ranged(40ft) Normal Effect: 1/day.* Your next attack against the same target will not miss.

**Zap Cannon** - *Ranged(30ft) Electric Special Attack: 1/day 5d12.* Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Ergovore, Habitat - Mountains / Urban Plants

**Evolution:** Magnemite Magnetron Magnezone

**Proficiencies:** Electric / Steel / Magnetism





## Mareep / Flaaffy /Ampharos

### Mareep



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Zapper (*can produce electricity*)

**Passives:** Growl (+1 Defense), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Thunder Wave** - *Ranged(20ft) Electric Effect:* 1/day. On hit, the target is Paralyzed.

**Thunder Shock** - *Ranged(20ft) Electric Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.



### Flaaffy



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 8

**Skills:** Zapper

**Passives:** Cotton Guard (+3 Defense), Cotton Spore (+2 Speed), Static

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Charge** - *Self Electric Effect:* At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Electro Ball** - *Ranged(15ft) Electric Special Attack:* 3/day 3d10. Electro Ball can only be used against targets slower than you.

Mareep are a common sight on farms, raised for their soft, fluffy wool. Their wool is used to make various different articles of clothing, though it must first be treated to reduce its static-generating properties. Their coats grow continuously, but are shed periodically. If sheared, this wool can grow back within a week. Their fur stores pockets of air that insulate them, keeping Mareep warm during colder months and cool during hotter ones. As they wander about, their wool, which generates static very easily, rubs together and begins storing electricity. Their coats will double in size once fully charged. Because touching their wool in this state would lead to a nasty shock, it is necessary for ranch hands to don rubber gloves while shearing or otherwise handling flocks of Mareep. The small orbs at the end of their tails will glow more brightly depending on how much static electricity they have charged up in their wool.





Flaaffy have sections of skin in which wool no longer grows. Their skin, which is bare in these areas, feels like rubber and is nonconductive. This adaptation developed to prevent these Pokémon from harming themselves with their own electricity. Flaaffy will also begin to grow bald in patches where static generation is abnormally high. To make up for the smaller quantities of wool on their bodies, Flaaffy wool is much higher in quality and can store more electricity. Flaaffy can fire strands of their wool at opponents to electrocute them. They produce static by rubbing their wool together. When they are fully charged, the bulbs at the end of their tails will glow brightly.



Ampharos completely forgo the wool of their pre-evolutions, instead generating electricity completely on their own. Their most famous features are the bulbs on their tails. When lit, the light they emit is so bright that it can be seen from miles away. One can tell the state of Ampharos health by the strength of their tail light. The brighter the light, the healthier the individual. On the other hand, flickering, dimly glowing lights are signals of sickness or exhaustion. In the wild, these Pokémon usually keep their tails unlit to avoid detection from enemies.



### Ampharos



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 12    **Special Defense:** 9

**Speed:** 8 (40 ft.)    **Attack:** 8    **Special Attack:** 12

**Skills:** Zapper

**Passives:** Cotton Guard, Cotton Spore, Plus (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.), Static

#### Moves (Attack +4, Special Attack +6, Effect +4)

**Thunder Punch** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

**Confuse Ray** - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.

**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields

**Evolution:** Mareep Flaaffy Ampharos

**Proficiencies:** Electric / Cutesy / Draconian (Ampharos) / Energy Blast (Ampharos)



This Pokémon has a Mega Evolution in PHB2.



## Shinx / Luxio / Luxray



### Shinx



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Zapper (*can produce electricity*)

**Passives:** Intimidate (+1 Defense), Leer (+1 Attack)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



### Luxio



**Electric** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Zapper

**Passives:** Intimidate, Leer, Guts (*While afflicted, your Attack is +2.*)

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Thunder Fang** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Shinx generate electricity through the extension and contraction of their leg muscles, enabling them to charge up as they wander around fields and savannas. When threatened, they will light up their fur in bright flashes, temporarily blinding attackers and giving them time to flee. Shinx live in prides along with their evolutions. They rely primarily on Luxio to bring back food, though they will attempt to chase down smaller prey from time to time to hone their skills. Shinx are often seen playing around, chasing each other around in fields and transferring electricity to each other through small shocks. This play helps train their hunting and electrical skills. If Shinx wander too far from home, they will use electricity to make their fur glow in order to alert their families of their whereabouts. Though they can harness electricity to fire off attacks like, they are rather inexperienced at doing so, often injuring themselves in the process.





Luxio live in small groups, with each group representing a pride. These groups do the bulk of the hunting for their families. By touching tails together, Luxio can generate more electricity within their bodies. This electricity can flow through their claws, which are sheathed when not in battle. Slashes from these electrified claws deliver strong enough currents to cause fainting in most foes. Luxio communicate with each other through electrical pulses transferred through their claws. Luxio groups spend much of their time away from their prides, prowling out in the wilderness for prey. When they take down sizable foes, they will bring them back to their prides to share among their families. Luxio are responsible for scouting on their journeys; should they spot anything dangerous, they will immediately report the threats to the head Luxray of their prides. They will also aid in defending their families if necessary.



Luxray spend the day prowling around the vicinity of their territories. They have the ability to see through walls and other solid objects via x-ray vision; when their eyes gleam gold, they are using their vision to scan the area. Luxray use this skill to spot hidden threats and track down lost offspring. When their families are threatened, Luxray will attack back ferociously. One pride can hold as many as half a dozen Luxray, each with varying levels of dominance. The leader Luxray can be either gender, with their mates being second-in-command. The remaining Luxray are ranked based on their strength, challenging each other in battle to determine placement. This order determines who eats first at meals, leads the pack during prowls, and other aspects of life as well. Challenging leaders has the highest stakes of them all; losers are exiled from their prides, forced to start new ones on their own. A Luxray pack leader's primary job in its pride is to care for offspring and defend the family. They will also occasionally aid in hunts to take down larger foes.



### Luxray



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 13    **Special Attack:** 10

**Skills:** Tracker (*can see through solid objects*), Zapper

**Passives:** Intimidate, Leer, Scary Face (+2 Speed), Guts

**Moves (Attack +6, Special Attack +5, Effect +4)**

**Charge** - *Self Electric Effect:* At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

**Discharge** - *Ranged(10ft burst) Electric Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

**Wild Charge** - *Melee Electric Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.



**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Savannas

**Evolution:** Shinx  Luxio  Luxray

**Proficiencies:** Electric / Fangs



## Tynamo / Eelektrik / Eelektross



### Tynamo



**Electric** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Gilled (*can breathe underwater*), Glow (*can produce light*), Hover (*can hover*), Swimmer (*can swim*), Zapper (*can produce electricity*)

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Charge Beam** - *Ranged(10ft beam) Electric Special Attack:* At-Will 1d12. On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.



Tynamo live in large schools. Though technically amphibious, these Pokémon can live their lives either entirely on water, on land, or both with no ill effects. When not in the water, Tynamo levitate by generating weak electromagnetic forces beneath them. These Pokémon tend to congregate in damper areas where they can easily access water to keep themselves hydrated. They have tiny organs that generate minute electrical charges they can use to shock foes, though the weak voltage fails to significantly hinder opponents. Tynamo, however, find strength in numbers; while individually weak, many Tynamo emitting their shocks together can create jolts as strong as bolts of lightning. When threatened, a school of Tynamo will ball tightly together so that any foes that attempt to attack will be met with discharged electricity from the entire group.

### Eelektrik



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Gilled, Glow, Hover, Swimmer, Zapper

**Passives:** Levitate

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Acid Spray** - *Ranged(20ft) Poison Special Attack:* 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Discharge** - *Ranged(10ft burst) Electric Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.





Eeletrik dwell either in marine waters or damp caves where they do not run the risk of being dried out by the sunlight. These serpentine Pokémon slither about in the water and in the air in constant search of food. The spots that run down the lengths of their bodies can also release electricity in short bursts. When they come across suitable prey, Eeletrik will rush at their victims and quickly coil their bodies around them, paralyzing them with electricity to prevent their escape. Eeletrik will begin searching for another meal immediately after eating, as they are voracious eaters. If unable to find small prey for long periods of time, these species will even go after larger, slow-moving Pokémon. Instead of constricting and shocking them, however, Eeletrik will dart in and sink their teeth into their sides, tearing out circular holes of flesh and swimming away before the larger Pokémon are able to react. Such Eeletrik attacks can leave distinctive round scars on their victims.



Wild Eelektross serve as apex predators, both in and out of the water. Eelektross use their sucker-like mouths to draw in smaller prey and swallow them whole. To subdue larger victims, they latch onto them with their teeth and let loose powerful electric shocks. Capable of both levitating and waddling on land with their flippers, Eelektross will ambush unsuspecting prey on the shore. They will grab victims with their arms before sinking in their fangs, electrocuting them, and dragging them into the sea. These Pokémon are territorial, claiming large swathes of shoreline as their own. They engage in displays of dominance using the crest-like fins on their heads to assert themselves. Notably, both male and female Eelektross engage in this behavior, unlike in most species where only the males might do so.



### Eelektross



**Electric** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 13    **Special Attack:** 11

**Skills:** Gilled, Glow, Hover, Swimmer, Zapper

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Levitate

#### Moves (Attack +6, Special Attack +5, Effect +2)

**Gastro Acid** - Ranged(10ft) Poison Effect: 3/day. On hit, the target cannot benefit from any ability passives for 10 mins.

**Thunderbolt** - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Thrash** - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Biology:** Egg Group - Amorphous / Water 2, Egg Hatch Rate - 10 Days, Diet - Carnivore / Ergovore, Habitat - Beaches / Caves / Rivers

**Evolution:** Tynamo → Eeletrik → Eelektross



Thunder Stone

**Proficiencies:** Electric / Poison (Eelektross) / Fangs (Eeletrik / Eelektross) / Glutton (Eelektross)





## Blitzle / Zebstrika



### Blitzle



**Electric** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 3    **Special Defense:** 3

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Zapper (*can produce electricity*)

**Passives:** Tail Whip (+1 Attack), Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*)

#### Moves (Attack +3, Special Attack +2, Effect +4)

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Shock Wave** - *Ranged(20ft) Electric Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.



Blitzle can be found in small herds of roughly two dozen members on dry plains and savannas. They are especially common during thunderstorms, when large numbers of them congregate out in the open to absorb discharged electricity. The tips of the manes on their heads act as lightning rods, directing lightning to themselves and storing it for later use. Blitzle flash their manes with varying frequencies, rhythms, and intensities to communicate with others. When threatened, they can discharge large amounts of electricity at once in bright flashes of light, giving them time to dash away while foes are blinded. Blitzle have no way of generating their own electricity, however, so they rely largely on the weather to charge up. Because of this, Blitzle rarely use their electricity for anything other than communication unless the situation is absolutely dire. Their black bodies and white stripes help them avoid predators—when many Blitzle stand in a group, it becomes difficult to distinguish one from another due to their blending patterns.

### Zebstrika



**Electric** - Medium (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 6

**Speed:** 14 (70 ft.)    **Attack:** 11    **Special Attack:** 8

**Skills:** Zapper

**Passives:** Agility (+2 Agility), Tail Whip, Lightning Rod, Motor Drive (*Any Electric-type attack that you negate raises your speed +1 for 10 mins. \*This passive is different than usual for Zebstrika*), Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*)


#### Moves (Attack +5, Special Attack +4, Effect +6)

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Wild Charge** - *Melee Electric Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Plains / Savannas

**Evolution:** Blitzle  Zebstrika

**Proficiencies:** Electric / Fire



Zebstrika are temperamental and unpredictable Pokémon. They can be found in herds averaging about 20 or so members. They can harness electricity from a variety of sources, including the atmosphere, friction, and lightning bolts during thunderstorms. Zebstrika are easily angered and will charge at full gallop at anything they perceive as threats. Once a single Zebstrika in a herd charges, the rest of the herd charges as well, leading to a stampede within a matter of seconds. As Zebstrika run, their manes begin discharging bolts of electricity in all directions, stunning everything nearby. The sound of a Zebstrika galloping at full speed is akin to a thunder clap, while a herd of them makes the ground reverberate as if a tremendous storm is approaching. Zebstrika communicate by flashing their manes in a variety of patterns, though their stripes can now light up and flash as well.



Electrike store electricity from the surrounding air in their bristly fur. While running, they use this electricity to stimulate their leg muscles, accelerating them to great speeds. However, they can only travel short distances before having to recharge again, making this more of an emergency escape tactic or hunting maneuver than a method of travel. In addition to gathering electricity from the air, Electrike can also convert friction and static they gain from running and rubbing their fur together into usable electricity; they emit a crackling sound while sprinting as their charges build. When the air is particularly dry or a when thunderstorm is approaching, their fur will begin to give off sparks. If the drop in humidity is sudden, they even may release all of their electricity at once in violent showers of sparks. They are fond of rubbing up against carpets and other surfaces that generate lots of static electricity.





## Electrike / Manetric



### Electrike



**Electric** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Zapper (*can produce electricity*)

**Passives:** Howl (+1 Attack), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.



### Manetric



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 11 (55 ft.)    **Attack:** 9    **Special Attack:** 11

**Skills:** Zapper

**Passives:** Howl, Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*), Minus (*If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.*), Static

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Thunder Fang** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.

**Roar** - *Ranged(30ft burst) Normal Effect:* 1/day. On hit, Pokémon that are smaller than you will not want to fight and will attempt to run away from you.

**Thunder** - *Ranged(30ft, 5ft blast) Electric Special Attack:* 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Manetric gather electricity from the air in their yellow manes. Their fur is bristly and always stands on end thanks to the static electricity they hold. Their manes constantly discharge electricity, even when they are sleeping. When they attack, they concentrate their electricity before releasing it in powerful bursts. Manetric can create thunderclouds out of thin air using the electricity in their manes. They are solitary hunters that rarely appear before people. Manetric tend to make their nests in spots where lightning has struck, in turn places with Manetric also tend to have more thunderstorms because of how these Pokémon can conjure them. The sparks Manetric discharge while idle have been known to ignite forest fires. Consequently, most habitats Manetric inhabit are devoid of large trees, with only sparse, dry grasses sprouting from the earth. Manetric stimulate their muscles with electricity in order to increase their running speed. They can also soothe aching limbs with electricity to alleviate soreness and keep sprinting for longer periods of time.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Grasslands

**Evolution:** Electrike    Manetric

**Proficiencies:** Electric / Fangs





## Helioptile / Heliolisk



Helioptile make their homes in hot, flat deserts where there are few trees to block out the sunlight. These Pokémon are adapted to the sweltering, dry conditions of deserts and can survive for long periods of time without drinking water. The flaps on either side of their heads help dissipate excess heat; they can also unfold into flat frills, which, thanks to their black coloration, can absorb sunlight very efficiently. Helioptile convert the sunlight absorbed by their frills into electrical energy, which they can use to sustain themselves in lieu of food. They can also use this energy to defend themselves from predators by stunning them with electric shocks. Interrupting sunbathing Helioptile stresses them out greatly, leaving them weak and defenseless against predators. The triangular tips of their frills light up when launching electrical attacks. On cloudy days, Helioptile will hide themselves and lie dormant in order to conserve as much energy as possible until the sun comes out again.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore / Phototroph, Habitat - Deserts

**Evolution:** Helioptile  Sun Stone Heliolisk

**Proficiencies:** Electric

### Helioptile



**Electric / Normal** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 3    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Zapper (*can produce electricity*)

**Passives:** Tail Whip (+1 Attack), Dry Skin (*In sunny weather, you lose 4 HP at the end of your actions. In rainy weather, you recover 4 HP at the end of your actions. You are immune to Water-type attacks.*)

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Thunder Shock** - *Ranged(20ft) Electric Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

### Heliolisk



**Electric/Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 9

**Speed:** 11 (55 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Glow (*can produce light*), Zapper

**Passives:** Tail Whip, Dry Skin, Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*), Solar Power (*While in Sunny weather, you deal an additional 4 damage while attacking. After acting in Sunny weather, you take 4 damage.*)

**Moves (Attack +3, Special Attack +5, Effect +5)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

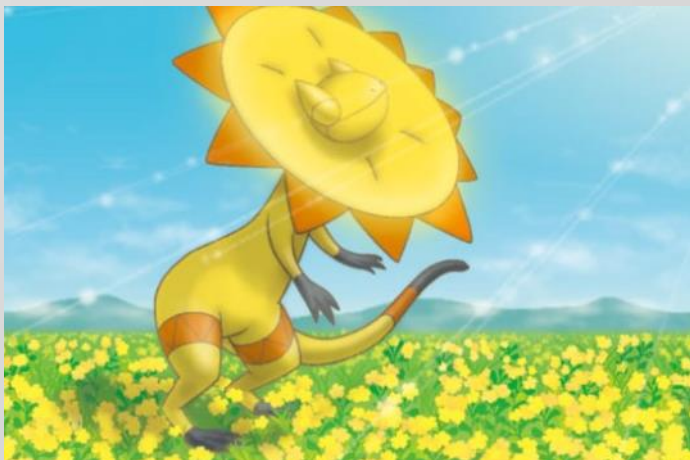
**Parabolic Charge** - *Melee Electric Special Attack:* 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Solar Beam** - *Ranged(30ft beam) Grass Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.





The small orange frills surrounding a Heliolisk neck are part of a much larger black collar which can unfold into a light-absorbing disk around the Pokémon's head. The greater area of a Heliolisk frills allow it to create electricity through the photoelectric effect. Heliolisk also use electricity to stimulate their own muscles. They can cover a great distance and even run across the surface of water for a brief period of time using the extra strength provided by jolts of electricity. However, they must recharge after such energy-demanding tasks. Heliolisk spend much of their time standing still with their frills unfolded in the sun to gather energy. When they attack, the tips of their frills will glow brightly.



Neither skilled at camouflage nor offense, Toxel seem like sitting ducks out in the open grasslands and badlands that they call home. However, most Pokémon know to avoid attacking these creatures. Toxel secrete poison from specialized sacs in their bodies through their skin. Even grazing them will lead to numbness, while more serious exposure can lead to paralysis. Furthermore, Toxel can manipulate their toxin to perform a chemical reaction and create electricity. Though the voltage is not particularly high, it is enough to create an uncomfortable tingling; in combination with their toxin, most predators learn to stay away from all Toxel after a single unpleasant experience. As they are neither very fast nor strong, Toxel primarily eat unfortunate Bug-types that stray too close and become immobilized by their poison or electricity. Some Toxel tend to be brash and impulsive, while others are more reserved and cautious. These personality differences appear dictate what form of Toxtricity they will eventually evolve into.





## Toxel / Toxtricity



There are two main forms of Toxtricity that display starkly different personalities: Amped Form Toxtricity are short-tempered and quick to act, while Low Key Form Toxtricity are calmer and more reserved in demeanor. Both species can wield powerful poison as well as electricity in combat, and few Pokémon dare confront them in the wild because of this. Toxtricity can generate electricity by strumming at their chests; by clawing at the protrusions on their torsos, they can generate energy through the friction. This action also sounds very similar to the strumming of a bass guitar, making Toxtricity habitats sound somewhat similar to the practice room of a rock band. Amped Form Toxtricity have a reputation for being competitive with other species, while Low Key Form Toxtricity are said to be haughty and disapproving of those who try to challenge them. Toxtricity will seek out stagnant, putrid water and drink it in order to concentrate its toxins. Because of this, individuals in different areas each have their own cocktails of poison.

**Biology:** Egg Group - Human-Like / Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Grasslands / Swamps

**Evolution:** Toxel  Toxtricity

**Proficiencies:** Electric / Poison / Sound (Toxtricity) / Tricky

### Toxel



**Electric / Poison** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 5

**Skills:** Zapper (can produce electricity)

**Passives:** Growl (+1 Defense), Rattled (When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Nuzzle** - Melee Electric Attack: 3/day 1d10. On hit, the target is Paralyzed.

**Acid Spray** - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Flail** - Melee Normal Attack: 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

### Toxtricity



**Electric / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 13    **Special Attack:** 11

**Skills:** Zapper

**Passives:** Scary Face (+2 Speed), Shift Gear (+1 Attack, +2 Speed), Screech (+2 Attack), Punk Rock (Your sound-based attacks deal +4 damage. You take 4 less damage from sound-based attacks.), Rattled, Technician (When rolling damage, replace any rolled 1s or 2s with 3.)

**Moves (Attack +6, Special Attack +5, Effect +6)**

**Shock Wave** - Ranged(20ft) Electric Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Venoshock** - Ranged(10ft) Poison Special Attack: 3/day 2d10. If the target is Poisoned or Toxified, Venoshock has 4d10 for damage instead.

**Overdrive** - Ranged(10ft burst) Electric Special Attack: 3/day 3d10.



This Pokémon has a Gigantamax form in PHB2.



## Voltorb / Electrode



### Voltorb



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 8

**Speed:** 10 (50 ft.) **Attack:** 3    **Special Attack:** 6

**Skills:** Zapper (*can produce electricity*)

**Passives:** Eerie Impulse (+2 *Special Defense*), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +1, Special Attack +3, Effect +5)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Sonic Boom** - *Ranged(5ft) Normal Special Attack:* At-Will 10. On hit, the target loses exactly 10 HP.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

### Electrode



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 10

**Speed:** 15 (75 ft.) **Attack:** 7    **Special Attack:** 8

**Skills:** Zapper

**Passives:** Eerie Impulse, Screech (+2 *Attack*), Aftermath (*When knocked out by a melee attack, the attacker loses 1d20 hit points.*), Soundproof (*You are immune to sound-based attacks.*), Static

**Moves (Attack +3, Special Attack +4, Effect +7)**


**Electro Ball** - *Ranged(15ft) Electric Special Attack:* 3/day 3d10. Electro Ball can only be used against targets slower than you.

**Self-Destruct** - *Ranged(30ft burst) Normal Attack:* 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

**Swift** - *Ranged(20ft) Normal Special Attack:* 3/day 3d8. You can't miss targets with less than 15 *Special Defense*.

Voltorb are mysterious Pokémon, first appearing with the advent of the first mass-producing Poké Ball factories. They rather uncannily resemble large Poké Balls themselves. Many trainers have mistaken Voltorb or their evolutions Electrode for them from afar. Wild Voltorb are prone to screeching, shocking or exploding at the slightest provocation, especially when someone draws too near. Their preferred form of locomotion is rolling, but if they hit bumps, they will also explode. Voltorb draw energy from sources of electricity, such as the trolleys of electric trains or generators. However, if they draw too much energy at once, they will overload and, unsurprisingly, blow up. These volatile Pokémon have been discovered to contain very few naturally-occurring components, leading scientists to believe that they may have stemmed from sort of manmade experiment involving Poké Balls. Something may have gone wrong during the experiment, explaining their tendencies to self-destruct so easily. Despite their suspected artificial origins, they are now found in the wild near abandoned factories and other vacant industrial complexes.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Ergovore, Habitat - Urban Plant

**Evolution:** Voltorb  Electrode

**Proficiencies:** Electric



Electrode store high amounts of electrical energy within themselves and will let it out in huge explosions at the slightest provocation. They feed on electrical energy in the atmosphere or directly from generators. Groups of them at power plants have been known to cause blackouts. Sometimes, if they bloat themselves on electricity, they will temporarily drift through the air like floating, explosive balloons. When lightning strikes, a large number of them may detonate at once from the overload of electricity. These Pokémon don't always even need stimuli; sometimes, bored Electrode may explode just to amuse themselves.



Yamper have historically been popular as herding Pokémon in agricultural communities, helping farmers corral livestock. Today, they are common pets even in suburban communities. This may make them seem like industrious Pokémon but these Pokémon love to play far more, and only work in exchange for treats. Yamper also have short attention spans and cannot resist chasing moving things. When found in the wild, they maintain this playful behavior and will curiously approach trainers to play. Yamper can only generate electricity as they run; their electro-genetic organs are located at the bases of their tails, charging their bodies with energy as they sprint. Yamper will begin crackling with electricity if they run for long enough, as the energy has nowhere else to go but the surrounding air. Despite their shortcomings, Yamper are still very popular for their loyal and affectionate natures; some even find their laziness and lack of ability to focus endearing.





## Yamper / Boltund

### Yamper



**Electric** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Tracker (*can follow scents*), Zapper (*can produce electricity*)

**Passives:** Charm (+1 Defense), Tail Whip (+1 Attack), Rattled (*When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Nuzzle** - *Melee Electric Attack:* 3/day 1d10. On hit, the target is Paralyzed.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Boltund



**Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Tracker, Zapper

**Passives:** Charm, Tail Whip, Competitive (*If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.*) Rattled, Strong Jaw (*Your biting attacks deal +4 damage.*)

**Moves (Attack +5, Special Attack +4, Effect +6)**

**Charge** - *Self Electric Effect:* At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

**Wild Charge** - *Melee Electric Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.



Boltund, are usually serious in nature and able to focus on tasks at hand. They still retain their playfulness outside of work, however. Boltund generate electricity by running and store it within their legs, reinforcing both their stamina and their strength. At full charge, they can either break speeds of 50 mph by sprinting or maintain a more steady pace and run for a day without rest. These traits make Boltund excellent at chasing down stray livestock. In the wild, packs of Boltund can be seen zipping across grasslands. They are extremely loyal to one another and will share electricity with tired pack members to rejuvenate them.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Grasslands

**Evolution:** Yamper Boltund

**Proficiencies:** Electric / Cutesy / Fangs



## Arctozolt



**Electric / Ice** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Freezer (*can create ice*), Swimmer (*can swim*), Zapper (*can produce electricity*)

**Passives:** Slush Rush (*While in Hailing weather, your Speed is +2, and you don't take damage from Hailing weather*), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*), Volt Absorb (*When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.*)

### Moves (Attack +5, Special Attack +4, Effect +3)

**Thunder Shock** - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Slam** - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.

**Freeze-Dry** - Ranged(10ft) Ice Special Attack: 3/day 3d8. Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Biology:** Egg Group - No Eggs, Diet - Omnivore, Habitat - Unknown

**Proficiencies:** Electric / Ice

When fossil reanimators first constructed the skeleton of the first Arctozolt, they presumed that it was an arctic creature. They hypothesized that they dwelled near icy waters and froze prey on their cold bodies to preserve their meals. However, their incongruous tops were clearly not designed to withstand frigid temperatures, so they suggested that the constant shivering of their heads and necks helped them generate electrical energy. This imbalance also would have made it difficult for them to move their oversized bottom halves, and perhaps this sluggishness would explain how they went extinct. Revived Arctozolt clearly show that two halves of separate Pokémon were accidentally spliced together in the reassembly process, and the Pokémon indeed display all of the questionable adaptations scientists thought they would possess. Uncomfortable in both polar and temperate climates, these resurrected creatures require external thermoregulation to stay alive.

## Dracozolt



**Electric / Dragon** - Large (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 14    **Special Attack:** 8

**Skills:** Zapper (*can produce electricity*)

**Passives:** Hustle (*+4 Attack, -2 to accuracy checks*), Sand Rush (*While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.*), Volt Absorb (*When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.*)

### Moves (Attack +7, Special Attack +4, Effect +4)

**Thunder Shock** - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Slam** - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Biology:** Egg Group - No Eggs, Diet - Omnivore, Habitat - Unknown

**Proficiencies:** Dragon / Electric

Dracozolt are an anomaly of modern science. When some reanimator archaeologists first unearthed fossils in the desert, they did their best to assemble the uncovered bones into their correct configurations. Unfortunately, they had uncovered no complete skeletons, but did not know it at the time. The result was the chimera fossil Pokémon like Dracozolt, who they had assumed had a larger posterior end than anterior end as a quirk of evolution. Based on their jaw structure, these scientists had hypothesized that Dracozolt were herbivorous, feeding on nuts and seeds. Their powerful hind legs were believed to generate electricity as they ran. Dracozolt would have gone extinct as plant-based food sources dwindled, perhaps from their own overconsumption or a cooling climate. However, the community was in for a shock when modern resurrection technology revived the Dracozolt we see today. Of the fossil chimeras, Dracozolt are perhaps the best adapted, though this is not saying much. Other than their mismatched torso sizes, they can maneuver and feed with relative stability.





## Dedenne



**Electric / Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Zapper (*can produce electricity*)

**Passives:** Charm (+1 Defense), Tail Whip (+1 Attack), Cheek Pouch (*Whenever you consume a berry, you recover 10 HP in addition to any other effects.*), Plus (*If at least one ally has Plus or Minus within 10ft or you, you have +3 Special Attack.*)

**Moves (Attack +3, Special Attack +4, Effect +5)**

**Nuzzle** - *Melee Electric Attack: 3/day 1d10. On hit, the target is Paralyzed.*

**Charge Beam** - *Ranged(10ft beam) Electric Special Attack: At-Will 1d12. On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.*

**Play Rough** - *Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.*

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Ergovore / Herbivore, Habitat - Fields / Meadows / Urban

**Proficiencies:** Electric / Fairy / Cutesy

Dedenne are naturally found in meadows and fields, but are far more commonly seen in cities. These Pokémon drain electricity from wall sockets by sticking their tails into them; they sometimes become household pests, as a small family of Dedenne living in and draining the electricity of a home can quickly cause electricity bills to skyrocket. Dedenne can fire bolts of electricity from their lower antennae-shaped whiskers; their upper ones detect changes in air and electric currents around them. These whiskers are also capable of sending radio waves, allowing Dedenne to communicate with each other over. Radios sometimes experience interference when these Pokémon are in the area. Despite the numerous problems Dedenne can cause, however, they make for popular pets because of their cuteness and relative ease of care, as they can subsist entirely on electricity from wall sockets.





## Emolga

**Electric / Flying** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Flight (*can fly*), Zapper (*can produce electricity*)

**Passives:** Agility (+2 Speed), Tail Whip (+1 Attack), Motor Drive (*Any Electric-type attack that hits you is negated and your speed is +1 for 10 mins.*), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +4, Special Attack +4, Effect +6)**

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Acrobatics** - *Melee Flying Attack:* 1/day 3d12. Acrobatics cannot be used if you have a held item.

**Discharge** - *Ranged(10ft burst) Electric Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests

**Proficiencies:** Electric / Flying / Cutesy



Like many Electric-type rodents, Emolga produce and store electricity within their cheek pouches. They have cape-like membranes under their arms that allow them to glide from tree to tree in forests. Emolga are also able to ride winds with their membranes; they can even ascend upwards and soar when weather conditions are ideal. These membranes discharge electricity as they glide. Though rather clumsy on the ground, Emolga are agile both in the trees and in the air. To avoid predators, Emolga will leap from one tree branch and glide to another while attempting to shock them from above in hopes of knocking them to the ground. Their aerial agility allows them to escape from the vast majority of terrestrial predators, though unfavorable weather conditions and storms may hinder their abilities. These Pokémon will collect nuts and Berries and store them near their nests in preparation for winter. Emolga will defend their nests very fiercely with electric shocks; this keeps most winged Pokémon away from their otherwise-vulnerable food caches.





# Morpeko



**Electric / Dark** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 12 (60 ft.) **Attack:** 11    **Special Attack:** 7

**Skills:** Zapper (can produce electricity)

**Passives:** Agility (+2 Speed), Leer (+1 Attack), Hunger Switch (Whenever Morpeko acts, it changes from Full Belly mode to Hangry mode or back into Full Belly mode from Hangry mode. Aura Wheel is Electric-type in Full Belly mode, Aura Wheel is Dark-type in Hangry mode.)

**Moves (Attack +5, Special Attack +3, Effect +6)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Aura Wheel** - *Melee Electric Attack:* 1/day 5d12. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked. If you are Hangry, Aura Wheel is Dark-type.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Grasslands

**Proficiencies:** Electric / Dark / Cutesy

Morpeko appear to be adorable, docile rodents as they scurry about pleasant grasslands and fields. However, when their stomachs begin growling, they turn into different beasts entirely. Hangry Mode Morpeko, as they are called, are absolute menaces, terrorizing everything around them as they search for food. They are not above acts of brutal violence against those standing between them and sustenance. Once Morpeko nourish themselves, they will revert back to their Full Belly Modes--but not for long, as their high metabolisms mean that these Pokémon will get hungry quite frequently. Morpeko generate electricity by stuffing seeds into their cheek sacs; when in Hangry Mode, this power is mysteriously converted into a Dark-type energy that can sometimes be seen radiating from their cheeks. Morpeko will roast these seeds with electricity to make them easier to digest. Even in Full Belly mode, they can be very protective of their food stores.



Pachirisu are often found scurrying about forests, climbing up and down trees. They also sometimes make their home in city parks and even power plants. Their fur crackles with electricity, which is particularly concentrated in their bushy tails. Their cheek pouches are responsible for their electricity, producing and distributing charge throughout their bodies. They are often seen rubbing cheek pouches together in an attempt to share their stored electricity. When endangered, they can fire bolts of electricity from their tails. They have a unique way of protecting their collected food; they save the fur they shed throughout the day, fashioning it into electrified furballs. When they stash food in tree hollows or the eaves of houses, they also throw in some of these puffs. If intruders attempt to steal food and touch a furball, they will instead get a nasty shock. When Pachirisu sleep, they curl their tails around to use as pillows. They are agile Pokémon that can of maneuver through tree branches with ease.





## Pachirisu



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 9

**Speed:** 11 (55 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Zapper (*can produce electricity*)

**Passives:** Charm (+1 Defense), Run Away (+1 Speed), Volt Absorb (*When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.*)

**Moves (Attack +2, Special Attack +2, Effect +5)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Hyper Fang** - *Melee Normal Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Discharge** - *Ranged(10ft burst) Electric Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Forests / Urban Plants

**Proficiencies:** Electric / Cutesy



## Pincurchin



**Electric** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 9

**Speed:** 2 (10 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Electric Surge (*As a free action you may deplete one use of Electric Terrain and use Electric Terrain.*), Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*)

**Moves (Attack +5, Special Attack +4, Effect +1)**

**Zing Zap** - *Melee Electric Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Poison Jab** - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

**Biology:** Egg Group - Water 1 / Amorphous, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches / Ocean Floors / Ocean Reefs

**Proficiencies:** Electric / Water (*Ranged attacks*) / Prickly





Pincurchin are simple Pokémon that are content spending their entire lives in a single tide pool or spot on the sea floor. They slowly shuffle from place to place in search of seaweed, scraping it off of rocks using their teeth. These Pokémon are well known for their electrified spines, which are a perennial nuisance for ocean swimmers. When a Pincurchin spine pierces the skin, it releases a steady flow of current that electrifies the victim. Thanks to their stored energy, Pincurchin spines continue to discharge electricity for at least three hours even after breaking off the Pokémon. As this usually occurs in the ocean, the breaking of a Pincurchin spine also releases a shock of electricity into the surrounding water. The initial pain caused by their injuries settles into numbness as the electricity continues to flow, with a persistent tingling sensation accompanying the return of feeling in the area. These electrified spines are sufficient to deter oceanic predators, who after all are primarily Water-types.



Plusle are almost never found without their other halves, Minun. They love to cheer on their teammates, creating electric pom-poms out of their own sparks by discharging electricity from their paws. When their allies succeed, Plusle will short out areas all over their bodies to release shower of sparks in celebration. The sizes of their pom-poms and electric showers grow as matches become more intense. Wild Plusle are playful, but timid, Pokémon. Though they enjoy goofing around, they rarely initiate contact with others. They group together with their siblings, but will pair up with wild Minun when given the chance. Plusle are known for climbing on top of telephone poles to feed on electricity. Once they can no longer hold any more, they will climb back down and share their electricity with Minun, who are not as adept at climbing.



Minun are almost always found partnered with Plusle. Like Plusle, Minun enjoy cheering on their teammates, discharging electricity out of their palms to root for allies with electric pom-poms and shorting out their bodies to release showers of sparks. Unlike Plusle, though, Minun are more confrontational and rasher in tense situations. If their teams lose, Minun become upset and angry, even trying to shock members of the opposing team. Only Plusle can calm down their anger. In the wild, Minun will go out searching for Plusle to partner up with; Plusle usually stay with their siblings in safety rather than venture out into the wilderness. Minun have a fear of water and will hide under the eaves of houses when it rains to avoid getting wet.





## Plusle



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 8

**Speed:** 12 (60 ft.) **Attack:** 5    **Special Attack:** 10

**Skills:** Genetic Relation (*can breed to produce Minun*), Zapper (*can produce electricity*)

**Passives:** Agility (+2 Speed), Charm (+1 Defense), Nasty Plot (+1 Special Attack), Lightning Rod (Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.), Plus (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.)

**Moves (Attack +2, Special Attack +5, Effect +6)**



**Thunder Wave** - Ranged(20ft) Electric Effect: 1/day. On hit, the target is Paralyzed.



**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.



**Thunderbolt** - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Biology:** Egg Group - Fairy / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields

**Proficiencies:** Electric / Cutesy



## Minun



**Electric** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 9

**Speed:** 12 (60 ft.) **Attack:** 4    **Special Attack:** 10

**Skills:** Genetic Relation (*can breed to produce Plusle*), Zapper (*can produce electricity*)

**Passives:** Agility (+2 Speed), Charm (+1 Defense), Fake Tears (+2 Special Attack), Minus (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.), Volt Absorb (When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +2, Special Attack +5, Effect +6)**

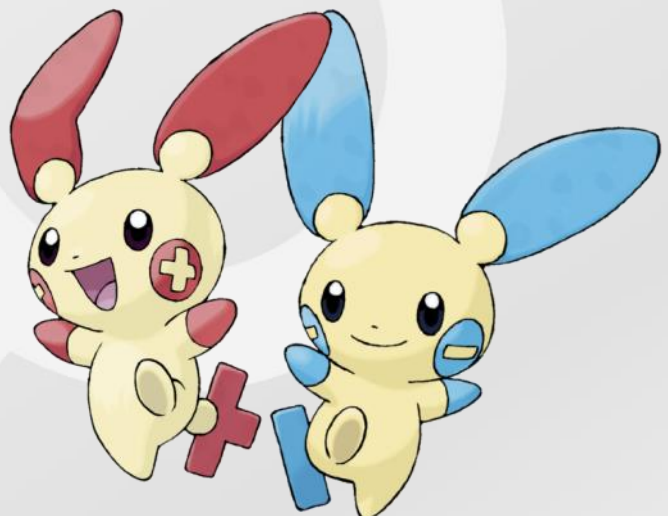
**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.

**Thunderbolt** - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Biology:** Egg Group - Fairy / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields

**Proficiencies:** Electric / Cutesy





## Rotom



**Electric / Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 8    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 5    **Special Attack:** 10

**Skills:** Flight (*can fly*), Glow (*can produce light*), Wired (*can go into electronics*), Zapper (*can produce electricity*)

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +2, Special Attack +5, Effect +4)**

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.

**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

### Rotom Mechanical Possession



**Electric / (Variable)** - (Variable) (Size), (Variable) (Weight)

**Hit Points:** 30    **Defense:** 11    **Special Defense:** 11

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Flight, Glow, Zapper

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +3, Special Attack +5, Effect +4)**

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.

**(Elemental Attack)** - Mechanical Rotom will have an attack related to whatever machine they're inhabiting while using their Wired passives. It may have an Ice-type attack while inhabiting a fridge or icebox, or a Fire-type attack while inhabiting an oven or microwave. If Rotom leaves the machine, it loses the associated attack.



**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Ergovore, Habitat - Urban Plants / Urban

**Proficiencies:** Electric / Ghost / Variable Type Lists (*Rotom Mechanical*)

\*\*\* A Rotom that is possessing a machine's size and weight depends on the machine it's inhabiting.



Rotom are mischievous Pokémon that enjoy playing pranks on others. They have the unique ability to possess electronic devices and use them as they please; oftentimes, this means causing them to malfunction or act unexpectedly to bewilder users. Their bodies are composed almost entirely of plasma, giving them their electrical abilities. There has been much progress in the development of new and improved Rotom-efficient appliances. In battle, while their Electric-types remain constant throughout all of their forms, their other type can be influenced by the machine they are possessing. While trained Rotom can possess electronics and leave them entirely unharmed, wild ones tend to short out circuits of devices they enter. They appear to have affinities for old televisions; they will briefly flash their maniacally grinning faces for just a split second before re-turning to standard programming to frighten watchers.



Togedemaru have triangular patches of long, needle-like fur that can stand together on end like spikes. When in danger, they can curl up into balls with their spikes raised to defend themselves from attackers. These spikes also help attract electricity during storms; the needle-like appendages on their heads, however, function much better as lightning rods for this purpose. They also help Togedemaru stay balanced, much like tails. When a thunderstorm is approaching, many Togedemaru will venture out into the open with their fur bristled, waiting patiently to be struck by bolts of lightning. They can also siphon electricity from other Electric-types using their spikes. Togedemaru store gathered electricity in electrical sacs within their bodies for use when protecting themselves. While they can generate their own electricity to a limited extent, the bulk of their charge is gathered during lightning storms. Predators that are foolish enough to attack curled-up Togedemaru will not only be pierced by their fourteen sharp spikes, but also be shocked as they let loose stored electricity. Togedemaru are known to share electricity with one another by directly shocking each other's lightning rods and charging each other's electrical sacs.

## Togedemaru



**Electric / Steel**- Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 10 (50 ft.) **Attack:** 10    **Special Attack:** 4

**Skills:** Zapper (*can produce electricity*)

**Passives:** Defense Curl (+1 Defense), Iron Barbs (*Whenever you are hit with a melee attack, the attacker takes 4 damage.*), Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +5, Special Attack +2, Effect +5)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Zing Zap** - *Melee Electric Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Fields / Forests / Urban Plants

**Proficiencies:** Electric / Steel / Prickly





## Cleffa / Clefairy / Clefable



### Cleffa



Fairy - Small (Size), Featherweight (Weight)

Hit Points: 30    Defense: 4    Special Defense: 6

Speed: 2 (10 ft.)    Attack: 3    Special Attack: 5

Skills: -

**Passives:** Charm (+1 Defense), Cute Charm (Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.)

**Moves (Attack +1, Special Attack +2, Effect +1)**

**Pound** - Melee Normal Attack: At-Will 2d6.

**Sweet Kiss** - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

**Sing** - Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.



### Clefairy



Fairy - Medium (Size), Light (Weight)

Hit Points: 42    Defense: 7    Special Defense: 8

Speed: 4 (20 ft.)    Attack: 5    Special Attack: 6

Skills: Flight (can fly)

**Passives:** Charm, Cosmic Power (+1 Defense, +1 Special Defense), Cute Charm, Magic Guard (You can only take damage from attacks that deal damage. You are unaffected by damage from afflictions, coats, hazards, weather or any passives.)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Wake-Up Slap** - Melee Fighting Attack: 3/day 3d8. If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

**Body Slam** - Melee Normal Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

While their extraterrestrial origins are debatable, it is a fact that Cleffa numbers oddly increase on nights following meteor showers. On these nights, Cleffa can be seen dancing in rings as meteors streak across the sky. They dance until dawn and disappear quickly once the last meteor falls. They are almost never seen at any other time and seem to nourish themselves on morning dew that condenses during these rituals. It is said that seeing a ring of Cleffa dancing will bring good luck upon onlookers. Cleffa are drawn to Moon Stones and often hold them while dancing. However, they are more fascinated with rare Comet Shards. Trained Cleffa who come across them will attempt to hoard them, though their rarity makes collections of any more than a dozen unheard of. It is theorized that wild Cleffa colonies have stashes in the hundreds somewhere in the mountains.





Clefairy are mysterious Pokémon. Often believed to have extraterrestrial origins, they make their earthly homes on mountains. Their habitats tend to have odd magnetic activity. Little is known about these elusive Pokémon; however, they seem to be intelligent enough to form societies. They also very strongly connected to the moon. Clefairy mysteriously become more common during full moons as they come out of hiding and dance. They worship Moon Stones which trigger their evolution, and allegedly store moonlight in the wings on their backs to float in midair. Despite their rarity, their cute appearance and voice have made Clefairy popular symbols in media.



Clefable are almost as plentiful as their pre-evolutions though this isn't saying much, considering their rarity. This is because of the strange link between the moon and Clefairy—somehow, there are always Moon Stones near them, triggering some of their evolutions. Clefable are extremely shy, hiding at the slightest hint of people. Their ears are very sensitive, sometimes able to hear a pin drop from 200 yards away. They avoid loud places by hiding in groups deep in secluded mountains. Clefable move very lightly, almost as if bouncing in lower, moon-like gravity; they are also able to walk on water in this way. On moonlit nights, they can rarely be seen walking towards secluded, deserted lakes; they are said to gaze at the moon. It is said seeing a pair of them is a sign of a happy marriage. Little is known about how Clefable defend themselves; known for their mystical powers, Clefable are capable of summoning a completely random attack out of thin air by wagging their fingers. Their affinity with Moon Stones is still present, and they can occasionally be seen holding them as they wander about.



### Clefable



**Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 10

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 10

**Skills:** Flight

**Passives:** Charm, Cosmic Power, Cute Charm, Friend Guard (*Allies within 25ft of you take -1d4 damage when attacked.*), Magic Guard

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Lucky Chant** - Ranged(30ft burst) Normal Effect: 3/day. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 mins.

**Healing Wish** - Melee Psychic Effect: 1/day. Your HP is set to 0, then target ally is healed to Max HP and cured of any afflictions.

**Metronome** - Normal Effect: 3/day. Immediately use a random attack (non-Legendary).

**Biology:** Egg Group - Fairy / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Mountains

**Evolution:** Cleffa Clefairy Moon Stone Clefable

**Proficiencies:** Fairy / Healer / Normal Block / Spellcraft / Weather / Weird / Winged (Clefable)





## Flabébé / Floette / Florges



### Flabébé



**Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Flower Bond (*Flabébé, Floette, and Florges bond with a flower throughout their lives. Different flowers change how they appear.*), Hover (*can hover*), Sprouter (*can manipulate plant life*)

**Passives:** Flower Veil (*You and your allied Grass-type's stats cannot be lowered by effects within 25ft of you.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Vine Whip** - *Ranged(20ft) Grass Attack:* At-Will 2d8.

**Fairy Wind** - *Ranged(20ft) Fairy Special Attack:* At-Will 1d12.



Flabébé are some of the smallest and lightest Pokémon in existence. They dwell in fields of wildflowers and in the flowerbeds of gardens. The minute Flabébé are born, they search for a flower to hold onto. These Pokémon appear to be able to distinguish between many different species of similar flowers, and even the flowers of a single plant. When they find a flower they like, they will grasp onto it tightly and never let go of it for the rest of their lives imbuing their life force into it. Flabébé both live in and care for their flowers; somehow, they are able to channel energy from the flowers they hold both to sustain themselves and to harness into attacks. In turn, Flabébé keep their flowers healthy and vibrant by providing them with the sunlight, water, and nutrients that they need. Their crowns are made of pollen, and possess healing properties. Flabébé can sometimes be seen floating carefreely in the breeze.

### Floette



**Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 10

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 8

**Skills:** Alluring (*attracts others with their aroma*), Flower Bond, Hover, Sprouter

**Passives:** Flower Veil, Symbiosis (*You can pass held items to allies within 10ft as a free action.*)

**Moves (Attack +2, Special Attack +4, Effect +2)**

**Wish** - *Melee Normal Effect:* 1/day. Target an ally or yourself. After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

**Magical Leaf** - *Ranged(25ft) Grass Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Aromatherapy** - *Melee Grass Effect:* 3/day. Target an ally or yourself. Target is cured of all afflictions.





Floette can be seen floating around flowerbeds and gardens. These Pokémon become able to draw energy from all the blooms around them, not just the ones that they hold. In overgrown fields where flowers are allowed to grow freely, Floette are able to unleash surprisingly powerful attacks. While human urbanization has caused such areas to diminish, the construction of artificial gardens and flowerbeds have given Floette new places to dwell in. In return for the energy Floette pull out of flowers, they spend much of their time tending to nearby plants. They invest most of their energy into ensuring that all of the flowers around them bloom; when they come across a wilting flower, they will do everything in their power to restore its vibrancy. These Pokémon are popular in gardens for this reason, where they can be seen caring for planted flowers. It is said that Floette can draw the most strength from flowers that are the most beautiful. When a flowerbed blooms, the inhabiting Floette will perform an intricate, elegant dance to celebrate. These Pokémon will hold lifelong grudges against those that destroy their flowerbeds.



Florges represent the pinnacle of the mutualistic relationship between these Pokémon and the flowers that they chose when young; the Pokémon and the flower have become one upon evolution. Florges are the guardians of beautiful, flower-filled meadows and gardens. They defend their delicate flowerbeds not only from other Pokémon, but also from natural disasters such as wildfires. They can live for centuries, dedicating their lives solely to single gardens. Florges spend much of their time tending to their beautiful flowerbeds. Florges are so skilled in horticulture that many people request their help in designing gardens. These Pokémon can summon powerful, yet hauntingly beautiful, storms of petals in order to protect themselves and their blooms.



### Florges



**Fairy** - Medium (Size), Light (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 15

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Alluring, Flower Bond, Hover, Sprouter

**Passives:** Flower Veil, Symbiosis

**Moves (Attack +3, Special Attack +5, Effect +4)**

**Moonblast** - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Solar Beam** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Biology:** Egg Group - Fairy / Grass, Egg Hatch Rate - 7 Days, Diet - Phototroph, Habitat - Fields / Meadows

**Evolution:** Flabébé Floette Shiny Stone Florges

**Proficiencies:** Fairy / Grass / Floral





## Togepi / Togetic / Togekiss



### Togepi



**Fairy** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 8    **Special Defense:** 7

**Speed:** 2 (10 ft.)    **Attack:** 2    **Special Attack:** 4

**Skills:** -

**Passives:** Charm (+1 Defense), Super Luck (Attacks are critical hits on natural 18-20)

**Moves (Attack +1, Special Attack +2, Effect +1)**

**Sweet Kiss** - *Melee Normal Effect:* 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

**Encore** - *Ranged(10ft) Normal Effect:* 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.



Togepi are often seen as symbols of good luck. Just being around them can make one feel joyful. Conversely, when surrounded by corrupted people or Pokémon, they become weak due to the lack of good energy around them. Togepi are known for their low tolerance for hunger. If they become famished, they will cry loudly and incessantly until fed. After eating, they draw themselves entirely into their shells and take long naps. Upon hatching, Togepi view the first living things that they see as their mothers, regardless of species or gender; they will refuse to leave the sides of their parents no matter what. As a result, the majority of trained Togepi are either hatched from eggs or orphaned, since Togepi separated from their mothers will refuse to do anything, even intentionally starving themselves and crying until their parents find and feed them.

### Togetic



**Fairy / Flying** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 11

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 8

**Skills:** Flight (*can fly*)

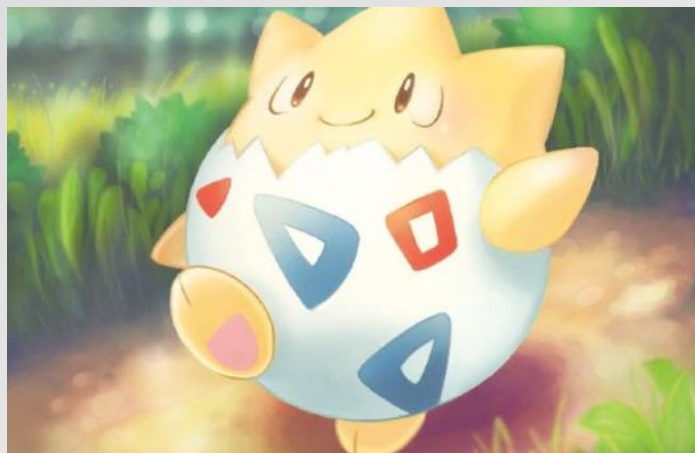
**Passives:** Charm, Super Luck

**Moves (Attack +2, Special Attack +4, Effect +2)**

**Metronome** - *Normal Effect:* 3/day. Immediately use a random attack (non-Legendary).

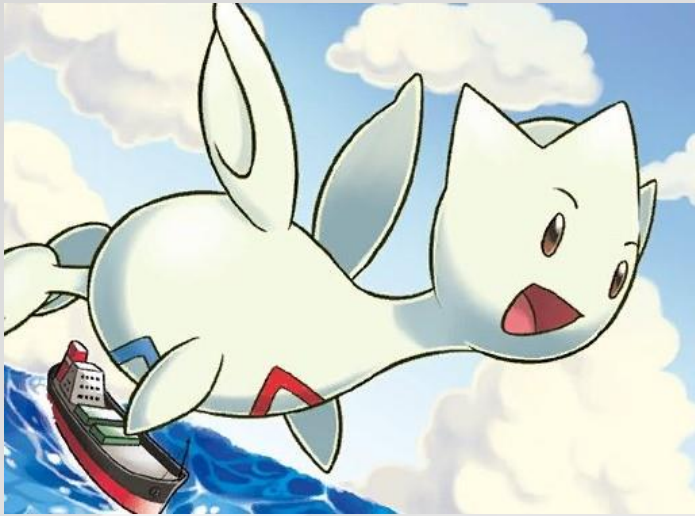
**Wish** - *Melee Normal Effect:* 1/day. Target an ally or yourself. After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

**Ancient Power** - *Ranged(10ft) Rock Special Attack:* 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.





Togetic are viewed as signs of good fortune, believed to bring luck to anyone they approach. Togetic are also said to be drawn to those pure of heart, rewarding them with showers of joy dust; this dust is thought to bring happiness and prosperity to anyone it lands on. Since they obtain much of their livelihood from kind Pokémon and people and are weakened from being around impure ones, Togetic fly around in search of pure-hearted beings, sharing their joy with them. They can fly for long periods of time without flapping their wings, appearing to levitate.



Togekiss are very rarely sighted in the wild. They are believed to only appear during peaceful times, avoiding periods of strife. Togekiss are said to shower blessings onto those who respect the rights of others and avoid needless conflict. These Pokémon are highly intelligent and very in tune to the emotions of others. They are capable of recognizing the facial expressions and social cues of people and Pokémon alike, and will react to them accordingly. In the past few decades or so, sightings of wild Togekiss have become even less frequent than they have been in the past. Whether this is indicative of the state of the world today or simply a coincidence is unknown.



### Togekiss



**Fairy / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 11    **Special Defense:** 12

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 12

**Skills:** Flight

**Passives:** Charm, Super Luck

**Moves (Attack +2, Special Attack +6, Effect +4)**

**Safeguard** - *Ranged(10ft burst) Normal Effect:* 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Fairy / Flying, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Forests

**Evolution:** Togepi Togetic Shiny Stone Togekiss

**Proficiencies:** No Moves from Any (*Togepi*) / Fairy (*Togetic* / *Togekiss*) / Flying (*Togetic* / *Togekiss*) / Avian (*Togetic* / *Togekiss*) / Cutesy / Elemental Attack F (*Togetic* / *Togekiss*) / Winged (*Togetic* / *Togekiss*)



## Milcery / Alcremie



### Milcery



**Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 4    **Special Attack:** 5

**Skills:** Amorphous (*can change their body into a liquid-like state*), Hover (*can hover*)

**Passives:** Acid Armor (+2 Defense), Sweet Veil (*You and your allies within 10ft of you are immune to being put to Sleep.*)

#### Moves (Attack +2, Special Attack +2, Effect +1)

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Draining Kiss** - *Melee Fairy Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Sweet Kiss** - *Melee Normal Effect:* 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.



### Alcremie



**Fairy** - Small (Size), Featherweight (Weight)

**Hit Points:** 42    **Defense:** 10    **Special Defense:** 12

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Amorphous, Toppings (*Depending on what kinds of treats were on top of Milcery and how it mixed itself up as it evolved, each Alcremie looks different*)

**Passives:** Acid Armor, Aroma Veil (*You and your allies within 10ft of you are immune to the effects of the moves Heal Block, Taunt, Encore, and Disable and the passive Cursed Body.*), Sweet Veil

#### Moves (Attack +3, Special Attack +5, Effect +3)


**Decorate** - *Melee Normal Effect:* 3/day. Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

**Dazzling Gleam** - *Ranged(15ft, 10ft wave) Fairy Special Attack:* 3/day 3d8.

Milcery have bodies made entirely of what appears to be cream. They can often be found in patisseries and ice cream parlors in cities, or in fields of fragrant flowers in the wild. Milcery love sweets and cream. They rarely eat enough to make a dent in kitchen supplies, however, and it is a superstition amongst bakers that a visiting Milcery will bring the patisserie success and fortune. If their pastries smell good enough to attract Milcery, after all, then they are surely good enough for customers. As Milcery move, they agitate their bodies and incorporate surrounding air. Eventually, when they have gained enough volume in this manner, they will evolve. Milcery cream becomes infused with what the Pokémon have recently eaten or been around. When their aroma begins fragrant enough for trainers to smell it from afar, Milcery are approaching evolution.

**Biology:** Egg Group - Fairy / Amorphous, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Urban

**Evolution:** Milcery  Alcremie

**Proficiencies:** Fairy / Grass (*Ranged Attacks*)



This Pokémon has a Gigantamax form in PHB2.



Alcremie body compositions shift when they evolve. Alcremie display all sorts of variations based on what they had eaten as Milcery. Pleasant vanilla, tart berry, earthy matcha, refreshing mint, sour lemon, salty cream, two-toned swirl, bitter caramel, and multicolor rainbow are all just a few examples of flavors Alcremie can have infused in their cream. These Pokémon also adorn themselves with different sweets, further compounding their variation. Alcremie can secrete their flavored whipped cream and will give it to trainers that they trust, often placing them on complementary Berries. The cream is sweeter and richer when Alcremie are happy. Naturally, this makes them a valuable partner for pastry chefs, who incorporate their cream in all sorts of desserts. In the wild, Alcremie use their fragrant cream to defend themselves, throwing it at the faces of attackers. This either blinds them or forces them to ingest some; the cream and its fragrance has a strong soothing effect that can satiate chasing predators.



Snubbull are popular pets and more often found in home than in the wild. Snubbull are known to bare their fangs often. However, this in fact appears to be their instinctive reaction to a variety of different stimuli—fear and aggression, but also embarrassment, boredom, and general discomfort. Unfortunately for Snubbull, though, their expressions often drive others away from them, leaving them sad and dejected. Snubbull are affectionate and playful, which is why they are such popular pets. They are also easily scared or bullied; though they may bare their fangs to scare foes, they will flee and cower if they remain undeterred. Snubbull have keen senses of both smell and hearing; they often use these skills to track down gifts for their owners, ranging from food scraps to smaller Pokémon that they can pull with their mouths. Snubbull are heavy sleepers, dozing for twelve hours each day.





## Snubbull / Granbull

### Snubbull

**Fairy** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Tracker (*can follow scents*)

**Passives:** Charm (+1 Defense), Run Away (+1 Speed)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Granbull

**Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Tracker

**Passives:** Intimidate (+1 Defense), Quick Feet (*While afflicted, your Speed is +2.*), Rattled (*When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.*)

**Moves (Attack +6, Special Attack +3, Effect +2)**

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.


**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Outrage** - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.



Granbull threaten foes by opening their mouths wide and baring their fangs, which is enough to send most foes fleeing in fear. However, if the confrontation continues, they will cower and run away. If cornered, rather than attacking, they will simply flail their limbs about wildly. They avoid actual fighting unless absolutely necessary. Their bites, however, are in fact extremely powerful, strong enough to crush stone. There is one situation, though, where Granbull will attack ferociously: when their loved ones are threatened. If their offspring, friends, or other that Granbull care for are threatened, they will attack in blind rages against the offenders. This curious aspect of their personalities--docile unless they sense threats--make them great guards within domestic homes. However, they are far less useful when defending properties, as they will avoid conflict if no lives are at stake. Still, their loyalty makes them popular pets. Their fangs are so heavy that they can sometimes be seen with their heads leaned over from the sheer weight of their jaws. Conversely, Granbull can also be seen tilting their heads backwards to counteract this weight.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Snubbull  Granbull

**Proficiencies:** Fairy / Bruiser (*Granbull*) / Elemental Attack EF / Fangs




## Spritzee / Aromatisse



Spritzee flutter around dense woodlands, feeding on a variety of foodstuffs. While their main diets consist of plant products like Berries, seeds, and flower nectar, they will also scavenge rotting carrion; small flocks of these Pokémon have been known to reduce whole bodies to piles of bones in single feeding sessions. Spritzee also sometimes venture out into open meadows or even rural human settlements if food is plentiful in those areas. They are famous for being able to emit a wide variety of smells based on their diet, storing aromatic compounds in special scent pouches. These can range from pleasant floral scents to disgusting rotten odors. They are thought to use these tantalizing smells to attract small Bug-type prey.

**Biology:** Egg Group - Fairy / Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Meadows / Woodlands

**Evolution:** Spritzee  Aromatisse

**Proficiencies:** Fairy / Psychic / Avian / Elemental Attack E / Healer

### Spritzee



**Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 8

**Speed:** 2 (10 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Flight (*can fly*)

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Healer (*After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.*)

**Moves (Attack +2, Special Attack +3, Effect +1)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Fairy Wind** - *Ranged(20ft) Fairy Special Attack:* At-Will 1d12.

**Sweet Kiss** - *Melee Normal Effect:* 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.



### Aromatisse



**Fairy** - Small (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 10

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Alluring (*attracts others with their aroma*)

**Passives:** Calm Mind, Charm (+1 Defense), Aroma Veil (*You and your allies within 10ft of you are immune to the effects of the moves Heal Block, Taunt, Encore, and Disable and the passive Cursed Body.*), Healer

**Moves (Attack +3, Special Attack +5, Effect +1)**

**Attract** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Infatuated with you.

**Moonblast** - *Ranged(20ft) Fairy Special Attack:* 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.







Aromatisse consume a variety of different substances and store them within their bodies. Their vast diets include normal edibles like fruits and Berries, odder foods like carrion and bizarre choices like soap and rotting garbage. These Pokémon then mix particular substances to create scents; each individual Aromatisse has its own unique aroma that is used to identify it amongst its peers. This smell can be overpowering to those with sensitive noses and companions of these Pokémon may find their olfactory senses dulled over time. Aromatisse devise new scents by mixing different substances, with varying results. In battle, these Pokémon emit a number of differing odors to see which one their opponents despise or love the most before attempting to overwhelm their senses by unleashing a saturated cloud of that aroma. Sometimes, their clouds can cause watery eyes, choking, and even fainting due to their sheer, overpowering intensity. They can also emit energizing and calming odors to bolster their allies in combat.



Swirlix are adapted to consume an incredibly high amount of glucose and other sugars, and as such only eat sugary foods like candies and fruits. They consume so much sugar--up to their own body weights each day--that their bodies have to excrete the excess into their fur as syrupy white strands that renders them always sticky. These Pokémon shed their sugary fur relatively often in small clumps held together by this syrup-like substance. Swirlix will also spit out these syrupy strands to entangle and slow predators. Swirlix are able to draw their feet into the fur of their bodies. These Pokémon used to primarily live in woodlands and meadows, where they would feed on fruits, flower nectar, and occasionally honey. In modern times, however, the introduction of mass-produced candy has caused these Pokémon to migrate to urban areas in record numbers. Swirlix that do not consume enough sugar each day will become very irritable and lethargic, a far cry from their normal personalities.





## Swirlix / Slurpuff



Slurpuff consume just as much sugar as their weights. Urban individuals have been known to eat sugar cubes by the dozens and directly drink syrups that they find in stores, using their long tongues to reach them. Their fluff contains a lot of air, making it much lighter than it looks. Slurpuff have such incredibly acute senses of smell tuned specifically to sweets that they are able to sniff out a cube of sugar in a garbage dump. Slurpuff also have the ability to adjust the sensitivities of various olfactory receptors so that they won't be overwhelmed by strong scents. Slurpuff are today most often seen with chefs helping bake and eat pastries, where both their senses of smell can be utilized and their sweet teeth be satisfied.

**Biology:** Egg Group - Fairy / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Meadows / Woodlands

**Evolution:** Swirlix  Slurpuff

**Proficiencies:** Fairy / Grass (*Ranged Attacks*) / Elemental Attack EF

### Swirlix



**Fairy** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Alluring (*attracts others with their aroma*), Hover (*can hover*), Threaded (*can move around with vines*)

**Passives:** Cotton Spore (+2 Speed), Sweet Veil (*You and your allies within 10ft of you are immune to being put to Sleep.*)

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Fairy Wind** - *Ranged(20ft) Fairy Special Attack:* At-Will 1d12.

**Aromatherapy** - *Melee Grass Effect:* 3/day. Target an ally or yourself. Target is cured of all afflictions.



### Slurpuff



**Fairy** - Small (Size), Light (Weight)

**Hit Points:** 48    **Defense:** 12    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Alluring

**Passives:** Cotton Guard (+3 Defense), Cotton Spore, Sweet Veil

**Moves (Attack +4, Special Attack +4, Effect +4)**

**Draining Kiss** - *Melee Fairy Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Energy Ball** - *Ranged(20ft) Grass Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.





# Comfey



**Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 9    **Special Defense:** 11

**Speed:** 10 (50 ft.) **Attack:** 6    **Special Attack:** 9

**Skills:** Hover (*can hover*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Flower Veil (*You and your allied Grass-type's stats cannot be lowered by effects within 25ft of you.*), Natural Cure (*Whenever returned to a Poke Ball, you are cured of any afflictions.*), Triage (*Any moves you know that can heal have Priority.*)

**Moves (Attack +3, Special Attack +4, Effect +5)**

**Vine Whip** - Ranged(20ft) Grass Attack: At-Will 2d8.

**Floral Healing** - *Melee Fairy Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Grassy Terrain, the target is healed HP equal to 3/4<sup>ths</sup> of the target's Max HP instead.

**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Biology:** Egg Group - Grass / Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Meadows

**Proficiencies:** Fairy / Grass / Floral / Healer



Comfey are popular Pokémon for their rejuvenating and revitalizing abilities. They can even be found in hospitals and Pokémon Centers. Comfey can grow thin vines from their bodies; these vines are detachable, but they ferry nutrients within them as long as they are intact. Comfey pick flowers and attach them to their vines, keeping them fresh and vibrant thanks to this flow of nutrients. Comfey also spread a sticky oil along their rings of flowers to enhance their scents and adhere them to their vines. The aromas wafting from their blooms can heal and comfort those around them. Comfey give their flower rings to those that they like, blessing them with good health. The vines keep the flowers alive for quite a long time. When endangered, they will toss their rings at foes to distract them as they flee. Sometimes, their attackers are so calmed by the scent that they do not even bother giving chase. Comfey feel barren without their flowers, however, and will quickly return to collecting more after tossing their rings.







## Machop / Machoke / Machamp



### Machop



**Fighting** - Small (Size), Medium (Weight)

**Hit Points:** 42      **Defense:** 5      **Special Defense:** 4

**Speed:** 4 (20 ft.)      **Attack:** 9      **Special Attack:** 4

**Skills:** -

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer (*+1 Attack*), Guts (*While afflicted, your Attack is +2.*)

**Moves (Attack +4, Special Attack +2, Effect +2)**



**Low Kick** - *Melee Fighting Attack: 3/day 3d10. Low Kick can only target heavier targets.*



**Karate Chop** - *Melee Fighting Attack: At-Will 2d6. On hit, if you got 18 or higher on Accuracy Check, Karate Chop is a critical hit.*



**Foresight** - *Self Normal Effect: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.*



### Machoke



**Fighting** - Medium (Size), Heavy (Weight)

**Hit Points:** 48      **Defense:** 8      **Special Defense:** 6

**Speed:** 5 (25 ft.)      **Attack:** 12      **Special Attack:** 5

**Skills:** Strength (*very strong*)

**Passives:** Bulk Up (*+1 Attack, +1 Defense*), Focus Energy, Leer, Guts, Steadfast (*When you are Stunned, your Speed is +1 for 10 mins.*)

**Moves (Attack +6, Special Attack +2, Effect +2)**



**Seismic Toss** - *Melee Fighting Attack: 3/day. On hit, the target is moved 10ft then loses exactly 25 HP.*



**Revenge** - *Melee Fighting Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.*



**Knock Off** - *Melee Dark Attack: 3/day 3d8. On hit, the target drops any held items or weapons.*

Making their homes in mountains, these pint-sized power-houses can toss a boulder with ease. Machop are determined Pokémon that are never satisfied with the amount of effort they are exerting. Their muscles never tire or cramp, so they can continue training and lifting almost indefinitely. Machop practice many styles of martial arts that they develop themselves. Using the mountainous terrains in which they dwell to their advantages, they are often seen practicing by hurling boulders for fun. The majority of their body composition is pure muscle, allowing them to perform these amazing feats of strength. They can throw powerful punches and kicks thanks to their constant and relentless training, allowing them to utilize many forms of martial arts as they spar with each other.





Machoke make their homes in mountains, but many also spend some of their time in urban areas helping with heavy lifting in construction sites, volunteering to help in order to train themselves. Their belts regulate the Pokémon's powers and restrain them to nonlethal levels. Machoke have incredible stamina, not tiring even when doing the most strenuous of activities. They are always focused in battle, trying to get the most out of their training sessions. Machoke muscles are as hard as stone; they grow after every battle. These Pokémon enjoy helping people and other Pokémon lift heavy objects, as these tasks are great training for the Machoke themselves. When their services are not required, they will return to the mountains to continue lifting and training themselves to become even stronger.



Machop are tremendously powerful Pokémon. They use a variety of fighting techniques to pummel their opponents, most of which involve all four of their limbs. For example, they may use three of their arms to hold down foes while using the fourth to deliver a punch strong enough to knock them out. Alternatively, they may instead execute a different move with each of their limbs—for example, an uppercut, a hook, a straight, and a karate chop all simultaneously with their four limbs. They can deliver swift, endless volleys of punches to relentlessly pummel down opponents. There is even a special name for a complex grab these Pokémon perform using all four of their arms: the Machop special. Machop love challenges, and will only fight harder when faced against strong opponents. However, they are terrible at delicate, precise work; their arms get jumbled together when attempting to manage fine details, and they will often end up destroying whatever they were trying to work with in the first place.

### Machop



**Fighting** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 15    **Special Attack:** 7

**Skills:** Strength

**Passives:** Bulk Up, Focus Energy, Leer, Guts, No Guard (*You cannot miss your attacks, and attacks made against you cannot miss.*), Steadfast

**Moves (Attack +7, Special Attack +3, Effect +3)**

**Strength** - *Melee Normal Attack:* 3/day 3d10. On hit, the target is moved 15ft away from you.

**Submission** - *Melee Fighting Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Cross Chop** - *Melee Fighting Attack:* 1/day 5d12. Cross Chop has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, Cross Chop is a critical hit.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Mountains

**Evolution:** Machop Machoke Machamp

**Proficiencies:** Fighting / Bruiser / Elemental Attack / Martial / Stampeding (*Machamp*)



This Pokémon has a Gigantamax form in PHB2.



## Timburr / Gurdurr / Conkeldurr



### Timburr



**Fighting** - Small (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 3

**Skills:** -

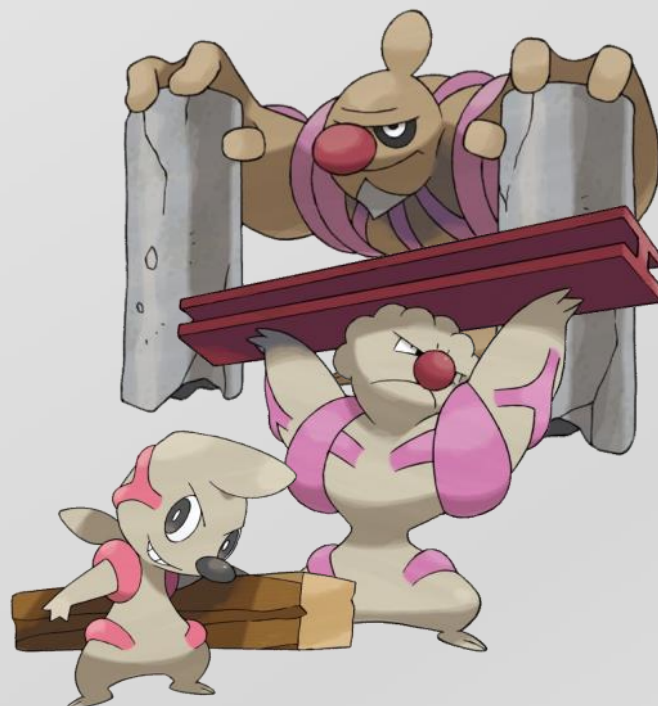
**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer (*+1 Attack*), Guts (*While afflicted, your Attack is +2.*)

**Moves (Attack +4, Special Attack +1, Effect +2)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Low Kick** - *Melee Fighting Attack:* 3/day 3d10. Low Kick can only target heavier targets.

**Rock Throw** - *Ranged(20ft) Rock Attack:* At-Will 2d6.



### Gurdurr



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 13    **Special Attack:** 4

**Skills:** Strength (*very strong*)

**Passives:** Bulk Up (*+1 Attack, +1 Defense*), Focus Energy, Leer, Guts, Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

**Moves (Attack +6, Special Attack +2, Effect +2)**

**Chip Away** - *Melee Normal Attack:* 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

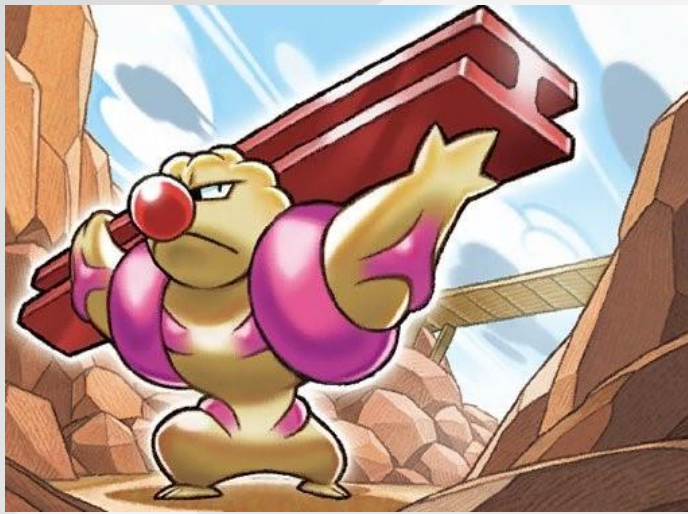
**Dynamic Punch** - *Melee Fighting Attack:* 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

Timburr are common sights in towns and cities, often seen working on construction sites alongside human builders. In the wild, Timburr are usually found in forests and wooded mountains. They use their strength to break down trees into more manageable planks and logs, which they in turn use to construct temporary shelters. Timburr are constantly looking for ways to improve the strength and stability of their homes. Every morning, they tear down the homes they built the day before to salvage materials for constructing new shelters, experimenting with different techniques and designs. This often leads to the creation of very strange-looking shelters, some of which are stable and some of which are not. It is said that these Pokémon enjoy building so much that they throw tantrums when unexpected rain halts their projects for the day. When Timburr are capable of lifting whole logs three times their size without having to splinter them into smaller pieces, they are close to evolution. Wild Timburr are known to visit human cities to examine the architecture of urban buildings; they will later attempt to imitate the designs they see in their own structures.





Gurdurr begin to use a wider variety of materials in their constructions, including scrap metal and iron they find unattended near human settlements and mountains. Gurdurr are often seen near construction sites helping workers build; they seem to prefer working alongside humans to working alone, possibly because of the plentiful resources they gain access to by doing so. These Pokémon are often seen carrying steel beams as signs of strength, though they will carry just about anything heavy to display their power. When not building, Gurdurr will hold their beams over their heads in order to work on their strength and endurance. When tearing down buildings, Gurdurr will swing their heavy beams to pulverize them, often rendering the remains unsalvageable in the process. They are generally more suited at destruction rather than construction, though they perform their demolitions with skill and pride.



Conkeldurr are rarities in the wild; only the strongest, oldest Gurdurr can evolve into them. An average Conkeldurr can mix a stronger concrete from natural materials than modern commercial brands. Their upper bodies are so massive that they have trouble staying upright, relying on their concrete pillars to stand up. Despite this, Conkeldurr are incredibly powerful and sturdy. In addition to their strength, they are also very knowledgeable in the fields of building and architecture. These Pokémon are employed at construction sites not to build, but rather to assess the stability and integrity of structures. In combat, instead of relying on brute force to overpower opponents, Conkeldurr spin their pillars at high speeds and smash them into opponents; the centrifugal force of the pillars enables them to strike with immense power. Conkeldurr can also swing their pillars about freely to attack, though doing so may occasionally cause them to lose balance. In dire situations, they will throw their pillars aside to pummel their foes with their fists, though they have great difficulty remaining upright while doing so.

### Conkeldurr



**Fighting** - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 11    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 16    **Special Attack:** 6

**Skills:** Strength

**Passives:** Bulk Up, Focus Energy, Leer, Guts, Iron Fist (*Your punching attacks deal +4 damage.*), Sheer Force

**Moves (Attack +8, Special Attack +3, Effect +2)**

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Stone Edge** - *Ranged(25ft) Rock Attack:* 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Mountains

**Evolution:** Timburr Gurdurr Conkeldurr

**Proficiencies:** Fighting / Rock / Martial (*No Kicks*) / Stampeding (*Conkeldurr*)





## Clobbopus / Grapploct



### Clobbopus



**Fighting** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Bulk Up (+1 Attack, +1 Defense), Leer (+1 Attack), Limber (*You are immune to being Paralyzed.*)

**Moves (Attack +4, Special Attack +2, Effect +1)**

**Rock Smash** - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Bind** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Detect** - *Melee Fighting Effect:* 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.



### Grapploct



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 14    **Special Attack:** 7

**Skills:** Gilled, Swimmer

**Passives:** Bulk Up, Leer, Limber, Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves (Attack +7, Special Attack +3, Effect +2)**


**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Reversal** - *Melee Fighting Attack:* 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

**Submission** - *Melee Fighting Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

Clobbopus spend most of their time on the sea floor wandering about. They are curious creatures who will approach new things without fear. To investigate foreign objects, they will punch them with their tentacles; by doing so, they can test the objects' strength, durability, texture, and many other characteristics. This allows them to adopt new punching techniques for dealing with different situations. Clobbopus will study inanimate and animate things indiscriminately, and it is common to see them accidentally pick fights with ornery Pokémon by punching them. Clobbopus can regrow their tentacles quickly, though, so even nasty injuries rarely hold them back for long. Clobbopus are amphibious and will venture onto land to hunt and explore. They will throw tantrums if unable to punch what they want to. Still, they have long memories and will remember not to hit things that have hurt them in the past.

**Biology:** Egg Group - Water 1 / Human-Like, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Beaches / Ocean / Polar

**Evolution:** Clobbopus  Grapploct

**Proficiencies:** Fighting / Water/ Martial (*No Punches/Kicks*)



Grapploct have bodies of almost pure muscle, lending both their punches and grappling moves great strength. They train rigorously on the sea floor by smashing blocks of stone and ice. Then, they will venture onto land in search of worthy foes. Once a Grapploct sights a potential challenger, it will taunt the opponent from afar to get them to come closer. Once they draw near, the duel begins. Regardless of the battle's outcome, Grapploct will return to the sea after fighting to recuperate. These Pokémon frown upon the use of weapons in combat and will turn down challengers that wield them unless the weapons are thrown aside. Grapploct become quite restless if unable to fight for extended periods of time, and may even try to pick fights with Pokémon underwater if they cannot find any opponents on land; this usually does not go well for them, as Grapploct train primarily for terrestrial duels.



Crabrawler are feisty, scrappy creatures that converse with their fists. They use their powerful claws to shield their vulnerable faces and stomachs in battle as they wait for their opponents to leave openings for them to strike. They also use these claws to strike trees and knock down Berries. Crabrawler will compete beneath trees for choice fruit in a manner quite similar to two boxers in a ring. Crabrawler have strong competitive spirits and despise losing; a defeated one will foam at the mouth as it faints. Bizarrely, these Pokémon have a strong affinity for heights. They will climb trees and buildings in order to reach the highest points in an area; they are even known to climb tall people. They will cling on tightly to these places once they reach them, punching those that try to pry them away. Because of their competitiveness, only a single Crabrawler can usually remain at a local high point at a given point in time. Crabrawler use their claws so much that they sometimes fall off from eventual wear and tear. Claws regrow in the weeks following.





## Crabrawler / Crabominable



### Crabrawler



**Fighting** - Medium (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*)

**Passives:** Leer (+1 Attack), Iron Fist (*Your punching attacks deal +4 damage.*)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Bubble Beam** - *Ranged(20ft beam) Water Special Attack:* 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Power-Up Punch** - *Melee Fighting Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

### Crabominable



**Fighting / Ice** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 10    **Special Defense:** 7

**Speed:** 4 (20 ft.)    **Attack:** 14    **Special Attack:** 6

**Skills:** Climber, Freezer (*can create ice*)

**Passives:** Iron Defense (+2 Defense), Leer, Anger Point (*When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.*), Hyper Cutter (*Your Attack cannot be lowered by a foe's effects.*), Iron Fist

**Moves (Attack +7, Special Attack +3, Effect +2)**

**Ice Punch** - *Melee Ice Attack:* 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

**Dizzy Punch** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Ice Hammer** - *Melee Ice Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.



Crabrawler that reach snowy summits during their climbing will eventually evolve into Crabominable. They have thick fur to insulate themselves from the bitter cold. Berries and other plant life are very scarce at such altitudes, so Crabominable instead feed on low-growing moss and lichens. They use their powerful claws to smash through layers of hard permafrost and access the soil beneath. Though predators are scarce where they dwell, Crabominable can lop off and throw their claws to distract predators and defend themselves. The claws will grow back in just about a week's time. Their claws also stay quite cold even outside of their snowy environments, allowing them to deliver icy blows wherever they are. Crabominable seem to oddly throw punches about as they travel, punching what seems to be nothing almost constantly. It is said many unexplained noises heard by mountain hikers can be attributed to Crabominable punching blindly in blizzards.

**Biology:** Egg Group - Water 3 / Bug, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches / Mountains

**Evolution:** Crabrawler Crabominable

**Proficiencies:** Fighting / Ice (*Crabominable*) / Water / Bruiser




## Farfetch'd (*Massive Leeks*) / Sirfetch'd



Where wild leeks grow much larger and thicker than they do in other parts of the world, the Farfetch'd that wield these leeks evolved to become bulky in order to handle them properly. These Farfetch'd have lost the ability to fly due to their heavy leeks weighing them down. However, they make up for this by expertly sporting their leeks in combat to defend themselves. Farfetch'd wield their leeks like lances and can fend off attackers with ease. They can be seen sparring with one another to practice their skills, and are particularly fond of one-on-one duels.

**Biology:** Egg Group - Flying / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Grasslands

**Evolution:** Farfetch'd  Sirfetch'd

**Proficiencies:** Fighting / Grass (*Melee Attacks* / Sirfetch'd) / Avian / Blades / Winged

### Farfetch'd (*Massive Leeks*)



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** -

**Passives:** Agility (+2 Speed), Swords Dance (+2 Attack), Steadfast (When you are Stunned, your Speed is +1 for 10 mins.)

**Moves** (*Attack +6, Special Attack +3, Effect +4*)

**Rock Smash** - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Brutal Swing** - *Melee(5ft burst) Dark Attack:* At-Will 2d8.

**Detect** - *Melee Fighting Effect:* 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.



### Sirfetch'd



**Fighting** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 16    **Special Attack:** 7

**Skills:** -

**Passives:** Agility, Swords Dance, Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.), Steadfast

**Moves** (*Attack +8, Special Attack +3, Effect +4*)

**Meteor Assault** - *Melee Fighting Attack:* 1/day 5d12. On hit, the target is Stunned. You cannot act during the next round.

**Leaf Blade** - *Melee Grass Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

**Brave Bird** - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.







Sirfetch'd are famous for being noble and chivalrous, even being a symbol of knighthood in some places. Sirfetch'd will strive to engage only in fair battles; they even may discard one or both of their weapons when facing a weak opponent in order to level the playing field. Sirfetch'd have broken off the tops of their leafy leeks to use as a shield while wielding the pointed ends of their stalks as lances. These two halves of a whole are their most prized possessions in the world, and Sirfetch'd care for them religiously. When their weapons finally wilt after many decades, Sirfetch'd will retire from combat rather than find new leeks. During famines, Sirfetch'd were said to share their leeks and shield with starving peasants to nourish them, even knowing that doing so would mean they would never be able to fight again.



Makuhita are determined Pokémon; they will fight until their bodies give. Even then, they strive to become strong enough to defeat those that had beaten them. Makuhita learn from their errors; each time they fall, they store energy for evolution and get right back up. They prize their might and work hard to maintain it. They make sure to keep balanced diets with enough calories to for their training and always gets enough sleep to be well-rested. They toughen their bodies by slamming into rocks and trees. Snapped trunks can be found near their training grounds. Distant rumbling in caves is often the sound of Makuhita toughening themselves on stone. Thanks to their practice, their bodies can sustain many attacks. As they grow stronger, they will begin eating more to store energy before evolution. They begin practice in groups in the morning, eat lunch and nap in the afternoon, and then resume training in the evening.





## Makuhita / Hariyama



Most of the fat that appears to be covering the bodies of Hariyama is actually muscle. When they flex, their torsos become as hard as rock. They specialize in open-palm thrusts that can snap telephone poles in two with one blow. They stomp their feet alternately before matches to store power. In particular, they enjoy sparring with large Pokémon and enjoy showing their power by knocking down heavy objects. By clapping their two hands together around the heads of foes, Hariyama can easily disorient their opponents and leave them wide open to future attacks. Though most famous for their size and bulk, smaller Hariyama can be just as effective fighters by relying more heavily on speed and agility. Older Hariyama retain their immense strength, but prefer to train young Makuhita instead of showing off. These Pokémon have strong senses of etiquette, both in and out of combat, and will congratulate their opponents for a battle well-fought regardless of the outcome.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains

**Evolution:** Makuhita Hariyama

**Proficiencies:** Fighting / Bruiser / Stampeding (Hariyama)

### Makuhita



**Fighting** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 3    **Special Defense:** 3

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 2

**Skills:** -

**Passives:** Focus Energy (Attacks are critical hits on natural 18-20), Guts (While afflicted, your Attack is +2.)

**Moves (Attack +3, Special Attack +1, Effect +1)**

**Force Palm** - *Melee Fighting Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Whirlwind** - *Ranged(20ft) Normal Effect:* 3/day. On hit, moves the target 60ft away.

**Knock Off** - *Melee Dark Attack:* 3/day 3d8. On hit, the target drops any held items or weapons.



### Hariyama



**Fighting** - Large (Size), Superweight (Weight)

**Hit Points:** 84    **Defense:** 6    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 12    **Special Attack:** 4

**Skills:** Strength (very strong)

**Passives:** Focus Energy, Guts, Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.), Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Moves (Attack +6, Special Attack +2, Effect +2)**

**Belly Drum** - *Self Normal Effect:* 3/day. You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.

**Seismic Toss** - *Melee Fighting Attack:* 3/day. On hit, the target is moved 10ft then loses exactly 25 HP.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.





# Mankey / Primeape



## Mankey



**Fighting** - Small (Size), Medium (Weight)

**Hit Points:** 24     **Defense:** 4     **Special Defense:** 5

**Speed:** 7 (35 ft.)     **Attack:** 9     **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer (*+1 Attack*), Vital Spirit (*You are immune to being put to Sleep.*)

### Moves (**Attack +4, Special Attack +2, Effect +3**)

**Karate Chop** - *Melee Fighting Attack:* At-Will 2d6. On hit, if you got 18 or higher on Accuracy Check, Karate Chop is a critical hit.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

## Primeape



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 42     **Defense:** 6     **Special Defense:** 7

**Speed:** 10 (50 ft.)     **Attack:** 13     **Special Attack:** 6

**Skills:** Climber

**Passives:** Focus Energy, Screech (*+2 Attack*), Anger Point (*When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.*), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Vital Spirit

### Moves (**Attack +6, Special Attack +3, Effect +5**)

**Rage** - *Melee Normal Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Cross Chop** - *Melee Fighting Attack:* 1/day 5d12. Cross Chop has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, Cross Chop is a critical hit.

**Punishment** - *Melee Dark Attack:* 3/day 2d10. Punishment deals an additional 1d10 damage for each Stat Passive the target has.



Mankey are known for their incredibly short tempers. Even the slightest provocation can send them into fits of rage. Their bodies shudder uncontrollably and their nostrils flare up right before they strike. Then, they launch relentless flurries of attacks at their foes before they even get a chance to retaliate or escape. Despite their temperaments, Mankey are very social Pokémon that live in groups in the treetops. If one Mankey is angered, the entire colony will attack. In their huge frenzies, they are unable to tell friend from foe and may even attack one another, becoming even angrier. They are very agile creatures, able to swing in the trees to chase foes. If they lose track of their colonies, they will be infuriated by their own loneliness and attack everything they see. They may pass out from their tantrums, but be so angry in their dreams that they reawaken, and then become further enraged by the interruption.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Jungles / Mountains

**Evolution:** Mankey  Primeape

**Proficiencies:** Fighting / Bruiser / Elemental Attack EF



Many people consider Primeape wrath in its physical form. Wild individuals will become uncontrollably angry if they even sense someone might be looking at them. Running from one will initiate a chase. Primeape will not give up on their targets, chasing them relentlessly and channeling all of their efforts into pursuing their foes until they collapse from exhaustion. They will never forget the face of a foe that angers them, even after beating them down. When enraged, their bodies redirect blood from their brains to their muscles, increasing their strength and endurance, but also clouding their thoughts. This immediate arousal appears to be an instinctual response; even Primeape awoken from sleep will chase offenders, lethargically but still unyieldingly. Their blood vessels are in fact stronger than those of other Pokémon, allowing them to withstand higher blood pressures without bursting. To the surprise of many, Primeape are exclusively herbivores.



Meditite rigorously train their bodies and minds every day on quiet mountains. As part of their training, they impose strict fasts on themselves, eating only a single berry each day in order to temper their spirits and sharpen their minds. Meditite also practice yoga daily, improving both their physical and mental flexibility. They focus on the art of meditation, honing their control over their own minds and bodies. By concentrating very intensely while clearing their minds of all other thoughts, they strengthen their inner power. However, they have not yet perfected this technique, often losing focus and having to start over again. Because of this, their training sessions may last for days. On rare occasions when Meditite are particularly focused, they may even levitate above the ground for several seconds. In battle, their keen senses allow them to deftly avoid lethal attacks.





## Meditite / Medicham



### Meditite



**Fighting / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 6    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Pure Power (+6 Attack)

#### Moves (Attack +5, Special Attack +2, Effect +3)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Force Palm** - Melee Fighting Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Endure** - Self Normal Effect: 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

### Medicham



**Fighting / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 9

**Speed:** 8 (40 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Telekinetic, Telepathy (*can read minds*)

**Passives:** Calm Mind, Pure Power, Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

#### Moves (Attack +6, Special Attack +3, Effect +4)

**Mind Reader** - Ranged(40ft) Normal Effect: 1/day. Your next attack against the same target will not miss.

**High Jump Kick** - Melee Fighting Attack: 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.



Medicham are gifted with a sixth sense thanks to their strict meditation that is said to allow them to see the auras surrounding others and sense their thoughts. They fast to heighten this ability, which grows stronger the more restraint they exert. By entering trancelike states of deep meditation, they can go for over a month without eating anything at all. Medicham can also harness psychokinetic powers, aiding them in predicting the moves of opponents. In battle, they deftly and gracefully leap around the field, evading attacks while retaliating in the same motions. Medicham also have the ability to remain perfectly still through meditation, blending in seamlessly with their surroundings. While they are meditating, virtually nothing is able to break their concentration; even when attacked, they can subconsciously defend themselves with their psychokinetic powers without losing focus. Medicham are often found meditating under trees on mountains. They can be very difficult to spot, however, given their ability to camouflage into their environments.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Mountains

**Evolution:** Meditite  Medicham

**Proficiencies:** Fighting / Psychic / Martial



This Pokémon has a Mega Evolution in PHB2.




## Mienfoo / Mienshao



Mienfoo attack with flurries of quick, constant blows. They can also unsheathe sharp claws from their paws to lacerate foes. These Pokémon excel in executing precise combos of hits to take down enemies before they even have a chance to react. Though each individual strike in a chain of attacks is weak on its own, the combined damage from such combos altogether is enough to overwhelm most opponents. Mienfoo rely heavily on maintaining concentration in order to properly execute their attacks. When particularly focused, the combos of these Pokémon become more accurate and powerful. Conversely, however, an inattentive Mienfoo will often miss blows and fail to hit its opponents in critical areas. Mienfoo can be distracted by a variety of different stimuli, including loud noises, sudden and unexpected movements, or even the smell of food when hungry. They will become angry when disturbed, but this irritation often further disrupts their focus. These Pokémon train in packs on high mountains where such disturbances are rare in order to hone their concentration, where they can be spotted slowly transitioning between a series of poses. There are slight differences in fighting style between Mienfoo packs.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains

**Evolution:** Mienfoo  Mienshao

**Proficiencies:** Fighting / Martial

### Mienfoo



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** -

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Meditate (+1 Attack), Inner Focus (You are immune to being Stunned.)

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Swift** - *Ranged(20ft) Normal Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Force Palm** - *Melee Fighting Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

### Mienshao



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 7

**Speed:** 11 (55 ft.)    **Attack:** 14    **Special Attack:** 11

**Skills:** -

**Passives:** Calm Mind, Meditate, Inner Focus, Reckless (Your attacks that damage yourself on hit, deal +4 damage.), Regenerator (When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.)

**Moves (Attack +7, Special Attack +5, Effect +5)**

**Drain Punch** - *Melee Fighting Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Jump Kick** - *Melee Fighting Attack:* 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.





Mienshao are peaceful Pokémon that prefer to avoid conflict whenever possible. However, they are incredibly skilled fighters that can take down most foes with ease. Mienshao fight using the long fur hanging off of their arms as whips to lash continuously and repeatedly at foes in lightning-fast combos that can knock out opponents in mere seconds. When attacking, these whips often move so quickly that they cannot be seen by the human eye. Mienshao are incredibly focused; when they begin combos of precise whipping and kicking, nothing is able to stop them from completing them. They will build up strength over the course of smaller hits before delivering powerful finishing strikes. These blows are also incredibly accurate, striking opponents at vulnerable weak points on their bodies. Mienshao are honorable fighters that do not attack unless they are hit first or are defending weaker Pokémon. They never use any more force than necessary to incapacitate aggressors and will back down from fights they know they cannot win. When angered, they will emit a bizarre wailing sound before beginning their assault. Mienshao take great care of and pride in their long, thick fur, dedicating much of their time when not training to grooming this fur.



Pancham are naturally found in bamboo forests, but they will also venture onto rocky mountains from time to time as well. These Pokémon often travel alone, or alongside Pangoro, and avoid seeking help from others. At a young age, Pancham will choose a Pangoro to apprentice under; they will strive to imitate their teacher's every move, learning how to battle and hunt. Pancham try their very hardest to appear threatening and intimidating to all of those around them; they will glare and bare their teeth when confronted to try to unnerve foes, but often end up looking adorable in the process. They may even smile if they lose focus for too long. When their intimidation tactics are not taken seriously, they will become even angrier, and thus even more endearing. These mischievous Pokémon are virtually always seen chewing on bamboo leaves. These leaves act as pacifiers of sorts; they will become fretful when they cannot find leaves to chew on and may even break down into tears after extended periods of time.






## Pancham / Pangoro



In the rural, mountainous regions and bamboo forests where Pangoro dwell, they are hailed as defenders of the weak and helpless. Though they can be very grumpy at times, Pangoro will not tolerate the bullying of smaller Pokémon; they will step in themselves to retaliate against offenders. Their sturdy bodies let them shrug off most direct attacks, while their bulky arms can snap tree trunks in two. When enraged or defending others, Pangoro will enter states of rage, disregarding any injuries of their own to continue bashing down on foes. These somber Pokémon do not make much noise, instead preferring to send messages through brute force. They use the sprigs held in their mouths to detect air currents and sense where their opponents will go.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Mountains

**Evolution:** Pancham  Pangoro

**Proficiencies:** Fighting / Dark (Pangoro) / Bruiser (Pangoro) / Punches (Pangoro)

### Pancham



**Fighting** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** -

**Passives:** Leer (+1 Attack), Work Up (+1 Attack, +1 Special Attack), Mold Breaker (Your attacks ignore any passives that would redirect, negate or weaken your attacks.)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Karate Chop** - *Melee Fighting Attack:* At-Will 2d6. On hit, if you got 18 or higher on Accuracy Check, Karate Chop is a critical hit.

**Comet Punch** - *Melee Normal Attack:* At-Will 1d4. Comet Punch has -2 during Accuracy Check. Comet Punch is a Scatter attack. Up to 5 attacks.

### Pangoro



**Fighting / Dark** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 14    **Special Attack:** 8

**Skills:** Strength (very strong)

**Passives:** Leer, Work Up, Iron Fist (Your punching attacks deal +4 damage.), Mold Breaker, Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.)

**Moves (Attack +7, Special Attack +4, Effect +3)**

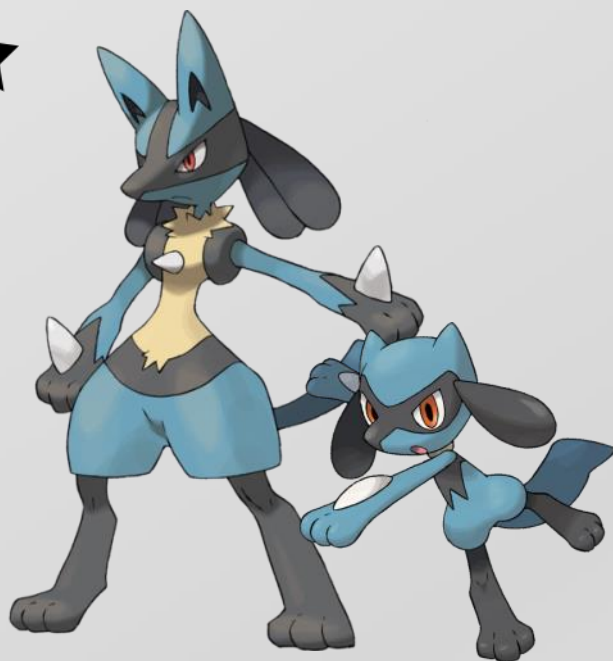
**Bullet Punch** - *Melee Steel Attack:* At-Will 2d6. Bullet Punch has Priority.

**Circle Throw** - *Melee Fighting Attack:* 3/day 3d8. On hit, move the target 40ft away.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



## Riolu / Lucario



### Riolu



**Fighting** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Tracker (*can follow auras*)

**Passives:** Inner Focus (*You are immune to being Stunned.*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Endure** - *Self Normal Effect:* 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Force Palm** - *Melee Fighting Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

### Lucario



**Fighting / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 14    **Special Attack:** 14

**Skills:** Telepath (*can read minds*), Tracker

**Passives:** Metal Sound (+1 Special Attack), Swords Dance (+2 Attack), Work Up (+1 Attack, +1 Special Attack), Inner Focus, Justified (*When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.*)

**Moves (Attack +7, Special Attack +7, Effect +4)**

**Power-Up Punch** - *Melee Fighting Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Aura Sphere** - *Ranged(30ft) Fighting Special Attack:* 1/day 3d12. You can't miss targets with less than 20 Special Defense.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Riolu can detect a mystical energy known as aura, best described as the essence of all living things. Everything alive emanates aura; a being's vitality determines the size of its aura, while its character determines its color and shape. Riolu can read the auras of beings around them to determine their emotions; the more passionate the feelings, the more easily they be sensed. They can detect strong feelings like joy and rage most easily. Since aura can travel in waves and pulses, Riolu can send long-distance messages to others of their kind via their aura without attracting attention from predators, varying their colors and shapes to do so. When endangered, they will intensify their auras to alert their friends around them with a pulse. Though small, Riolu are also very resilient. They are playful and energetic Pokémon, often found leaping around boulders or over ravines to train their agility. Riolu are also very loyal to their trainers, willing to defend them no matter how dangerous the situation. They will use their aura sensing to determine the strength of approaching foes and pick their fights accordingly.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Caves / Mountains

**Evolution:** Riolu Lucario

**Proficiencies:** Fighting / Steel (*Lucario*) / Pulse (*Lucario*) / Energy Blast (*Lucario*) / Martial (*Lucario*)



This Pokémon has a Mega Evolution in PHB2.



Lucario can read the auras of foes to predict their thoughts and movements. Skilled Lucario can analyze auras and emotions from beings over two hundred feet away. They can also harness aura into corporeal attacks, with enough strength to blast through stone. Few foes can evade Lucario, as their aura-reading abilities enable them to pinpoint even the most well-hidden foes in the area. When they harness aura, the four black appendages on their heads will rise in the air, supported by their powers telepathically. Lucario are very loyal Pokémon; they will give their lives to defend their trainers. They spend much of their time training alone, hiding away in mountains to avoid distractions, as distressed auras from others can also stress them out as well. They have strong senses of justice and will actively work to defeat foes whose auras read as evil-hearted.



Tyrogue are a wandering Pokémon, having no fixed shelter and constantly moving to different locations. They are very determined and energetic, spending the day searching for new foes to spar with. They will attempt to engage in combat with nearly anything that moves, but will not attack unless they believe the opponent has given consent. Tyrogue accept victory humbly, but will sometimes take losses less than graciously. If defeated, they will nurse their wounds until healed, but will then immediately search for the foe that defeated them and attempt to hold a rematch. They will continue to do so until they become strong enough to win. Tyrogue will fight until exhaustion, even when it is clear that they will lose. They take their training very seriously, and will become stressed if they miss even a single day. As a result, trainers with Tyrogue must maintain consistent and varied training regimens to keep their Tyrogue healthy. Despite their size, they are strong fighters; opponents will often be surprised by their skill in combat.





## Tyrogue / Hitmonlee

### / Hitmonchan

### / Hitmontop

#### Tyrogue

**Fighting** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** -

**Passives:** Guts (*While afflicted, your Attack is +2.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Foresight** - *Self Normal Effect:* At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

#### Hitmonlee

**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 11

**Speed:** 9 (45 ft.)    **Attack:** 12    **Special Attack:** 4

**Skills:** Reach (*melee range is 25 ft.*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Guts, Limber (*You are immune to being Paralyzed.*), Reckless (*Your attacks that damage yourself on hit, deal +4 damage.*)

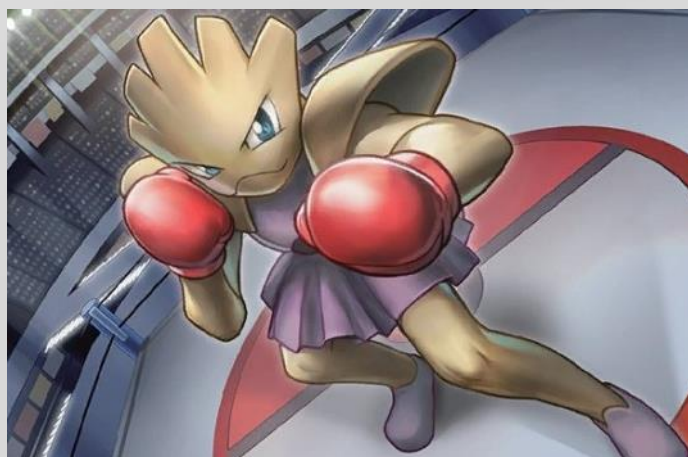
**Moves (Attack +6, Special Attack +2, Effect +4)**

**Mega Kick** - *Melee Normal Attack:* 1/day 5d12. Mega Kick has -3 during Accuracy Check.

**High Jump Kick** - *Melee Fighting Attack:* 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Hitmonlee are found in cities, training peacefully alongside humans. They also occasionally head to mountains to train, though they generally return back to urban areas at night. Their legs are like springs, flexible and capable of stretching. They can extend great distances outward to surprise foes with their long ranges. When Hitmonlee kick, their soles become harder than stone upon impact. They have a great sense of balance; in combination with their incredibly limber legs. They can kick foes successively and powerfully from any position. Their legs also allow them to run smoothly, lengthening and progressively increasing the distance covered by their strides as they sprint. After tough training sessions, Hitmonlee will often massage their legs to prevent fatigue. They can often be found in dojos, teaching people how to deliver devastating kicks as well as learning new, unorthodox techniques from them.



Hitmonchan punches are as fast as lightning, nearly invisible to the naked eye. Hitmonchan may appear to be standing idly when in fact launching volleys of punches. However, these punches do tire them out--after three minutes of intense work, they need to take light rests. Hitmonchan are determined, having the spirit of champion boxers, and will not give up no matter what. Even during these breaks, Hitmonchan will often move around or jog quickly in place. They punch in a corkscrew fashion, with enough force to pulverize concrete. Even slight grazes from their blows can cause mild burns. They are also skilled in sparring with light punches, allowing them to act as a sparring partner to fellow Hitmonchan or to aspiring human boxers, the latter of which who almost always lose, but learn from fights nonetheless. Hitmonchan can be found training in dojos, but can also sometimes be seen punching away at boulders in mountains.



**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 13 Days,  
Diet - Omnivore, Habitat - Mountains / Urban

**Evolution:** Tyrogue Attack higher than Defense

Hitmonlee, Defense higher than Attack

Hitmonchan, Attack is equal to Defense

Hitmontop

**Proficiencies:** Fighting / Kicks (Hitmonlee / Hitmontop) /  
Punches (Hitmonchan)

### Hitmonchan



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 8    **Special Defense:** 11

**Speed:** 10 (50 ft.) **Attack:** 11    **Special Attack:** 4

**Skills:** -

**Passives:** Agility (+2 Speed), Guts, Inner Focus (You are immune to being Stunned.), Iron Fist (Your punching attacks deal +4 damage.), Keen Eye (Your accuracy checks cannot be negatively affected by foes.)

**Moves (Attack +5, Special Attack +2, Effect +5)**

**Fire Punch** - Melee Fire Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Burned.

**Ice Punch** - Melee Ice Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

**Thunder Punch** - Melee Electric Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.



### Hitmontop



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 11    **Special Defense:** 11

**Speed:** 7 (35 ft.) **Attack:** 10    **Special Attack:** 4

**Skills:** -

**Passives:** Focus Energy, Intimidate (+1 Defense), Guts, Steadfast (When you are Stunned, your Speed is +1 for 10 mins.), Technician (When rolling damage, replace any rolled 1s or 2s with 3.)

**Moves (Attack +5, Special Attack +2, Effect +3)**

**Triple Kick** - Melee Fighting Attack: 3/day 1d20. Triple Kick is a Scatter attack. Up to 3 attacks. Triple Kick's third attack on hit deals an additional 1d12 damage.

**Rapid Spin** - Melee Normal Attack: At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

**Detect** - Melee Fighting Effect: 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.





Hitmontop are rather unorthodox fighters, as one may notice from their upside-down orientation in combat. When fighting, they perform enchanting dances of sorts before turning on their heads and spinning. Foes that are entranced by their elegant motions are then caught off-guard by their sudden flips, being pummeled by flurry of kicks. This spinning motion is both an offensive and defensive tactic; on one hand, their centrifugal force increases the strength of their hits. On the other, their rapid spinning enables them to deflect many projectiles aimed at them. Hitmontop travel faster by spinning than walking. If they spin fast enough, they may even begin to drill holes into the ground. Hitmontop can be found in dojos teaching others the art of balance, which is important in many forms of martial arts. Even when pushed, they can orient themselves so that they tilt back into equilibrium without being acted upon by another external force.



Falinks are always found in groups of six bodies, no more and no less. They can be spotted marching through rugged badlands in single file, their feet stepping in time. The individual in the front of a Falinks is slightly larger than the others and is known as the brass; the remaining units are called troopers. Brasses lead Falinks in all aspects of life, ordering them through numerous precise formations suited for different tasks. Falinks will adapt different formations for hunting, defending, scouting, and even resting. The units in each position will hold their shields in different orientations in order to maximize the area protection. Though Falinks are nigh-impenetrable when in defensive formations, they are at their weakest when changing places; for this reason, Falinks practice changing formations on a daily basis in order to ensure their transitions are as swift as possible. Falinks are valiant fighters that will not back down if their brasses order them to, no matter the odds. Strangely, the entire group of six bodies will hatch from a single egg; it's likely they are really one body that is physically separated into independent parts.



Hawlucha are agile fighters that have the ability to take to the skies. Though small and relatively frail, the dexterity of these Pokémon allows them to stay on par with the likes of heavier Pokémon in battle. Hawlucha cannot truly fly; rather, they jump into the air or leap from high places and use their wings to soar on wind currents. They can deftly switch between different drafts to stay in the air for long periods of time. Their style of fighting is thought to be very elegant, with an emphasis on well-executed submission holds. In fact, Hawlucha take great pride in the grace of their attacks and will often perform twirls and spins in the air simply for show. They will always strike a pose before delivering finishing blows. Sometimes, they will accidentally spend so much time on performing that they end up giving opponents an opening, much to their embarrassment. Because of the artistic style of their fighting, many people enjoy watching Hawlucha battle.





## Falinks



**Fighting** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Modular (*consists of 6 parts*)

**Passives:** Bulk Up (+1 Attack, +1 Defense), Focus Energy (*Attacks are critical hits on natural 18-20*), Battle Armor (*Critical hits are treated as normal hits against you.*), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*)

**Moves (Attack +5, Special Attack +3, Effect +4)**

**No Retreat** - *Self Fighting Effect:* 3/day. As a free action, as long as you can see a foe, you cannot move away from them, or be returned to a Poke Ball until you are knocked out. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

**Rock Smash** - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Fairy / Mineral, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Mountains

**Proficiencies:** Fighting / Bruiser



## Hawlucha



**Fighting / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Flight (*can fly*)

**Passives:** Feather Dance (+2 Defense), Hone Claws (+1 Attack, +1 to accuracy checks), Swords Dance (+2 Attack), Limber (*You are immune to being Paralyzed.*), Mold Breaker (*Your attacks ignore any passives that would redirect, negate or weaken your attacks.*)

**Moves (Attack +6, Special Attack +3, Effect +6)**

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Flying Press** - *Melee Fighting/Flying Attack:* 1/day 5d12. Flying Press counts as both a Flying and Fighting type move for effectiveness.

**High Jump Kick** - *Melee Fighting Attack:* 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Biology:** Egg Group - Flying / Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Forests

**Proficiencies:** Fighting / Flying / Martial (*No Punches/ Kicks*) / Avian / Winged

Hawlucha are agile fighters that have the ability to take to the skies. Though small and relatively frail, the dexterity of these Pokémon allows them to stay on par with the likes of heavier Pokémon in battle. Hawlucha cannot truly fly; rather, they jump into the air or leap from high places and use their wings to soar on wind currents. They can deftly switch between different drafts to stay in the air for long periods of time. Their style of fighting is thought to be very elegant, with an emphasis on well-executed submission holds. In fact, Hawlucha take great pride in the grace of their attacks and will often perform twirls and spins in the air simply for show. They will always strike a pose before delivering finishing blows. Sometimes, they will accidentally spend so much time on performing that they end up giving opponents an opening, much to their embarrassment. Because of the artistic style of their fighting, many people enjoy watching Hawlucha battle.



## Passimian



**Fighting** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 10    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 14    **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*)

**Passives:** Bulk Up (+1 Attack, +1 Defense), Focus Energy (*Attacks are critical hits on natural 18-20*), Leer (+1 Attack), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Receiver (*When an ally is knocked out within 10ft of you, you gain one of your ally's passives for 2 mins.*)

**Moves (Attack +7, Special Attack +2, Effect +4)**

**Rock Smash** - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Reversal** - *Melee Fighting Attack:* 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Jungles

**Proficiencies:** Fighting / Bruiser



Passimian dwell in troops of twenty to thirty individuals. They are led by a boss Passimian, who fashions an arm marking of leaves that all other Passimian in the troop will bear to distinguish themselves; the leaves are stuck on using dried saliva. These Pokémon excel when it comes to teamwork. Bosses will select ten of the fittest members to accompany them as they search for Berries; this is done on a case-by-case basis, so Passimian must constantly train themselves to stay in peak condition. Each Passimian in a team performs a particular assigned role when foraging. Bosses will routinely conduct training exercises in which troop members must pass Berries to one another both quickly and accurately. The Passimian that can throw a Berry the farthest is the de-facto leader. These sessions are often long and laborious; some Passimian even end up running away because they are unable to handle the pressure. Troop members will never leave a comrade behind. Bosses pass down special techniques from generation to generation.



Sawk live alone in secluded areas away from both other Pokémon and humans. Sawk train relentlessly far up in mountains and deep in forests with the desire to perfect flawless karate chops. They will often go days without food or sleep during their brutal training. People living near the feet of mountains often report hearing distant thumping sounds in the middle of the night; oftentimes, they are the sounds of Sawk training their chops and kicks on tree trunks and boulders. Because their training requires such intense concentration, Sawk will become very angry if they are bothered during their practice. They may even retaliate if they are sufficiently irked. By tightening the belts around their waists, Sawk can increase the power of their blows. Sawk periodically replace their belts, which are usually made from sturdy vines that they find in the wild, as they get stronger. Because of this, their strength can be discerned from the quality of its belt.



## Sawk



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 15    **Special Attack:** 3

**Skills:** -

**Passives:** Bulk Up (+1 Attack, +1 Defense), Leer (+1 Attack), Inner Focus (You are immune to being Stunned.), Mold Breaker (Your attacks ignore any passives that would redirect, negate or weaken your attacks.), Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

**Moves (Attack +7, Special Attack +1, Effect +4)**

**Brick Break** - *Melee Fighting Attack:* 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

**Retaliate** - *Melee Normal Attack:* 1/day 1d20. If the target knocked out an ally during this round, Retaliate has 5d12 for damage instead.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Mountains

**Proficiencies:** Fighting / Martial (No Punches/Kicks)

Throh are skilled at subduing foes in chokeholds and throwing them with great strength. Throh always travel in packs of exactly five. In the wild, they will tie sturdy vines around their waists as a belt; trained Throh often use strips of cloth or actual belts instead. Throh can tighten their belts to become sturdier and stronger. As they train, they search for more resilient vines that can withstand their strength; A Throh will gauge another's power based on the toughness of its belt, which grows darker over time as it absorbs its owner's sweat. Their primary method of defending themselves is to grab hold of threats and throw them as far away as possible. If enemies are too far away to grasp, these Pokémon are also known to chuck heavy objects like logs and boulders at them from a distance to scare them away. They will usually wait for their opponents to try and attack them first before retaliating with defensive counterattacks. A Throh that cannot keep up with its pack's training will discard its belt and banish itself to train in solitude; the pack will then search for a new Throh to take its place.



## Throh



**Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 72    **Defense:** 10    **Special Defense:** 9

**Speed:** 5 (25 ft.)    **Attack:** 12    **Special Attack:** 3

**Skills:** -

**Passives:** Bulk Up (+1 Attack, +1 Defense), Leer (+1 Attack), Guts (While afflicted, your Attack is +2.), Inner Focus (You are immune to being Stunned.), Mold Breaker (Your attacks ignore any passives that would redirect, negate or weaken your attacks.)

**Moves (Attack +6, Special Attack +1, Effect +2)**

**Body Slam** - *Melee Normal Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Circle Throw** - *Melee Fighting Attack:* 3/day 3d8. On hit, move the target 40ft away.

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Mountains

**Proficiencies:** Fighting / Bruiser





## Fletchling / Fletchinder / Talonflame

### Fletchling

**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Agility (+2 Speed), Growl (+1 Defense), Big Pecks (*Your Defense cannot be lowered by a foe's effects.*)

**Moves (Attack +2, Special Attack +2, Effect +4)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Peck** - *Melee Flying Attack:* At-Will 2d6.



### Fletchinder

**Fire / Flying** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 5

**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Firestarter (*can create fire*), Flight

**Passives:** Agility, Growl, Big Pecks, Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*)

**Moves (Attack +3, Special Attack +3, Effect +5)**

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Flail** - *Melee Normal Attack:* 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

**Roost** - *Self Flying Effect:* 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

In some parts of the world, Fletchling are a common sight, as they not only inhabit woodlands and fields but also urban areas as well. They are heard more often than seen; many are familiar with their melodic singing. Fletchling are diurnal and are most active in the early morning, when they can often be heard chirping amongst the trees. They communicate with one another with distinctive chirps and intricate movements of their tail-feathers. Their pretty voices, however, are a sharp contrast to their personalities—Fletchling are extremely territorial. They will relentlessly peck foes to drive them away and aren't afraid to aim for the vulnerable areas of foes. Most gruesomely, Fletchling often target eyes. They are very friendly towards familiar faces, however. When excited or frightened, their body temperatures can double as aggressive hormones spike in their blood; this can even be enough to cause mild burns in some cases.





Fletchinder rarely inhabit urban areas, as they prefer to stake out territories of several miles and fly long distances in the open air of the wilderness. These Pokémon have flame sacs within their bodies that lay dormant most of the time. While hunting or fleeing, however, Fletchinder can exert energy to ignite these sacs and increase their flight speeds; this acceleration is not instant, though, as it takes time for their sacs to reach full blaze. Instead, Fletchinder will gradually speed up as their sacs grow hotter and hotter. Still, some Fletchinder can reach quite impressive speeds even before warming up. In battles, Fletchinder will sometimes spend the first few moments playing defensively as they wait for their flame sacs to heat up before surprising their foes with swift assaults. To hunt, Fletchinder will let loose embers from their beaks that set the grass below on fire, scaring out creatures hiding within. Then, they swoop down to capture and roast the bewildered prey. To prevent their fires from spreading and destroying their future hunting grounds, Fletchinder will blow out their own blazes with gusts of wind after hunting.



Talonflame are fearsome birds of prey that inhabit the skies above open woodlands and fields. The flame sacs within Talonflame are always burning at their maximum temperature. Consequently, these Pokémon have to hunt often in order to satiate their raging flames. Talonflame can reach the astonishing speeds while diving to the ground for prey. They also have strong talons and hind limbs, often using their feet to deliver powerful kicks as the killing blows to most prey. Talonflame can let loose showers of embers from the spaces between their feathers, leaving behind trails of heated air as they soar around. They are aerial fighters that prefer to attack from the sky whenever possible; Talonflame will achieve a high velocity by dive-bombing opponents headfirst before swinging their lower bodies in front of them at the last second to deliver formidable kicks. They almost exclusively hunt smaller Flying-type Pokémon.



### Talonflame



**Fire / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 7

**Speed:** 15 (75 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Firestarter, Flight, Guster (can produce wind)

**Passives:** Agility, Growl, Big Pecks, Flame Body, Gale Wings (If you use a Flying Type Move during your turn, your Speed is +2 until your next turn.)

#### Moves (Attack +4, Special Attack +3, Effect +7)

**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Steel Wing** - *Melee Steel Attack:* At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Brave Bird** - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to  $1/3^{\text{rd}}$  of the damage you deal.



**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Woodlands

**Evolution:** Fletchling Fletchinder Talonflame

**Proficiencies:** Fire (Fletchinder / Talonflame) / Flying / Avian / Winged



## Magby / Magmar / Magmortar



### Magby



**Fire** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** Firestarter (*can create fire*), Heater (*always warm*)

**Passives:** Leer (+1 Attack), Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*)

**Moves (Attack +4, Special Attack +3, Effect +4)**



**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.



**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.



**Feint Attack** - Melee Dark Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.



Magby can spit flames with extreme heat. They can evaporate small puddles merely by standing near them. Their blood is almost magma-like; as they breathe, they let out tiny embers from their mouths and nostrils. Their health can be gauged from the color of their flames. Magby that spit out yellow or orange fire are healthy and in good shape. Those that exhale flames that are dull or are mixed with black smoke, however, are likely fatigued or ill. They make their homes directly in the craters of active volcanoes, right at the edges of lava pools. It is widely believed that if many Magby begin to cluster in the same crater within a short period of time, then the volcano in question will erupt very soon.

### Magmar



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Firestarter, Heater, Sinker (*can't swim*)

**Passives:** Leer, Flame Body

**Moves (Attack +5, Special Attack +5, Effect +4)**



**Fire Spin** - Ranged(20ft) Fire Special Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.



**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.



**Fire Punch** - Melee Fire Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Burned.





Magmar have internal body temperatures matching that of molten lava. Their bodies are always cloaked in flames, so they constantly glow orange. This allows them to hide in the lava around their volcanic homes. Magmar make the air surrounding them shimmer. When they breathe flames, the sheer heat waves created are enough to scorch entire swathes of grass and trees; they will let out bursts of flames when they sneeze. They dislike cold places, and will use their fire-breathing abilities to make areas more suitable for themselves. While active in warm climates, they tend to be sluggish in cooler ones. Magmar intimidate foes by spewing flames all over themselves. If enemies aren't discouraged, they will attack. Magmar can exhale deeply to increase the shimmering effects around them, making them more difficult to see and giving them time to escape. Magmar also have the ability to heal themselves over time in magma; they can submerge themselves in lava to heal their wounds.



Magmortar are rare in the wild due to their need for constant, intense heat. Wild Magmortar are almost exclusively found deep within active volcanic craters capable of producing the immense heat they need. To defend themselves, Magmortar can launch fireballs from their cannon-like arms. When they do so, the sheer, blistering heat makes them briefly glow a whitish hue. Even their breath is very hot, audibly sizzling when they exhale. These breaths can sear meat within seconds and have been known to start forest fires in drier areas. Despite their potential dangers, Magmortar are not a very aggressive species, likely due to having few threats in their volcanic homes; they generally will not attack unless provoked.



### Magmortar



**Fire** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 11    **Special Attack:** 13

**Skills:** Firestarter, Heater, Sinker

**Passives:** Leer, Flame Body, Vital Spirit (*You are immune to being put to Sleep.*)

**Moves (Attack +5, Special Attack +6, Effect +4)**

**Flamethrower** - Ranged(20ft) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Fire Blast** - Ranged(40ft, 10ft blast) Fire Special Attack: 1/day 5d12. Fire Blast has -2 during Accuracy Check unless it's Sunny. On hit, if you got 18 or higher on Accuracy Check, the targets are Burned.

**Hyper Beam** - Ranged(25ft beam) Normal Special Attack: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Volcanoes

**Evolution:** Magby  Magmar  Magmortar

**Proficiencies:** Fire / Energy Blast (Magmar / Magmortar) / Munition (Magmaortar) / Stampeding (Magmar / Magmortar)





## Darumaka / Darmanitan

### Darumaka

Fire - Small (Size), Medium (Weight)

Hit Points: 42    Defense: 5    Special Defense: 5

Speed: 5 (25 ft.)    Attack: 13    Special Attack: 2

Skills: Firestarter (*can create fire*), Heater (*always warm*)

Passives: Hustle (+4 Attack, -2 to accuracy checks)

**Moves (Attack +6, Special Attack +1, Effect +2)**


**Rollout** - *Melee Rock Attack*: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Incinerate** - *Ranged(10ft) Fire Special Attack*: At-Will 1d10. On hit, if the target is holding a Berry, you destroy it.

**Headbutt** - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Darumaka primarily dwell in arid deserts. During the day, these Pokémon are extremely hyperactive; the fires burning within their bodies keep them constantly running about. At night, however, their temperaments change suddenly. When Darumaka sleep, their internal fires cool and they withdraw their limbs into their bodies, rocking back and forth slightly in this state. They sleep in upright positions, with the majority of their masses located near their bottoms. This makes them difficult to knock over when they are pushed or pulled. Oddly, sleeping Darumaka were once found congregating near the ruins of an ancient desert civilization, having been asleep for an unknown amount of time. Upon awakening, the creatures appeared dazed for a while, but were otherwise completely healthy. Because of their high internal body temperatures, their droppings are very hot. Nomads used to hold Darumaka dung in their pockets to keep warm during cold desert nights.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts / Forests / Mountains / Ruins

**Evolution:** Darumaka  Darmanitan

**Proficiencies:** Fire / Psychic (*Darmanitan*) / Bruiser (*Darmanitan*)



### Darmanitan

Fire - Large (Size), Heavy (Weight)

Hit Points: 66    Defense: 6    Special Defense: 6

Speed: 10 (50 ft.)    Attack: 15    Special Attack: 4

#### Darmanitan Zen Mode

Fire / Psychic - Large (Size), Heavy (Weight)

Hit Points: 66    Defense: 11    Special Defense: 11

Speed: 6 (30 ft.)    Attack: 4    Special Attack: 15

Skills: Firestarter, Heater

**Passives:** Work Up (+1 Attack, +1 Special Attack), Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*), Zen Mode (*Darmanitan changes to its Zen Mode when its HP is below half of its max HP.*)

**Moves (Attack +7/+2, Special Attack +2/+7, Effect +5/+3)**

**Belly Drum** - *Self Normal Effect*: 3/day. You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.

**Superpower** - *Melee Fighting Attack*: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Zen Headbutt** - *Melee Psychic Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Most of the time, Darmanitan are absolutely bursting with energy, they can hardly remain still for even a second. Their boundless energy also grants them impressive power in battle, increasing with their internal temperatures; they can crush trucks with a single punch. When weakened, however, their bodies activate a survival mechanism that causes them to harden into a stone-like material. In this form, known as Zen Mode, Darmanitan become far bulkier and more durable, though they are also rendered much slower as a result. Zen Mode Darmanitan are adept at meditation; they don't need to eat or drink. However, their physical attacks are far weaker than when in their Standard Mode; leading them to rely on their durability and mental strength to defeat foes. Many Zen Mode Darmanitan have been found buried in ancient desert ruins, dated to be as old as the structures themselves. It is believed that these Pokémon once served as guards of these ancient societies, entering Zen Mode as they awaited their next orders that would never arrive.



While wild Growlithe make their homes in hot areas, such as volcanoes or plains burned by wildfires, they are also a common sight in cities, where they are often pets. Their amazing senses of smell and olfactory memory allow them to never forget scents and track others. However, exceptionally strong odors may sometimes overpower their sensitive noses and temporarily disable their senses of smell. Growlithe are also extremely loyal, defending their trainers by barking at or biting anyone that appears dangerous. However, they will obey commands unerringly, and will always wait for instructions before attacking. Growlithe are fearless Pokémon that will not back down from even the largest and strongest of enemies.





## Growlithe / Arcanine



### Growlithe



**Fire** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Firestarter (can create fire), Tracker (can follow scents)

**Passives:** Agility (+2 Speed), Leer (+1 Attack), Flash Fire (You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.)

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Fire Fang** - *Melee Fire Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.



In the past, Arcanine were revered as legendary Pokémon. One was said to have been the partner of a mythical general who conquered an entire nation with Arcanine by his side. Arcanine are said to be able to run over 2,000 miles in a day. They are thought to look like they are flying when running due to their grace and beauty. Strong fires burn within these Pokémon, allowing them to use many powerful Fire-type moves. Though rare in the wild, Arcanine can occasionally be seen dashing across prairies, gathering food and storing it in their manes to bring back for their young. Their deafening roars can silence enemies. Arcanine command great respect with their awe-striking power.

### Arcanine



**Fire** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 8

**Speed:** 12 (60 ft.)    **Attack:** 12    **Special Attack:** 10

**Skills:** Firestarter, Tracker

**Passives:** Agility, Intimidate (+1 Defense), Leer, Flash Fire, Justified (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

**Moves (Attack +6, Special Attack +5, Effect +6)**

**Extreme Speed** - *Melee Normal Attack:* 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.

**Flare Blitz** - *Melee Fire Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Plains / Volcanoes

**Evolution:** Growlithe  Fire Stone Arcanine

**Proficiencies:** Fire / Bruiser / Fangs




## Litleo / Pyroar



Litleo live in prides along with their older relatives. These Pokémon are easily excitable and quick to get into fights with others. The tufts of fur on their heads, which many refer to as their manes despite their odd placements, radiate a great deal of heat; they often glow and pulse as a result. The intensity and temperature of light emanating from a Litleo mane is indicative of its emotions; the mane will burn hotter and brighter when it is angered or excited, but duller when it is ill or fatigued. Litleo manes tend to glow very bright when they are in heated battles as their bodies work to provide as much energy as possible. Young Litleo never stray from their prides, honing their skills by play-fighting with siblings or stalking prey that wander near. Older ones, though, are forced out of their prides to hunt for themselves; when evolved, they may return to their old prides, join separate ones, or, if male, start their own, provided that they can recruit a respectable number of females into them.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Fields / Savannas

**Evolution:** Litleo  Pyroar

**Proficiencies:** Fire / Fangs

### Litleo



**Fire / Normal** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Firestarter (*can create fire*)

**Passives:** Leer (+1 Attack), Work Up (+1 Attack, +1 Special Attack), Unnerve (*Foes within 25ft of you cannot consume food.*)

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

### Pyroar



**Fire / Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 7

**Speed:** 11 (55 ft.)    **Attack:** 9    **Special Attack:** 12

**Skills:** Firestarter

**Passives:** Moxie (+1 Attack), Work Up, Unnerve

**Moves (Attack +4, Special Attack +6, Effect +5)**

**Flamethrower** - *Ranged(20ft) Fire Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack:* 1/day 3d12.





Pyroar are often called the “kings of the savannas” due to their regal appearances. They live in prides led by the male with the largest mane. Pyroar demonstrate dimorphism, visually present in the manes of males and females. Pyroar manes can be very hot. However, they try to avoid using flames to take down prey unless necessary, as they prefer their meat raw. The males of a Pyroar pride go out on hunts, led by the head male, to bring back food for all of the members. The females stay behind and guard the territory from intruders while caring for younger Litleo. Males rarely get involved in combat unless a significant threat is involved, in which case they will put their lives on the line for their prides. When moving or expanding their territory, Pyroar will announce their presence by roaring; the fearsome sound warns other Pokémon in the area to desert and cede their land to the encroaching Pyroar pride or else face the consequences. Conflicts between two Pyroar prides over territory always end with large swathes of the savanna being left charred and barren.



Numel are sturdy Pokémon, capable of carrying loads of up to 220 lbs. on their backs. However, they are also rather dim-witted, unable to sense pain in most parts of their bodies. Their humps are filled with magma and when it rains, their magma cools and thickens, making them slower and more lethargic. When Numel use Fire-type attacks, their humps shrink; if their backs completely flatten, then they have used up all of their magma and must replenish it. In volcanic areas during ancient times, humans often used Numel to carry heavy cargo up mountain trails. Such a trend still carries on in some rural settlements today, where Numel farms rent trained Numel to hiking tourists. Numel absolutely cannot stand being hungry; if they begin to feel famished, they will immediately stop moving and will not start again until they are fed.





## Numel / Camerupt



Camerupt live within the craters of active volcanoes, drinking magma that oozes out from the ground. They store this magma within the humps on their backs, which are made of modified bone. When angered, Camerupt will let their lava loose, blasting magma out of their humps at foes. Each of their humps essentially functions as a miniature volcano. Camerupt are mostly aloof, ignoring anything that doesn't go out of its way to provoke them. However, they will become uncontrollably angry if something strikes their faces, erupting magma out of their humps recklessly and charging blindly at anything that moves. When Camerupt rampage, they will not cease until they have expelled all of the magma in their bodies.

**Biology:** Egg Group - Field / Mineral, Egg Hatch Rate - 10 Days, Diet - Herbivore / Terravore, Habitat - Volcanoes

**Evolution:** Numel  Camerupt

**Proficiencies:** Fire / Ground (Camerupt) / Munitions (Camerupt) / Stampeding (Camerupt)

### Numel



**Fire / Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 7

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Sinker (*can't swim*)

**Passives:** Amnesia (+2 Special Defense), Growl (+1 Defense), Focus Energy (*Attacks are critical hits on natural 18-20*), Oblivious (*You are immune to Infatuation.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

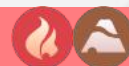
**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Lava Plume** - *Ranged(20ft burst) Fire Special Attack:* 1/day 3d8. On hit, if you got 14 or higher on Accuracy Check, targets are burned.



### Camerupt



**Fire / Ground** - Large (Size), Superweight (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 10

**Speed:** 4 (20 ft.)    **Attack:** 10    **Special Attack:** 11

**Skills:** Firestarter, Groundshaper (*can manipulate the ground*), Heater, Sinker

**Passives:** Amnesia, Growl, Focus Energy, Anger Point (*When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.*), Oblivious, Solid Rock (*Super-effective attacks against you deal -4 damage.*)

**Moves (Attack +5, Special Attack +5, Effect +2)**

**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Earth Power** - *Ranged(15ft) Ground Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.



This Pokémon has a Mega Evolution in PHB2.



# Pansear / Simisear



## Pansear



**Fire** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Firestarter (*can create fire*)

**Passives:** Leer (+1 Attack), Play Nice (+1 Defense), Blaze (*When you are below 20 HP, your Fire-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Incinerate** - *Ranged(10ft) Fire Special Attack:* At-Will 1d10. On hit, if the target is holding a Berry, you destroy it.

## Simisear



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Climber, Firestarter

**Passives:** Leer, Play Nice, Blaze, Prankster (*Your attacks that do not deal damage on hit have Priority.*)

**Moves (Attack +5, Special Attack +5, Effect +5)**

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Flame Burst** - *Ranged(20ft, 5ft blast) Fire Special Attack:* 3/day 3d8.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Pansear curiously live not only in temperate forests, but also around areas of volcanic activity. Unlike some other volcano-dwelling Fire-type Pokémon, however, Pansear do not only restrict themselves to active or dormant volcanoes; they can also be found on or near the calderas of extinct ones as well, despite their lack of magma. This ability makes extinct volcanoes “hot spots,” so to speak, for Pansear colonies; as other species of Pokémon emigrate to new volcanoes once their current ones die out, Pansear in these areas can take over the abandoned territories and repopulate them. Pansear internally combust their food to provide themselves with energy. They are highly intelligent, capable of solving logic puzzles as fast as an average child. They mainly store heat in the tufts of fur on their heads. They often cook gathered Berries before consuming them, and are known to skewer them on twigs and roast them over their heads as they search for more food.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Jungles / Volcanoes

**Evolution:** Pansear  Fire Stone Simisear

**Proficiencies:** Fire / Tricky



Simisear are very enthusiastic Pokémon. They will often approach foreigners entering their territories, holding out handfuls of Berries as peace offerings. Simisear are heavily reliant on sugar to fuel their internal flames; without it, they will become dull and unresponsive. As a result, they tend to consume only the sweetest types of Berries. In artificial settings, Simisear have been shown to be intelligent enough to grow and harvest their own Berries if provided with the necessary tools and instructions. However, they appear to only be willing to farm their own food if no other options are available; they will let their crops wither as soon as a more available food source appears. Simisear are also fond of candy because of the high sugar content of such treats. When threatened, Simisear can shake their heads and tails to release clouds of fiery embers that shroud and burn foes.



Ponyta are born as weak runners, unable to take more than a few steps without stumbling. However, as they gallop along with their parents and jump over tall grass, their legs quickly become stronger. Eventually Ponyta are one of the best jumpers in the world. Their hooves are harder than rock, allowing them to flatten practically anything they trample over. These sturdy hooves absorb the impact from their enormous jumps. Ponyta are born flameless, but their fire emerges as soon as an hour after birth. They defend themselves using both their hooves and their flames, rearing their legs to kick targets behind them and attacking those in front with flames. Ponyta can only be ridden by those that they trust; if strangers attempt to mount them, they can burn them with fire. Curiously, their flames never dissipate. Though Ponyta can control the temperatures of their flames, they cannot make them disappear.





## Ponyta / Rapidash



### Ponyta



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 7

**Speed:** 10 (50 ft.) **Attack:** 10    **Special Attack:** 7

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Sinker (*can't swim*)

**Passives:** Growl (+1 Defense), Run Away (+1 Speed), Tail Whip (+1 Attack), Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*)

**Moves (Attack +5, Special Attack +3, Effect +5)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



### Rapidash



**Fire** - Large (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 8

**Speed:** 13 (65 ft.) **Attack:** 11    **Special Attack:** 8

**Skills:** Firestarter, Heater, Sinker

**Passives:** Agility (+2 Speed), Growl, Tail Whip, Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*), Flash Fire

**Moves (Attack +5, Special Attack +4, Effect +6)**


**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Flare Blitz** - *Melee Fire Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

Rapidash spend most of their time cantering leisurely through plains. When feeling playful, they love running, and can of reaching speeds rivaling that of race cars going up to 100 miles per hour, their feet seeming to barely even touch the ground when sprinting. Rapidash greatly enjoy being challenged. When they see anything moving quickly, even man-made objects like trains and cars, they will race alongside it and attempt to out-speed it. They can reach their top speeds in as little as ten steps, appearing as blazing trails of fire to onlookers. These flames flare up and become larger the faster Rapidash run. At full speed, their manes appear to sparkle. Their flames only burn those that they distrust or are angered by. Rapidash can use their horns, in addition to their Fire-type attacks and powerful hooves, to defend themselves. However, they are not aggressive and will only charge if they feel threatened. The fastest Rapidash in a herd is the de-facto leader, setting the pace and direction for the others.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Grasslands / Plains / Woodlands

**Evolution:** Ponyta  Rapidash

**Proficiencies:** Fire / Horned (*Rapidash*) / Stampeding (*Rapidash*)



## Sizzlipede / Centiskorch



Sizzlipede are generalist predators that will hunt anything they can get their claws into. They absorb flammable gases produced by decaying plant matter on the ground and store it within their bodies. They can then ignite this gas to make heat, concentrating it in the yellow rings on their bellies. After Sizzlipede catch prey, they will coil themselves around their meals to simultaneously subdue and cook them. This allows them to go after tougher prey than one would expect for their size. Sizzlipede are voracious eaters that will consume every bit of a catch, but they can subsist off a single good meal for weeks at a time. They can be quite finicky regarding cooking temperatures and pride themselves on being able to cook meals to perfection. Because these invertebrates can generate heat, they can inhabit cold mountains that would be too chilly for other ectotherms. When Sizzlipede run out of gas, they will retreat beneath plant detritus until they finish recharging.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains / Volcanoes

**Evolution:** Sizzlipede  Centiskorch

**Proficiencies:** Bug / Fire

### Sizzlipede



**Fire / Bug** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Firestarter (*can create fire*), Heater (*always warm*)

**Passives:** Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*)

#### Moves (Attack +3, Special Attack +2, Effect +5)

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Wrap** - Melee Normal Attack: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

### Centiskorch



**Fire / Bug** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 13    **Special Attack:** 9

**Skills:** Firestarter, Heater

**Passives:** Coil (*+1 Attack, +1 Defense, +1 to accuracy checks*), Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*), Flash Fire, White Smoke (*Your stats cannot be lowered by a foe's effects.*)

#### Moves (Attack +6, Special Attack +4, Effect +3)

**Bug Bite** - Melee Bug Attack: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

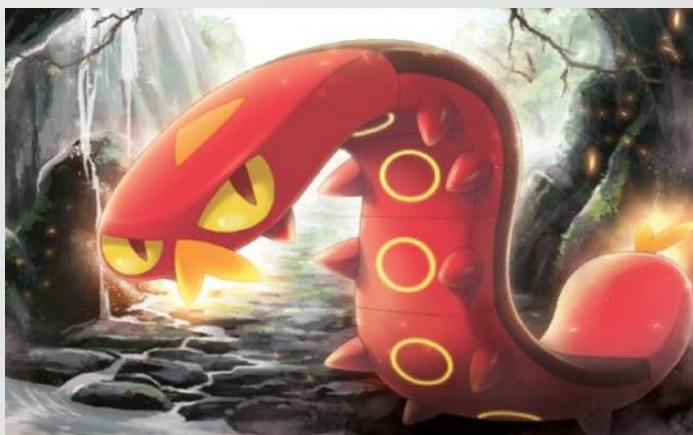
**Fire Lash** - Melee Fire Attack: 1/day 3d12. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Fire Spin** - Ranged(20ft) Fire Special Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.



This Pokémon has a Gigantamax form in PHB2.





With blazing flames and sharp fangs, Centiskorch are formidable hunters. They can ignite internal gases to reach temperatures hot enough to roast foes to a crisp. They create these gases by fermenting their food within their bellies. Meanwhile, their fangs can tear through shells and exoskeletons with ease. Centiskorch are rightfully feared by mountain climbers for their extremely hostile temperaments. When they sense intruders, they will launch their entire bodies like whips at enemies and then attempt to coil around their foes to burn them alive. Their flattened bodies help them chase enemies into rocky crevices and nimbly avoid strikes, while their tails act as decoy heads to bait out counterattacks. The only thing these Pokémon truly fear is water, which they will always give a wide berth. If Centiskorch get wet, they must burn up much of their gas to dry themselves up again, leaving them temporarily unable to hunt. The ring patterns on their bellies where they concentrate their heat are a particular weak spot in this regard.



Thin, transparent skin covers the bodies of Slugma. Instead of blood, however, their circulatory systems pump molten-hot lava to transport vital nutrients and minerals throughout their bodies. This lava bubbles out of small pores in their skin, leaving trails of the substance as they move around. Because of this unique system, Slugma can only live for extended periods of time in very warm areas, particularly volcanoes. Should they stop moving in cooler places, the lava within their bodies will begin to harden, become brittle, and crumble. The cooler Slugma are, the slower they will move, until they stop moving altogether. In areas where lava and magma are common, large groups of Slugma, sometimes numbering in the hundreds, can be seen congregating where the lava oozes out. In order to remain healthy, Slugma must dip themselves in lava or magma every so often to replenish the lava lost from traveling.





## Slugma / Magcargo



Though the shells of Magcargo appear to be solid and rock-hard, they are in fact simply thin shells of cooled lava. Luckily, this does not harm Magcargo, as new lava will simply rise to the top and harden into new shells. Flames periodically spurt from small cracks in their shells; this is their way of disposing of waste, combusting it within their molten shells. Their bodies can reach temperatures hot enough to vaporize water on contact. When it rains, their mere presence can create thick fog that can blanket areas within seconds. Magcargo gradually lose some of their lava and become smaller through simple locomotion as they leave trails. They can return to their original sizes by taking dips in magma pools. Magcargo are almost only found in active volcanic craters, leading some scientists to believe that they adapted their molten bodies to cope with their environment.

**Biology:** Egg Group - Amorphous / Mineral, Egg Hatch Rate - 10 Days, Diet - Herbivore / Saprophyte, Habitat - Volcanoes

**Evolution:** Slugma  Magcargo

**Proficiencies:** Fire / Rock (Magcargo)

### Slugma



**Fire** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 6

**Speed:** 2 (10 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Firestarter (*can create fire*), Heater (*always warm*), Sinker (*can't swim*)

**Passives:** Amnesia (+2 Special Defense), Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*)

#### Moves (Attack +2, Special Attack +3, Effect +1)

**Smog** - Ranged(5ft) Poison Special Attack: At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Yawn** - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.



### Magcargo



**Fire / Rock** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 10

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 9

**Skills:** Climber, Firestarter, Groundshaper (*can manipulate the ground*), Heater, Sinker

**Passives:** Amnesia, Harden (+1 Defense), Flame Body, Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

#### Moves (Attack +2, Special Attack +4, Effect +1)

**Rock Slide** - Ranged(20ft, 10ft wave) Rock Attack: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Flamethrower** - Ranged(20ft) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Earth Power** - Ranged(15ft) Ground Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.





# Vulpix / Ninetales



## Vulpix



Fire - Small (Size), Light (Weight)

Hit Points: 24    Defense: 5    Special Defense: 7

Speed: 7 (35 ft.)    Attack: 5    Special Attack: 5

Skills: Firestarter (can create fire)

**Passives:** Baby-Doll Eyes (+1 Defense), Tail Whip (+1 Attack), Flash Fire (You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.)

**Moves (Attack +2, Special Attack +2, Effect +3)**



**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.



**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.



**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.



Vulpix are born with only a single, white tail. As they mature, their tails split and turn a shade of vermillion that deepens the more affection the Pokémon receives. Vulpix have internal flames that never die out, radiating heat throughout their fur. They may release flames from their mouths to expel excess heat and cool themselves down on hot days. They often attack foes with Fire-type techniques, but also have control over a few Ghost-type moves. To escape from foes, they may feign injury to buy themselves time to flee. Though they generally make their homes in grassy plains, as Fire-types, Vulpix also can be found near volcanoes in large populations—and curiously enough, also near cemeteries. Vulpix can spew fire that are said to resemble lost souls, leading many to believe that they have a very close tie with the spirit world.

## Ninetales



Fire - Medium (Size), Medium (Weight)

Hit Points: 42    Defense: 9    Special Defense: 10

Speed: 10 (50 ft.)    Attack: 9    Special Attack: 8

Skills: Firestarter

**Passives:** Baby-Doll Eyes, Tail Whip, Drought (As a free action you may deplete one use of Sunny Day and use Sunny Day.), Flash Fire

**Moves (Attack +4, Special Attack +4, Effect +5)**



**Flamethrower** - Ranged(20ft) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.



**Will-O-Wisp** - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.



**Safeguard** - Ranged(10ft burst) Normal Effect: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Grasslands / Mountains / Volcanoes / Urban Burial

**Evolution:** Vulpix  Fire Stone Ninetales

**Proficiencies:** Fire / Ghost / Hexwork / Tricky



Ninetales are rare in the wild due to the scarcity of the stones required for their evolutions. Many tales associate bad luck and curses with grabbing one of their tails. It is believed that each of their tails holds a different power; a Ninetales would lay a different curse on a handler depending on which tail was touched. Their fur is said to turn more golden and lustrous the older they become. Ninetales spew enchanting, flickering flames from their mouths to entrance and hypnotize prey before attacking. They can even release a mote of fire that follows their prey until it burns them badly.



## Heatmor



**Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 11

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Sinker (*can't swim*)

**Passives:** Amnesia (+2 *Special Defense*), Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*), White Smoke (*Your stats cannot be lowered by a foe's effects.*)

**Moves** (*Attack +5, Special Attack +5, Effect +3*)

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Flamethrower** - *Ranged(20ft beam) Fire Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Mountains / Jungle

**Proficiencies:** Fire / Claws / Munition





## Torkoal



**Fire** - Small (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 16    **Special Defense:** 9

**Speed:** 2 (10 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Sinker (*can't swim*)

**Passives:** Amnesia (+2 Special Defense), Iron Defense (+2 Defense), Drought (As a free action you may deplete one use of Sunny Day and use Sunny Day.), Shell Armor (Critical hits are treated as normal hits against you), White Smoke (Your stats cannot be lowered by a foe's effects.)

### Moves (Attack +4, Special Attack +4, Effect +1)

**Fire Spin** - Ranged(20ft) Fire Special Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

**Flamethrower** - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Biology:** Egg Group - Field / Monster, Egg Hatch Rate - 10 Days, Diet - Herbivore / Terravore, Habitat - Volcanoes

**Proficiencies:** Fire / Rock / Munition



Heatmor can be found in tropical rainforests rooting about the undergrowth in search of their favorite prey, Durant. Heatmor and Durant are famous for being prime examples of an evolutionary "arms race." Scientists believe that Heatmor did not always breathe fire—rather, they evolved to do so when their prey Durant evolved steel exoskeletons. Heatmor breathe through holes in their tails. To attack, they pass some of the air they inhale through a special organ in their bodies that combusts the oxygen in the air, allowing the Pokémon to spew out flames. If these organs clog up, then Heatmor will quickly fall ill from a lack of sufficient airflow. The insides of a Heatmor are constantly burning, much like a furnace. The tubular structures that run across Heatmor torso facilitate the flow of air within their bodies for respiration and combustion. Heatmor can also spew smoke out of their tails to create diversions against opponents. When hunting, Heatmor use their flaming "tongues" to snake through Durant colonies and melting right through their prey's metallic exoskeletons with ease--though they still must watch out for their powerful mandibles.





Torkoal dig through mountains in search of coal. When they find some, they will store it in their hollow shells. In battle, Torkoal burn coal for energy, releasing smoke from their shells and nostrils. The sound they make when doing so is akin to that of a locomotive horn. Torkoal communicate with using this sound, altering its pitch, duration, and volume to convey different messages. The numerous hexagonal indents in their shells are also speculated to be used in communication; when Torkoal burn coal, these indents glow with varying intensities depending on how much coal they are burning. The speed at which Torkoal expel smoke is indicative of their health, with healthy Torkoal spewing it out quickly and forcefully. When threatened, Torkoal will use the smoke by exhaling black soot out of their orifices. Then, while attackers are blinded by smoke, they will attempt to flee as quickly as they can- albeit, this isn't very swiftly. Larger Torkoal require more coal to stay active, but can also withstand longer periods of time without any of it. Torkoal are common sights in coal mines, with dozens congregating around areas of exposed coal.



Turtonator dwell volcanic areas cloaked with noxious fumes. They supplement their diets with a plethora of chemicals produced by volcanoes, primarily sulfuric compounds. Turtonator incorporate these volatile substances into their outer shell coatings. Then, they will lie belly-down on the floor to disguise themselves with rocks. When unwary prey wander onto them, Turtonator will strike their shells with their tails to trigger an explosion; their hard carapaces protect them from the impact, but their victims are usually blown apart. Turtonator will also use their explosive shells to shield themselves from attacks. When their spikes are struck, sparks will fly out from them and ignite their shell linings. Turtonator can also expel flames and poisonous gases from their nostrils; even their dung is explosive due to their diets. Turtonator have weak spots in the centers of their soft bellies, where they funnel explosive flames from their shells; strikes here will damage them greatly. Additionally, moisture and humidity severely hamper their explosiveness, so Turtonator will seek refuge in caverns during wet weather.

## Turtonator



**Fire/Dragon** - Large (Size), Superweight (Weight)

**Hit Points:** 36    **Defense:** 16    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Firestarter (*can create fire*), Heater (*always warm*), Sinker (*can't swim*)

**Passives:** Iron Defense (+2 Defense), Shell Armor (*Critical hits are treated as normal hits against you*)

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Shell Trap** - Self Fire Special Attack: 1/day. Shell Trap is used as a Reaction. If you are hit by melee attack, take the damage and any effects of the attack and then deal 3d12 Fire-type special attack damage to the attacker even if you are knocked out. You do not need to roll an accuracy check to hit the offender.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Mountains / Volcanoes

**Proficiencies:** Fire / Dragon / Draconian





## Rookidee / Corvisquire / Corviknight



### Rookidee



**Flying** - Tiny (Size), Featherlight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** Flight (*can fly*)

**Passives:** Leer (+1 Attack), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Sand Attack** - *Ranged(10ft) Ground Effect:* At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.



Despite their small stature, Rookidee are feisty Pokémon that are always ready for a fight. The size or strength of the opponents does not matter; Rookidee will spar with any foe, and will try to learn from both victories and defeats. By practicing against all sorts of opponents, these Pokémon learn to adapt their fighting styles to different situations. For instance, Rookidee will use their size and speed to their advantage against bulky opponents, nimbly hopping between their feet to attack weak spots and avoid lumbering strikes. With meeker foes, they will instead try to press the attack to keep them off-balance. They can be a bit too eager when they see supposed openings however, and will often fall for feints.

### Corvisquire



**Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** Flight

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Leer, Scary Face (+2 Speed), Keen Eye, Unnerve (*Foes within 25ft of you cannot consume food.*)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Drill Peck** - *Melee Flying Attack:* 3/day 3d10.

**Punishment** - *Melee Dark Attack:* 3/day 2d10. Punishment deals an additional 1d10 damage for each Stat Passive the target has.



Corvisquire are intelligent Pokémon that use their wit to obtain the upper hand in battle. They bide their time to analyze how they think foes will act next. Corvisquire are also known for using materials in the surrounding environment as tools both in and out of combat. They will drop stones on enemies from above or circle around them with vines or ropes to entangle them. They will similarly drop rocks onto hard nuts Berries to crack them open, or set simple vine traps across treetops you ensnare other bird Pokémon intruding into their territory. Corvisquire are known to have long memories. They can watch a person or Pokémon operate a simple lock mechanism to open a chest of food and then replicate the motions in order to do the same hours later.



Corviknight are famed for their combination of strength, reliability, and intellect. These formidable Pokémon rule the skies wherever they are found. Their black steel is harder than steel and instantly recognizable to both enemies and prey, warning them to steer clear. Corviknight are also intelligent creatures, capable of using tools and solving problems through intuition. These taciturn Pokémon are always keenly observing their surroundings. Corviknight pay attention to the body language of passerby in order to determine whether they intend to cause trouble before they even pick a fight. Because of their reputation, Corviknight are commonly used as emblems to represent intellect and power.



### Corviknight



**Flying / Steel** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 13    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Flight, Intelligence (*very smart*)

**Passives:** Hone Claws, Iron Defense (+2 Defense), Scary Face, Keen Eye, Mirror Armor (*If your stats would be lowered by a foe's effects, instead that offender's stat is lowered.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day*), Unnerve

### Moves (Attack +5, Special Attack +2, Effect +4)

**Steel Wing** - *Melee Steel Attack:* At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Brave Bird** - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Wetlands / Woodlands

**Evolution:** Rookidee  Corvisquire  Corviknight

**Proficiencies:** Flying / Steel (*Corviknight*) / Avian / Winged



This Pokémon has a Gigantamax form in PHB2.



# Noibat / Noivern



## Noibat



**Flying / Dragon** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Flight (*can fly*)

**Passives:** Screech (+2 Attack), Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Supersonic** - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Wing Attack** - Melee Flying Attack: At-Will 2d8.



## Noivern



**Flying / Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 8

**Speed:** 14 (70 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Flight, Guster (*can produce wind*), Telepath (*can read minds*)

**Passives:** Screech, Tailwind (+2 Speed), Infiltrator, Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

**Moves (Attack +4, Special Attack +5, Effect +7)**


**Hurricane** - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Boomburst** - Ranged(25ft burst) Normal Special Attack: 1/day 3d12. Anyone within range of Boomburst is cured of Sleep.

Noibat can be found in dark caves where little to no light penetrates. Because vision is largely useless in these areas, Noibat have adapted to navigate their surroundings through echolocation. They can produce ultrasonic pitches, far higher than human ears can perceive. Noibat don't create these sound waves from their mouths; instead, the organs that both produce and receive sonic waves are located in their large ears. The pitches that Noibat use for echolocation can be disorienting even to people and Pokémon that do not consciously hear them. People traveling in Noibat caves often become lost because of the disorienting sounds. Noibat use this ability when threatened to confuse foes and escape. Prolonged exposure to the frequencies at which Noibat echolocate can damage a person's hearing.

**Biology:** Egg Group - Flying / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Forests

**Evolution:** Noibat  Noivern

**Proficiencies:** Dragon / Flying / Draconian / Fangs / Sound / Winged



Noivern spend the day sleeping in dark caves. At night, particularly on those of new moons, they venture out into forests in search of prey. Noivern use their echolocation to locate and ambush unsuspecting victims. They emit ultrasonic sound waves from their ears to disorient prey before they swoop in. These Pokémon also enjoy eating many different kinds of fruits and berries. They can create sonic waves powerful enough to shatter stone. Noivern tend to be aggressive Pokémon that will indiscriminately attack those who enter their territories. They are even known to be cruel, tormenting small Pokémon lost in the dark for pleasure. A peace offering of fruit, however, will often be enough to calm hostile Noivern down. In battle, Noivern can utilize many sound-based attacks to bring down foes. They communicate warnings to other Noivern about territorial boundaries using sonar; those unfortunate enough to be caught between two conflicting Noivern may sometimes faint from dizziness.



## Cramorant



**Flying / Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 12

**Speed:** 9 (45 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Flight (*can fly*), Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Amnesia (+2 Special Defense), Gulp Missile (*Whenever Cramorant goes underwater, it gathers waste in its mouth. When hit by an attack within 30ft while Cramorant has waste, Cramorant ejects the waste at the offender, dealing 4 damage or 8 damage if Cramorant has less than 20 HP. Waste is held for up to five minutes.*)

**Moves (Attack +4, Special Attack +4, Effect +4)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Drill Peck** - Melee Flying Attack: 3/day 3d10.

**Thrash** - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Biology:** Egg Group - Water 1 / Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Polar

**Proficiencies:** Flying / Water / Avian / Glutton / Winged







Cramorant nest on seaside bluffs in large, raucous colonies. They glide high above the waves in search of underwater prey. When they sense movement beneath, they will dive beak-first to snap up their catches. When diving in, Cramorant have been known to catch seaweed, trash, or even non-aquatic swimming Pokémon by mistake. Cramorant are greedy eaters that will often try to swallow prey while, leading to them getting their catches stuck in their throats. Their wide airways prevent them from choking, however, so these obstructions do not bother them much. Cramorant can dislodge stuck prey to attack; more graphically, they can also regurgitate the partially-digested contents of their stomachs. Cramorant can be surprisingly strong in battle, but they are not the brightest; they have been known to forget who or why they are even fighting mid-battle, especially when they are hungry. They will never forget the face of someone that tries to steal their food. These Pokémon secrete an oil that coats their feathers and keeps them from getting waterlogged when diving.



Oricorio have adapted different forms depending on the kinds of nectar they drink; each one has its own typing and dance style, and Oricorio can swap between them by sipping nectar from different flowers. Fire-typed Baile Style Oricorio have drank red nectar. They are said to be the most passionate, dancing so intensely that they flame up everywhere as they move. Oricorio that sip yellow nectar adopt the Pom-Pom Style. These Electric-type Oricorio rub their feathers together to generate static and shock foes with punches. Their cheery moves perk up gloomy onlookers. Pa'u Style Oricorio have sipped pink nectar and are Psychic-typed. Purple nectar is associated with Ghost-typed, Senu Style Oricorio. Reminiscent of spiritual dances, their movements are said to draw upon nearby spirits for power, and are said to summon curses on their enemies to disable them.





## Oricorio



(Variable) / Flying - Small (Size), Light (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 7

**Speed:** 11 (55 ft.) **Attack:** 7    **Special Attack:** 10

**Skills:** *Dancer (Oricorio appearances and types change with the nectars they drink. At least four forms are known: Baile form is Fire-type, Pom-Pom form is Electric-type, Pa'u form is Psychic-type, Sensu form is Ghost-type.), Flight (can fly)*

**Passives:** Agility (+2 Speed), Growl (+1 Defense), Keen Eye (Your accuracy checks cannot be negatively affected by foes.)

**Moves (Attack +3, Special Attack +5, Effect +5)**

**Air Cutter** - Ranged(15ft) Flying Special Attack: At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

**Teeter Dance** - Ranged(30ft burst) Normal Effect: 1/day. On hit, all targets are Confused.

**Revelation Dance** - Ranged(10ft burst) Variable Special Attack: 1/day 3d12. This attack's type is dependent on your primary type.

**Biology:** Egg Group - Flying / Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Meadows

**Proficiencies:** Flying / Variable Type Lists (Different forms) / Avian / Winged





## Duskull / Dusclops / Dusknoir



### Duskull



**Ghost** - Small (Size), Medium (Weight)

**Hit Points:** 12    **Defense:** 9    **Special Defense:** 9

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 3

**Skills:** Hover (*can hover*), Invisibility (*can turn invisible*), Phasing (*can move through solid objects*)

**Passives:** Leer (+1 Attack), Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +2, Special Attack +1, Effect +1)**

**Shadow Sneak** - *Melee Ghost Attack: At-Will 2d6. Shadow Sneak has Priority.*

**Pursuit** - *Melee Dark Attack: At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.*

**Disable** - *Ranged(20ft) Normal Effect: 1/day. For 1 minute, the attack last used by the target may not be used again.*



Duskull are nocturnal Pokémon, spending the day resting within tree hollows. They have the ability to become invisible and intangible to pass through walls and solid objects. Duskull feed on the spirits of living beings; once they spot prey, they will chase them down relentlessly until the break of dawn; Duskull cannot tolerate light, so if they have not caught their targets by sunrise, they will reluctantly return empty-handed to their nests. Duskull only have one red eye that floats between their two eye sockets. Making eye contact with them is said to give others a chilling feeling down their spine. Curiously, they appear to enjoy the crying of young children. They will startle unruly kids by materializing in their bedrooms and then disappearing when their parents come nearby.

### Dusclops



**Ghost** - Large (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 13    **Special Defense:** 13

**Speed:** 3 (15 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** Hover, Invisibility, Phasing

**Passives:** Leer, Levitate, Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

**Moves (Attack +4, Special Attack +3, Effect +1)**

**Shadow Punch** - *Melee Ghost Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.*

**Will-O-Wisp** - *Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.*

**Confuse Ray** - *Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.*





Dusclops are feared Pokémon, found patrolling ominous woods once night falls. Their bodies are thought to be completely hollow, with only spectral balls of fire burning within. They are said to absorb will-o'-the-wisps to fuel this fire. Those that gaze into their singular red eyes are said to be able to glimpse these flames. Dusclops can disorient foes by waving their hands around in a ghostly manner. Dusclops can take smaller inanimate objects into its body and they vanish never to be seen again. No one knows where the objects that Dusclops absorb go. Some believe that they transport these items to the spirit world, while others believe they take them to a purgatory, where they wait aimlessly in limbo for the rest of eternity.



Dusknoir are strongly associated with death in popular culture. They are thought to be able to travel freely between this world and the spirit world, taking anything or anyone within the mouth-like openings on their stomachs with them. They are believed to only take souls with them to the spirit world. The antennae on their heads are said to pick up electrical signals from the world of the dead; these signals are instructions for them to carry out in the physical world. Dusknoir guide lost spirits into the spirit world by placing them into the orifices on their stomachs and ferrying them out of this realm. They always seem to have agendas to carry out, only leading certain spirits and certain times while leaving others alone. If their antennae are damaged, they will begin to wander about aimlessly in the physical world until they heal. Some say that these Pokémon have no wills of their own, instead only carrying out the orders they receive from afar. Many legends tell of Dusknoir taking living spirits to the world of the dead for various reasons: to reunite with lost loved ones, to punish dark souls, or even to show them glimpses of their inevitable futures.

### Dusknoir

**Ghost** - Large (Size), Heavy (Weight)

**Hit Points:** 30    **Defense:** 14    **Special Defense:** 14

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Hover, Invisibility, Phasing

**Passives:** Leer, Levitate, Pressure

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

**Shadow Ball** - Ranged(20ft) Ghost Special Attack: 3/day 3d10.

On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Payback** - Melee Dark Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Nullivore / Psitroph, Habitat - Badlands / Forests / Woodlands

**Evolution:** Duskull Dusclops Dusknoir

**Proficiencies:** Dark / Ghost / Psychic / Hexwork / Punches (Dusclops / Dusknoir)



## Gastly / Haunter / Gengar



### Gastly



**Ghost / Poison** - Medium (Size), Featherweight (Weight)

**Hit Points:** 18    **Defense:** 3    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 4    **Special Attack:** 10

**Skills:** Flight (*can fly*), Invisibility (*can turn invisible*), Phasing (*can move through solid objects*)

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

#### Moves (**Attack +2, Special Attack +5, Effect +4**)

**Lick** - *Melee Ghost Attack: At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.*

**Confuse Ray** - *Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.*

**Mean Look** - *Ranged(10ft) Normal Effect: 1/day. On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Mean Look.*



Gastly are amorphous Pokémon with no definite shape. Their bodies consist almost entirely of gas. Their gaseous bodies enable them to slip through tiny cracks. However, they also allow them to be blown away by strong winds. To protect themselves, Gastly hide in abandoned buildings or under the eaves of houses. They capture prey by enveloping them in their gas, which can seep through skin and cause nausea. Despite their poor reputation, Gastly are not blatantly malicious and do not haunt beings with the intent of harming them. Instead, they are mischievous pranksters who enjoy startling others. Their pranks can be annoying at times, so it should be noted that oscillating fans are very effective at warding Gastly away because the Pokémon steer clear of strong winds. When Gastly are near, it is said the air will smell faintly sweet.

### Haunter



**Ghost / Poison** - Medium (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 5    **Special Attack:** 12

**Skills:** Flight, Invisibility, Phasing

**Passives:** Levitate

#### Moves (**Attack +2, Special Attack +6, Effect +5**)

**Shadow Punch** - *Melee Ghost Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.*

**Hypnosis** - *Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.*

**Payback** - *Melee Dark Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.*





Haunter are able to phase through solid objects, like walls. They feed on the life force of living things, waiting in the darkness for unwary prey to wander by. Then, they sneak up on their victims and lick them. This causes uncontrollable shuddering in their prey, who are slowly drained of life force. Haunter are pranksters. They may trip unwary travelers or place ghostly hands on their shoulders to scare them. When a Haunter is around, those nearby feel paranoid, as if they are being watched. Haunter can also feed on fear. Though research has shown that such a diet is not very energy-efficient, it is believed that some Haunter have learned to feed on these feelings because they are sustainable; some Haunter have successfully used cities as farms of sorts, scaring people as necessary and feeding on their fright. Since Haunter detest light, well-lit towns are usually devoid of them.



## Gengar



**Ghost / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 8

**Speed:** 11 (55 ft.)    **Attack:** 7    **Special Attack:** 13

**Skills:** Flight, Invisibility, Phasing

**Passives:** Cursed Body (When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.), Levitate

**Moves (Attack +3, Special Attack +6, Effect +5)**

**Shadow Ball** - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Dream Eater** - Melee Psychic Special Attack: 1/day 5d12. Dream Eater can only hit Sleeping targets. On hit, you regain HP equal to half of the damage dealt.

**Dark Pulse** - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Nullivore / Psitroph, Habitat - Forests / Urban Burial / Urban Abandoned

**Evolution:** Gastly → Haunter → Gengar

**Proficiencies:** Ghost / Poison / Elemental Attack E / Hexwork / Punches (Haunter / Gengar) / Tricky



Gengar draw heat from others; when one is near, those around it can feel slight chills as the temperature drops. They may even try to lay curses on those who walk alone near them. Gengar are most active during full moons, creeping out in the dead of night and disguising themselves as shadows; they may even enter sleeping homes to lurk in the dark. They will mimic every movement their targets make until they lower their guards. Then, they strike, draining their life force as sustenance. Gengar are also said to attack those who are hopelessly lost and afraid in the mountains. Many Gengar have learned to feed on fear, simply following victims in the shadows and mimicking them almost, but not quite perfectly. This cultivates great paranoia in victims, which they can then feast on. Other tricks Gengar have been known to use include: laughing maniacally in the shadows, lighting their red eyes in the darkness, and chanting mysteriously in the distance.



This Pokémon has a Mega Evolution in PHB2.



This Pokémon has a Gigantamax form in PHB2.



## Litwick / Lampent / Chandelure



### Litwick



**Ghost / Fire** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 2 (10 ft.)    **Attack:** 3    **Special Attack:** 7

**Skills:** Firestarter (*can create fire*), Flight (*can fly*), Glow (*can produce light*)

**Passives:** Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*)

**Moves (Attack +1, Special Attack +3, Effect +1)**

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Ember** - *Ranged(10ft) Fire Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Smog** - *Ranged(5ft) Poison Special Attack:* At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.



### Lampent



**Ghost / Fire** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 10

**Skills:** Firestarter, Flight, Glow

**Passives:** Flame Body, Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*)

**Moves (Attack +2, Special Attack +5, Effect +3)**

**Will-O-Wisp** - *Ranged(10ft) Fire Effect:* 1/day. On hit, the target is Burned.

**Flame Burst** - *Ranged(20ft, 5ft blast) Fire Special Attack:* 3/day 3d8.

**Hex** - *Ranged(15ft) Ghost Special Attack:* 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

At a first glance, a distant Litwick may appear to simply be an ordinary, unlit candle. However, approach it and it will suddenly spring alive, its wick bursting into flames as it smiles cheerfully. This is the primary hunting strategy of Litwick; when living things approach, they light up and pretend to guide them through dark areas, or provide them warmth during a cold night. They are absorbing and burning the life energy of these beings as fuel. Litwick will intentionally take wrong turns and go in circles to stall time as they continue to burn life energy. If a Litwick runs out of this energy, its flame will go out, and it will need to absorb more life force in order to light up again. Litwick are said to especially prefer luring away children, as younger lives give them more energy. They will even take young children by the hand to ensure that they follow along to play.





Lampent are feared in many cultures around the world for being omens of death, and for good reason. These Pokémon can sense when death is imminent; they will appear on the deathbeds of beings to drain them as fuel for their fires. Lampent used to be found primarily in the deepest parts of dark woods, but now can also be seen in urban areas, oftentimes clustered near hospitals with deathly-ill patients. They are also found wandering dark alleys near the houses of the sick and elderly. Lampent are so strongly associated with death in some areas that lanterns in graveyards have been modeled after them. In modern times, Lampent have even been known to pose as lamps while trailing behind those not long for this world.



Chandelure are exceedingly rare in the wild. They primarily inhabit abandoned mansions and large manors. These Pokémon are frightening hunters that are willing to go after just about any living being to feed. When Chandelure finds victims, they will begin to wave their flames around in mesmerizing dances. These movements are, for unknown reasons, very hypnotic and compelling. As they continue to dance, they will begin to cloak their prey in mysterious, bluish-purple flames. These flames do not feel hot or painful and do not leave any physical traces of harm; instead, they burn the life energy of victims and transfers it to themselves to burn as fuel. After the process is complete, the Chandelure float away, leaving very exhausted prey drained of their spirit energy behind. It is said that those overly drained by Chandelure in this manner are doomed to wander this world in a state of limbo, where they no longer have a spirit at all. It is said that houses that experience frequent tragedy may in fact be home to a furtive Chandelure.

### Chandelure



**Ghost / Fire** - Large (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 9

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 15

**Skills:** Firestarter, Flight, Glow

**Passives:** Flame Body, Flash Fire, Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*)

#### Moves (Attack +3, Special Attack +7, Effect +4)

**Inferno** - Ranged(40ft) Fire Special Attack: 1/day 5d12. Inferno has -5 during Accuracy Check. On hit, the target is Burned.

**Shadow Ball** - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Pain Split** - Melee Normal Effect: 1/day. On hit, you and target's current HPs are added together and halved, assigning both you and the target that new value. Neither can have their new HPs be more than their Max.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Ergovore / Psitroph, Habitat - Urban Abandoned / Woodlands

**Evolution:** Litwick Lampent Dusk Stone Chandelure

**Proficiencies:** Ghost / Fire / Hexwork / Weird





## Corsola (Dead Seas) / Corsola



### Corsola (Dead Seas)

**Ghost** - Medium (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 10

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

#### Moves (Attack +3, Special Attack +3, Effect +1)

**Curse** - Ranged(20ft) Ghost Effect: 1/day. Curse can only be used by Ghost-Type Pokémon. On hit, you lose hit points equal to 1/3rd of your max HP, then the target is Cursed.

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

### Corsola

**Ghost** - Medium (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 13

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 15

**Skills:** Gilled, Swimmer

**Passives:** Harden, Weak Armor, Perish Body (*When you are hit by a melee attack, the offender receives 3 Perish Coats. The Coat has the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.*)

#### Moves (Attack +5, Special Attack +7, Effect +2)

**Perish Song** - Ranged(40ft burst) Normal Effect: 1/day. All possible Pokémon targets including yourself receive 3 Perish Coats. The Coats have the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.

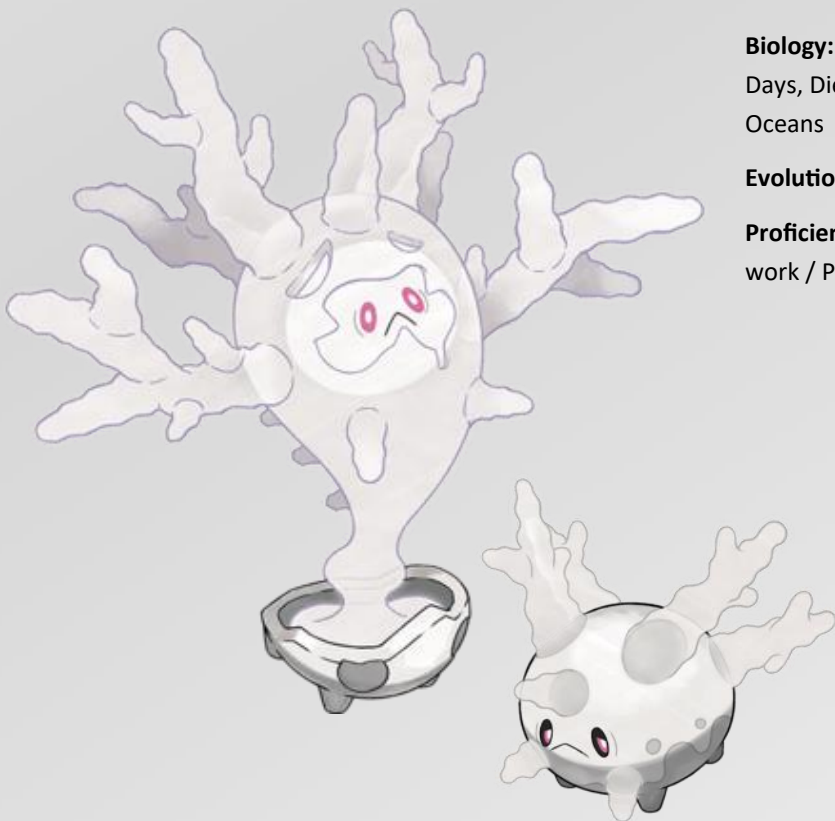
**Power Gem** - Ranged(20ft) Rock Special Attack: 3/day 3d10.

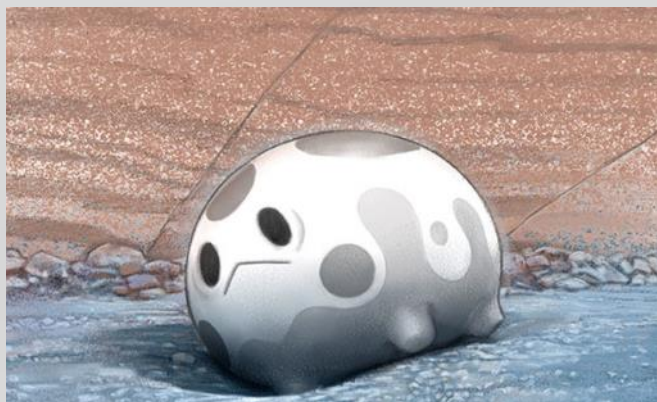
**Strength Sap** - Melee Grass Effect: 1/day. On hit, you are healed HP equal to the target's Attack stat, then the target's Attack is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Beaches / Ocean Reefs / Oceans

**Evolution:** Corsola (Dead Seas) Corsola

**Proficiencies:** Ghost / Rock / Water / Elemental Attack I / Hex-work / Prickly





Corsola that live in heavily polluted seas or overheated oceans resemble bleached stones; when bothered, however, their ghostly tendrils will emerge out of their holes like intangible branches of coral. It is said that these Pokémon will curse those who disturb them from their rests. These Corsola are thought to have died out due to a climate change event in the distant past, rendering the waters inhospitable. Relatedly, populations of these Pokémon skyrocketed in the wake of the Industrial Revolution as factory runoff spilled into seas. Though their horns are incorporeal, it is said that touching these Corsola horn will cause it to latch onto one's spirit and drain away at one's life force, unable to be removed.



Corsola are mere husks of their former selves, instead relying on ectoplasm to protect themselves from harm. They can often be found congregated as ghostly reefs in areas that once were full of oceanic life, bobbing up and down. This includes both areas that were underwater in prehistoric times as well as places that have lost their Corsola due to climate change and pollution. At night, Corsola reefs can be heard crying plaintively in unison; it is said that they are mourning the losses of their old habitats. On nights of the full moon, reefs will beam shining lights of energy towards the sky. Whether this is to release excess energy or to communicate with other Corsola is unknown, but it is a beautiful sight nonetheless. Historians believe that Corsola outbreaks will play a significant role in convincing the public that environmental regulations are necessary to rein in factory pollution.



Drifloon float aimlessly in small groups, flying wherever the wind blows. They are more common in humid weather. They are believed to converse by expanding and deflating their air-filled bodies. Drifloon are thought to be always be floating towards the world of the dead, so spirits lost on earth can follow them to the underworld. They feed on the psychic energy around people experiencing joy. Since young children often like balloons, Drifloon will follow children who will happily grab them only to experience a blank feeling as their joy from finding a balloon is immediately drained from them.





## Drifloon / Drifblim



### Drifloon



**Ghost / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 54    **Defense:** 3    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Flight (*can fly*), Guster (*can produce wind*), Inflatable (*can expand*), Shrinkable (*can shrink*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Aftermath (*When knocked out by a melee attack, the attacker loses 1d20 HP.*)

#### Moves (**Attack +2, Special Attack +3, Effect +3**)

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Payback** - Melee Dark Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

**Ominous Wind** - Ranged(10ft) Ghost Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.



### Drifblim



**Ghost / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 90    **Defense:** 4    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Flight, Guster, Inflatable, Shrinkable

**Passives:** Amnesia (*+2 Special Defense*), Focus Energy, Aftermath, Flare Boost (*While Burned, your Special Attack is +4.*)

#### Moves (**Attack +4, Special Attack +4, Effect +4**)


**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

**Shadow Ball** - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Knock Off** - Melee Dark Attack: 3/day 3d8. On hit, the target drops any held items or weapons.

Drifblim tend to make their flight very erratic and unpredictable. Drifblim can inflate and deflate their bodies with gas to adjust their altitudes, flap their arms to influence their direction of flight, and they can control air current near them to blow exactly where they want to go. Drifblim float in large groups across clear skies; during the daytime, they are often drowsy and lethargic, aloof to the weather and environment around them. They become more active at dusk, however. Mysteriously, entire groups of Drifblim seem to simply disappear when observed; no one knows where they go or how they vanish so suddenly, though according to folklore they are in fact traveling across the boundary to the spirit realm. Some say that riding a Drifblim on the winds at dusk will result in a one-way trip to the afterlife. Drifblim can summon mysterious wind attacks to weaken foes; they appear to be a docile species in the wild, however.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Nullivore / Psiotroph, Habitat - Mountains / Volcanoes

**Evolution:** Drifloon  Drifblim

**Proficiencies:** Ghost / Flying / Elemental Attack E / Hexwork



## Misdreavus / Mismagius



Misdreavus live in dark, dreary forests and caves. They startle unwary travelers to feed on their fear, which they store in the red orbs around their necks. It is said that one can hear shrieking emanating from these orbs if one sets his or her ears next to them. In order to elicit the emotions, they require to feed, Misdreavus may try a variety of tactics. The simplest trick they use is materializing right in front of travelers to startle them. Other ploys include pulling hair, lighting up their orbs in total darkness, and laughing maniacally under cover of the night. Their most famous tactic, however, is letting loose unearthly howls, screams, cries, or wails that can be heard in the woods they haunt, thoroughly disturbing any living beings that are unfortunate enough to hear them. Misdreavus appear to take pleasure in creating mischief, sometimes playing tricks on others just for fun and not even feeding on the subsequent emotions that they cause. Conversely, they can get upset when confronted with individuals that they are unable to scare. They are solely nocturnal and will sleep in dark caves and tree hollows during the day. In fact, Misdreavus appear to be actively harmed by rays of sunlight, becoming extremely lethargic and dull when exposed to it for prolonged periods of time.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 13 Days, Diet - Nullivore / Psitroph, Habitat - Caves / Forests / Woodlands

**Evolution:** Misdreavus  Dusk Stone Mismagius

**Proficiencies:** Ghost / Psychic / Elemental Attack E / Hexwork / Spellcraft / Weird

### Misdreavus



**Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 9

**Skills:** Flight (*can fly*), Invisibility (*can turn invisible*), Phasing (*can move through solid objects*)

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +3, Special Attack +4, Effect +4)**

**Astonish** - *Melee Ghost Attack: At-Will 1d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Mean Look** - *Ranged(10ft) Normal Effect: 1/day.* On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Mean Look.

**Confuse Ray** - *Ranged(20ft) Ghost Effect: 1/day.* On hit, the target becomes Confused.



### Mismagius



**Ghost** - Medium (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 11

**Speed:** 11 (55 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Flight, Invisibility, Phasing

**Passives:** Levitate

**Moves (Attack +3, Special Attack +5, Effect +5)**

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Shadow Ball** - *Ranged(20ft) Ghost Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Lucky Chant** - *Ranged(30ft burst) Normal Effect: 3/day.* Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 mins.







Mismagius can occasionally be seen floating around dark forests in the dead of night. Their cries sound like ominous chanting. Those who hear their cries may experience symptoms like hallucinations and headaches. It is said that their chants can be cast as curses or blessings on others, depending on how they are feeling. Those under their spells will remain entranced until the Mismagius that cast the spells are fainted, or until they decide to break the hexes on their own. Though feared in the past for their curses, desperate souls also sought out Mismagius for their rumored abilities to bless love, health, and fortune. Since wild Mismagius are repelled by light, villagers kept burning stakes in the centers of their town to keep them away. In modern times, city lights generally keep Mismagius out of urban areas, and most prefer to stay away from humans anyways.



Phantump sound strikingly similar to scared children crying out in distress. These Pokémon are said to use their cries to lure people and Pokémon looking to help lost children into the woods. Phantump can feel their victim's distress and feed on the psychic confusion and panic of their prey. Phantump themselves seem to always be very hesitant to leave the woods in which they dwell, but they can be lured out by others playing and laughing. Phantump float around while investigating their winding woods until they're tired. They find a stump to rest their heads and begin crying out to summon victims to feed on.






## Phantump / Trevenant



Trevenant can be found in dark, eerie woods, where they form a vital part of local ecosystems. In addition to providing shelter for a number of different Pokémon, they are also capable of manipulating trees by extending their nerve-containing roots underground to attach to other roots like makeshift nervous systems of sorts. This ability allows Trevenant to protect their forests from attackers, shifting trees to block entrances and exits. If someone attempts to harm their forests, Trevenant will punish them by cursing and trapping them in the woods, unable to escape the moving trees. Despite their ominous reputations, Trevenant are very kind to the Pokémon that dwell on their bodies and in their forests and will not bother those who do not try to endanger them.

**Biology:** Egg Group - Grass / Amorphous, Egg Hatch Rate - 10 Days, Diet - Phototroph / Psiotroph, Habitat - Forests / Woodlands

**Evolution:** Phantump  Trevenant

**Proficiencies:** Ghost / Grass / Psychic / Hexwork

### Phantump



**Ghost / Grass** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** Hover (*can hover*), Sprouter (*can manipulate plant life*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Natural Cure (*Whenever returned to a Poke Ball, you are cured of any afflictions.*)

**Moves (Attack +4, Special Attack +3, Effect +2)**

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Astonish** - Melee Ghost Attack: At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Leech Seed** - Ranged(10ft) Grass Effect: 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.



### Trevenant



**Ghost / Grass** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 12    **Special Attack:** 8

**Skills:** Sprouter

**Passives:** Growth, Harvest (*When using a Berry, you only use half of it while still gaining its full effects. You can only use half of a Berry if you have Harvest.*), Natural Cure

**Moves (Attack +6, Special Attack +4, Effect +3)**

**Shadow Claw** - Melee Ghost Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.

**Forest's Curse** - Ranged(15ft) Grass Effect: 3/day. On hit, put a Forest Coat on the target. The Coat has the following ability: You lose your current Types and become only Grass-type for 10 mins.

**Wood Hammer** - Melee Grass Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.





# Pumpkaboo / Gourggeist

## Pumpkaboo (Small)

Ghost / Grass - Tiny (Size), Light (Weight)

Hit Points: 24    Defense: 7    Special Defense: 6

Speed: 8 (40 ft.)    Attack: 7    Special Attack: 4

Pumpkaboo (Medium) - Small (Size), Medium (Weight)

Hit Points: 30    Defense: 7    Special Defense: 6

Speed: 7 (35 ft.)    Attack: 7    Special Attack: 4

Pumpkaboo (Large) - Medium (Size), Medium (Weight)

Hit Points: 36    Defense: 7    Special Defense: 6

Speed: 6 (30 ft.)    Attack: 7    Special Attack: 4

**Skills:** Glow (can produce light), Hover (can hover), Pumpkin Sized (depending on your size, your stats vary), Telekinetic (can move things with their mind)

**Passives:** Scary Face (+2 Speed), Insomnia (You are immune to being put to Sleep.)

### Moves (Attack +3, Special Attack +2, Effect +4/+3)

**Trick** - *Melee Psychic Effect:* 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Razor Leaf** - *Ranged(25ft) Grass Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

## Gourggeist (Small)

Ghost / Grass - Small (Size), Medium (Weight)

Hit Points: 42    Defense: 12    Special Defense: 8

Speed: 10 (50 ft.)    Attack: 9    Special Attack: 6

Gourggeist (Medium) - Medium (Size), Medium (Weight)

Hit Points: 48    Defense: 12    Special Defense: 8

Speed: 9 (45 ft.)    Attack: 10    Special Attack: 6

Gourggeist (Large) - Large (Size), Heavy (Weight)

Hit Points: 54    Defense: 12    Special Defense: 8

Speed: 7 (35 ft.)    Attack: 10    Special Attack: 6

**Skills:** Glow, Hover, Pumpkin Sized, Telekinetic

**Passives:** Scary Face, Insomnia

### Moves (Attack +4/+5, Special Attack +3, Effect +5/+4/+3)

**Shadow Ball** - *Ranged(20ft) Ghost Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Seed Bomb** - *Ranged(15ft) Grass Attack:* 3/day 3d10.

**Trick-or-Treat** - *Melee Ghost Effect:* 3/day. On hit, put a Treat Coat on the target. The Coat has the following ability: You lose your current Types and become only Ghost-type for 10 mins.

Pumpkaboo remain active throughout the night. They are most restless, however, just as the sun sets and twilight arrives. Their gourd bodies can vary considerably in size and weight. Though unable to enter the spirit world themselves, Pumpkaboo are thought to act as guides, leading recently-deceased souls to places where they can move on. The lights on these Pokémon's bodies are thought to show lost spirits the path to the spirit world; for this reason, living travelers who encounter these lights try to avoid them whenever possible. Some believe that Pumpkaboo can hypnotize those that stare into these lights for too long. When daylight approaches, Pumpkaboo settle down, rest, and wait for the sun to set again. They sleep, like pumpkins, on the dirt in fields and rural areas.

**Biology:** Egg Group - Amorphous / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph / Psiotroph, Habitat - Forests / Woodlands

**Evolution:** Pumpkaboo → Gourggeist

**Proficiencies:** Ghost / Grass / Elemental Attack F / Hexwork





Gourgeist come in a range of different sizes and weights; larger Gourgeist tend to be more durable, but slower, while smaller ones are more agile, but frailer. Gourgeist were feared in the past by villagers and townspeople who lived near their habitats. On nights of the new moon, these Pokémon would wander throughout city streets singing an eerie, blood-chilling song that was thought to curse those who heard it. While their cries do not curse others, the unsettling feeling one gets gives energy to the Gourgeist as they feed off the paranoia they created. Wild Pumpkaboo dislike light and fire; ironically Pumpkaboo are repelled by pumpkins carved by humans.



Sandygast are mounds of sand possessed by the manifested grudges of people and Pokémon. Sandygast dwell on sandy beaches, where they blend in perfectly with their surroundings. They use their bright red shovels to lure in small children; those who grab their shovels fall under their influences and are compelled to begin adding more sand to their bodies, making them larger. If a Sandygast loses its shovel, it may instead temporarily use a tree branch, flag, or other sturdy object it finds on the shore until it can find its shovel again. They are very protective of these tools and will try their best to fight to regain them if stolen. Sandygast can suck the psychic life force of living beings with their gaping mouths. Beach-going parents warn their children to not play with wild Sandygast or grab their red shovels. Children playing on beaches where Sandygast are known to be found are warned to knock down piles of sand they build before leaving in order to prevent new Sandygast from manifesting, though Sandygast are also born from eggs.





# Sandygast / Palossand



## Sandygast



**Ghost / Ground** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 5

**Speed:** 2 (10 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Amorphous (*can move as piles of shifting sand*), Groundshaper (*can manipulate the ground*), Burrow (*moves through earth easily*)

**Passives:** Harden (+1 Defense), Water Compaction (*When a foe hits you with a Water-type attack, your Defense is +2 for 10 mins.*)

**Moves (Attack +3, Special Attack +3, Effect +1)**

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Sand Tomb** - Ranged(10ft) Ground Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Bulldoze** - Ranged(20ft burst) Ground Attack: 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

## Palossand



**Ghost / Ground** - Large (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 13    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Amorphous, Groundshaper, Burrow

**Passives:** Iron Defense (+2 Defense), Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check. and you don't take damage from Sandstorming weather.*), Water Compaction

**Moves (Attack +4, Special Attack +5, Effect +2)**

**Shadow Ball** - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Earth Power** - Ranged(15ft) Ground Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Shore Up** - Self Ground Effect: 1/day. You are healed HP equal to half of your Max HP. If you are within Sandstorming Weather, you are healed HP equal to 3/4<sup>th</sup> of your Max HP instead.



Palossand are now strong enough to compel adults as well as children to build themselves larger; they can also build themselves up with sand on their own without having to wait for others to grab their shovels. Their shovels are no longer even used for possession; instead, they slowly spin around and function as radars to help Palossand locate prey. These Pokémon blend in seamlessly with the sand as they search for food; it is said that each one of their individual grains is animated with its own life force. When Palossand find small Pokémon, they can create powerful whirlpools of sand to drag them down. They drain their prey's life forces. If the prey can't bring itself to escape after mentally drained, they suffocate underground. Palossand can use damp sand to strengthen their bodies. Drawing too close to the crashing waves, however, can erode away at their crumbly forms.

**Biology:** Egg Group - Amorphous / Mineral, Egg Hatch Rate - 10 Days, Diet - Psiotroph, Habitat - Beaches

**Evolution:** Sandygast Palossand

**Proficiencies:** Ghost / Ground / Rock / Parasitic




## Shuppet / Banette



Shuppet live in urban areas around humans, becoming active when night falls. They travel streets and alleys in search of sustenance; Shuppet feed on the negative emotions of jealousy, sadness, hate, and vengefulness. They use the horns on their heads to collect and feed on these emotions. In particular, they will congregate in large numbers under the eaves of the houses of people that hold long grudges. Shuppet enjoy pulling pranks, feeding on the feelings of sorrow or disappointment that often follow. They cannot tolerate light for long, hiding in the shadows during the day. It is said that though Shuppet may appear evil because of their ability to feed on hateful emotions, they act out due to their loneliness. In fact, Shuppet can cause people to forgive others by literally consuming their grudges, and some even welcome them for this reason.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Nullivore / Psitroph, Habitat - Urban Abandoned

**Evolution:** Shuppet  Banette

**Proficiencies:** Dark / Ghost / Elemental Attack E / Hexwork

### Shuppet



**Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Flight (*can fly*), Invisibility (*can turn invisible*), Phasing (*can move through solid objects*)

**Passives:** Screech (+2 Attack), Insomnia (*You are immune to being put to Sleep.*)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Shadow Sneak** - *Melee Ghost Attack:* At-Will 2d6. Shadow Sneak has Priority.

**Knock Off** - *Melee Dark Attack:* 3/day 3d8. On hit, the target drops any held items or weapons.

**Will-O-Wisp** - *Ranged(10ft) Fire Effect:* 1/day. On hit, the target is Burned.



### Banette



**Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 14    **Special Attack:** 8

**Skills:** Flight, Invisibility, Phasing, Telekinetic (*can move things with their mind*)

**Passives:** Screech, Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*), Insomnia

**Moves (Attack +7, Special Attack +4, Effect +3)**

**Shadow Ball** - *Ranged(20ft) Ghost Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Sucker Punch** - *Melee Dark Attack:* 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

**Trick** - *Melee Psychic Effect:* 1/day. On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.



This Pokémon has a Mega Evolution in PHB2.





Banette are found in dark alleys, often near dumpsters or piles of trash. Banette feed on vengeance and jealousy. They play cruel pranks to generate these emotions in unsuspecting Pokémon and people. Their entire beings are powered by vengeance. Often, wild Banette will target individuals at random to torment and pester for the evening with little direction, reason, nor rhyme for their acts of vengeance. The Banette feeds on the frustration and despair and often victims are left with feelings of empty anger and lost confusion. Wild Banette dislike being exposed to light for long periods of time so cities do their best to make sure that streets where Banette are known to roam are as well lit as possible.



Sinistea spend much of their time lying in wait for unsuspecting passersby to try to take a sip of them, as they can only drain life force from the mouths of another being. However, because they taste absolutely terrible, they only have a fleeting moment to do so. Though Sinistea seem to prefer fine china as their vessels of choice, they are not very good at detecting forgeries. Thus, most Sinistea in existence inhabit forged teacups; authentic Sinistea will bear a stamp on their bottoms. The swirl pattern on Sinistea bodies are their weak point, and stirring it within its cup will make it very dizzy. When a Sinistea does select and bond with a rare piece of china, it may find itself highly valued by trainers, even though its power is unlikely to be any different from another Sinistea inhabiting a broken dirty cup.






## Sinistea / Polteageist



When provided with a teapot, and when they have the strength to inhabit it, Sinistea evolve into Polteageist. To defend themselves, Polteageist will launch their tea into the mouths of attackers, immediately causing their foes to feel weak and dizzy. Strong chills are a common symptom of Polteageist tea consumption. However, Polteageist will willingly share their tea with those it trusts deeply, and tea connoisseurs relish the unique flavor, aroma, and experience that only Polteageist tea can provide. Too much can lead to an upset stomach, however, Polteageist themselves are quite picky about tea and will frown upon trainers that display unsophisticated palates when it comes to brewing it. These Pokémon are seen as pests in the hospitality industry, as they will commonly pose as ordinary pots in hotels and cafés. In addition to creating eggs, they also can reproduce by pouring some of themselves into new cups, making infestations a huge issue.

**Biology:** Egg Group - Mineral / Amorphous, Egg Hatch Rate - 10 Days, Diet - Nullivore / Psitroph, Habitat - Ruins / Urban Abandoned

**Evolution:** Sinistea  Polteageist

**Proficiencies:** Dark / Ghost / Psychic / Parasitic / Weird

### Sinistea

**Ghost** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Hover (*can hover*)

**Passives:** Withdraw (+1 Defense), Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Mega Drain** - *Melee Grass Special Attack:* 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.

**Protect** - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

### Polteageist

**Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 11

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 14

**Skills:** Alluring (*attracts others with their aroma*), Hover

**Passives:** Nasty Plot (+1 Special Attack), Withdraw, Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*), Weak Armor

**Moves (Attack +3, Special Attack +7, Effect +3)**

**Curse** - *Ranged(20ft) Ghost Effect:* 1/day. Curse can only be used by Ghost-Type Pokémon. On hit, you lose hit points equal to 1/3rd of your max HP, then the target is Cursed.

**Shadow Ball** - *Ranged(20ft) Ghost Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Aromatherapy** - *Melee Grass Effect:* 3/day. Target an ally or yourself. Target is cured of all afflictions.





## Yamask / Cofagrigus



### Yamask



**Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 9    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 3    **Special Attack:** 6

**Skills:** Hover (*can hover*)

**Passives:** Mummy (*Whenever you are hit with a melee attack, the ability passives of the attacker become Mummy for 10 mins.*)

#### Moves (Attack +1, Special Attack +3, Effect +1)

**Disable** - Ranged(20ft) Normal Effect: 1/day. For 1 minute, the attack last used by the target may not be used again.

**Will-O-Wisp** - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.

**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.



Yamask are peculiar Pokémon that so far have only been found in the desert ruins of ancient civilizations, particularly within tombs plated with copious amounts of gold. They appear to be able to converse with others of their kind with quiet murmurings that sound uncannily similar to human speech. Wild Yamask have been known to attempt to speak with human explorers; they will answer questions with inflected, sentence-like cries, but the noises they make are incomprehensible to people. It is likely that this murmuring is the reason why historic archaeologists excavating burial grounds often reported voices emanating from the walls. Yamask always carry their golden masks with them at all times, and will become very stressed if they go missing. These Pokémon will often stare at their masks and begin to cry or mourn longingly for unknown reasons. Because of their enigmatic natures, many people believe that Yamask are in fact the spirits of deceased humans from an ancient civilization, carrying masks representing their faces from when they were still alive. It is said that these Pokémon wander aimlessly through ruins in search of someone who will recognize their faces.

### Cofagrigus



**Ghost** - Large (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 15    **Special Defense:** 11

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 10

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Hover

**Passives:** Scary Face (+2 Speed), Mummy

#### Moves (Attack +2, Special Attack +5, Effect +2)

**Dark Pulse** - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Shadow Ball** - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Ominous Wind** - Ranged(10ft) Ghost Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Biology:** Egg Group - Mineral / Amorphous, Egg Hatch Rate - 10 Days, Diet - Terravore / Psiotroph, Habitat - Ruins

**Evolution:** Yamask Cofagrigus

**Proficiencies:** Ghost / Psychic / Hexwork



Cofagrigus are rarely-seen Pokémon that inhabit tombs and ruins with copious amounts of gold. These Pokémon consume solid gold in order to repair their own bodies. When deprived of the metal, their bodies become dull and a muted brown in coloration. Cofagrigus remain entirely still most of the time, disguising themselves as an inanimate sarcophagus. To travel, they extend their ethereal limbs and crawl quadrupedally; they are capable of traversing vertical walls and even ceilings in this manner. While focusing, they can even levitate. They are said to wait and pose as solid gold coffins until tomb robbers approach, at which point they grab them with their ghostly arms, open up their bodies, and trap them within, trapping them forever. Despite these stories, Cofagrigus have never been seen opening their bodies, let alone trapping people inside. Ancient, ornate tombs sometimes depict gilded Cofagrigus on their walls, indicating that their existence was already established when the civilizations whose ruins Cofagrigus live in still existed.



Dhelmise are very odd Pokémon; few people know exactly what to make of them. The living portion of Dhelmise is the seaweed, said to be possessed by ocean spirits or even the reborn souls of the algae itself. The seaweed strands wrap themselves around the remains of ships, binding together their wheels, anchors, and other sunken instruments to form Dhelmise. Dhelmise swing their anchors around with great force to defend themselves. It is said that Dhelmise that are unable to find anchors to bind themselves to drift about aimlessly in the waves, indistinguishable from regular kelp. To feed, they extend their kelp, binding prey and draining their life force. They are known to whip up whirlpools by swinging their anchors around in order to draw prey in. Sailors say that kelp stuck to ship bottoms are Dhelmise that have been attracted to the steel vessels and are trying to weigh down and sink them for parts. Dhelmise add new seaweed and detritus to their bodies as they travel, though it is unknown if these new additions become animate as well.





## Dhelmise



**Ghost / Grass** - Huge (Size), Superweight (Weight)

**Hit Points:** 42    **Defense:** 10    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 13    **Special Attack:** 10

**Skills:** Gilled (*can breathe underwater*), Reach (*melee range is 25 ft.*), Swimmer (*can swim*)

**Passives:** Metal Sound (+1 Special Attack), Steelworker (*Your Steel-type attacks deal +4 damage.*)

**Moves (Attack +6, Special Attack +5, Effect +2)**

**Mega Drain** - *Melee Grass Special Attack: 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.*

**Anchor Shot** - *Melee Steel Attack: 1/day 3d12. On hit, the target is bound to you for 1d6 rounds.*

**Shadow Ball** - *Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.*

**Biology:** Egg Group - Mineral / Grass, Egg Hatch Rate - 13 Days, Diet - Herbivore / Psitroph, Habitat - Ocean Abyss / Ocean

**Proficiencies:** Ghost / Grass / Steel / Water



## Mimikyu



**Ghost / Fairy** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 11

**Speed:** 10 (50 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** -

**Passives:** Charm (+1 Defense), Hone Claws (+1 Attack, +1 to accuracy checks), Disguise (*The first time you are hit with an attack each encounter, the attack is negated.*)

**Moves (Attack +5, Special Attack +2, Effect +5)**

**Shadow Sneak** - *Melee Ghost Attack: At-Will 2d6. Shadow Sneak has Priority.*

**Shadow Claw** - *Melee Ghost Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.*

**Play Rough** - *Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.*

**Biology:** Egg Group - Amorphous / Fairy, Egg Hatch Rate - 10 Days, Diet - Omnivore / Psitroph, Habitat - Urban Abandoned

**Proficiencies:** Fairy / Ghost / Elemental Attack E / Hexwork





Mimikyu are lonely spirits that want nothing more than to be loved. They cloak themselves in cloth to shield their bodies from light, as they like dark places. They have cut and colored their cloths to resemble Pikachu and are said to have taken inspiration from discarded Pikachu merchandise from the past few decades. Holding crooked sticks as tails, it is said that Mimikyu pose as Pikachu so they can be as beloved by people as the electric rodents. Mimikyu never reveal their true forms, as the sight of their uncovered bodies is said to be so repulsive and terrifying that those who see them die of shock or fall ill with disease. Though their disguises protect them from attacks, strong blows will snap their necks and ruin their hard work, saddening Mimikyu greatly. They will work tirelessly to repair their costumes when they are broken. These Pokémon will react violently if one tries to peek underneath their cloths, and will also try and seek revenge on those that destroy their costumes. Mimikyu can extend shadowy black hands from beneath their disguises to grab things, but they avoid doing so around people to maintain the illusion that they are Pikachu.



Spiritomb are mysterious Pokémon, with their true origins shrouded in mystery. A keystone can be seen at the bases of their bodies, with their faces rushing out of fissures on their sides. The keystones are said to prevent any of the many spirits that make up its being from causing misfortune ever again; should they ever be released; they would wreak havoc on the world and its inhabitants. While Spiritomb can extend their faces short distances from their keystones, they ultimately are tethered to them wherever they go. This doesn't stop them, however, from taking out their anger at being imprisoned on anything near them. Their faces can drag their keystone about, and even levitate by pulling its face towards something desperately. The circular areas around their keystones are almost always devoid of any life whatsoever.

## Spiritomb



**Ghost / Dark** - Medium (Size), Heavy (Weight)

**Hit Points:** 30    **Defense:** 11    **Special Defense:** 11

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Flight (*can fly*)

**Passives:** Nasty Plot (+1 *Special Attack*), Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

**Moves (Attack +4, Special Attack +5, Effect +2)**

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Ominous Wind** - Ranged(10ft) Ghost Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Dark Pulse** - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 108 Days, Diet - Psitroph, Habitat - Ruins

**Proficiencies:** Dark / Ghost / Psychic / Hexwork





## Bellsprout / Weepinbell / Victreebel

### Bellsprout

**Grass / Poison** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Sprouter (*can manipulate plant life*), Threaded (*can move around with vines*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Vine Whip** - Ranged(20ft) Grass Attack: At-Will 2d8.

**Pound** - Melee Normal Attack: At-Will 2d6.

**Wrap** - Melee Normal Attack: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

### Weepinbell

**Grass / Poison** - Medium (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Sprouter, Threaded

**Passives:** Growth, Chlorophyll

**Moves (Attack +5, Special Attack +5, Effect +3)**

**Poison Powder** - Melee Poison Effect: At-Will. Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

**Stun Spore** - Melee Grass Effect: At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

**Sleep Powder** - Melee Grass Effect: At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.



Bellsprout prefer to make their homes in humid, tropical habitats. They feed on Bug-types, capturing their prey by rooting themselves into the ground and camouflaging as plants before lashing out their vines to ensnare small, unwary prey. Their roots also draw water and nutrients from the soil. However, they are unable to run while rooted, making them easy targets for predators while trying to hunt. Bellsprout are quick at capturing prey, dissolving victims with acid from their mouths. Their flexible bodies allow them to swerve around most attacks, giving them time to uproot themselves from the soil and escape from attackers.





Weepinbell will eat just about anything that moves. They attack prey with disabling sprays, swallowing them whole and letting their internal acids digest them. If they can't swallow their meals, they will cut them up into more suitable chunks using their sharp leaves. Weepinbell must protect themselves from their own acid by also secreting neutralizing fluids so that they don't dissolve their own bodies. When resting, they hang from tree branches using the small hooks behind their heads. Tropical trees with clear acid burns on their bark were likely inhabited by colonies of Weepinbell at some point in time. Occasionally, Weepinbell may fall from their trees in their sleep. This is a huge danger for these Pokémon, as they become vulnerable to predators in this state. However, in a colony, a fallen Weepinbell is still extremely dangerous to approach, as the other Weepinbell still hanging from the tree will be ready to attack by dropping onto those who approach.



Victreebel live in huge colonies in the middle of dense tropical rainforests. Their acid is strong enough to melt nearly anything. To hunt, Victreebel flail the vines attached to their heads around like lures, attracting unwary prey towards them. Then, their acid, which smells like honey, brings their targets right to the Pokémon. Victreebel then swallow their victims whole, digesting them with their powerful acids. As they dissolve more prey, their acid's smell grows even sweeter and more honey-like, attracting more prey and continuing the cycle. Victreebel are rather rare in the wild and are generally only found in the previously-mentioned colonies, rarely straying into the fringes of their forests. Weepinbell who do manage to come into contact with Leaf Stones in the wild almost instinctively hone in on and join the closest Victreebel colonies in their vicinities.



### Victreebel



**Grass / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 11

**Skills:** Alluring (*attracts others with their aroma*), Sprouter, Threaded

**Passives:** Growth, Chlorophyll, Leaf Guard (*While in sunny weather, you are cured of any afflictions.*)

**Moves (Attack +6, Special Attack +5, Effect +3)**

**Leaf Tornado** - Ranged(10ft) Grass Special Attack: At-Will 2d8.

**Poison Jab** - Melee Poison Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Leaf Blade** - Melee Grass Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Carnivore / Phototroph, Habitat - Jungles / Swamps

**Evolution:** Bellsprout Weepinbell Leaf Stone  
Victreebel

**Proficiencies:** Grass / Poison





## Bounsweet / Steenee / Tsareena



### Bounsweet



Grass - Small (Size), Featherweight (Weight)

Hit Points: 24 Defense: 5 Special Defense: 4

Speed: 3 (15 ft.) Attack: 3 Special Attack: 3

Skills: Alluring (attracts others with their aroma)

Passives: Play Nice (+1 Defense), Leaf Guard (While in sunny weather, you are cured of any afflictions.)

Moves (Attack +1, Special Attack +1, Effect +1)

**Splash** - *Melee Normal Effect*: At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Rapid Spin** - *Melee Normal Attack*: At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

**Leafage** - *Ranged(20ft) Grass Special Attack*: At-Will 1d12.



Bounsweet hop around tropical jungles, bouncing along on their springy bottoms. They constantly exude a sweet, fragrant aroma from their entire bodies. Many people find this scent calming, and some even let Bounsweet live in their homes as natural air fresheners. Unfortunately, their fragrance often attracts many predators; Flying-types are known to swallow Bounsweet whole. Though Bounsweet are far too saccharine for human consumption, their sweat can be harvested and watered down to create a refreshing juice. This sweetness is also excreted when Bounsweet exert themselves, ironically making them even more appetizing as they run for their lives. Though their heads are quite soft, their calyxes are actually as hard as wood. They can spin their calyxes rapidly to drive off predators, but doing so makes them very dizzy. They will hop aimlessly for some time after spinning. Since bouncing is their only form of locomotion, these Pokémon look happy even as they are fleeing desperately from danger.

### Steenee



Grass - Small (Size), Light (Weight)

Hit Points: 30 Defense: 6 Special Defense: 5

Speed: 6 (30 ft.) Attack: 4 Special Attack: 4

Skills: Alluring

Passives: Play Nice, Leaf Guard, Oblivious (You are immune to Infatuation.)

Moves (Attack +2, Special Attack +2, Effect +3)

**Double Slap** - *Melee Normal Attack*: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

**Razor Leaf** - *Ranged(25ft) Grass Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Teeter Dance** - *Ranged(30ft burst) Normal Effect*: 1/day. On hit, all targets are Confused.





Steenee have harder sepals than their pre-evolutions. Because of this, they no longer have to fear nearly as many predators. Steenee are lively, friendly Pokémon that exude an aroma even sweeter and more pleasant than Bounsweet. They can be a bit rough when playing, however, as they pay little attention to their surroundings or to others. Their calyxes spin around idly as they walk, knocking over objects and smacking into people and Pokémon. They sometimes will not even notice when things fall onto their heads from above, as they usually bounce harmlessly off of their sepals. In battle, Steenee first strike enemies with their hard calyxes to stun them before delivering strong kicks to finish them off. Their legs are actually just as hard as their calyxes, as they are made of the same material. It is said that the more a Steenee is allowed to play freely, the sweeter its aroma will become. When Steenee twirl, they diffuse their aroma into the surrounding air. This scent is thought to promote happiness in those who smell it.



Tsareena carry themselves like royalty, being regal in both appearances and personality. Their cold gazes can freeze enemies in their tracks, and they punish aggressors with grace and elegance. Tsareena are masters in high-kicking; they can deliver flurries of kicks with their powerful legs to assail foes as they are intoxicated by their tantalizing fragrances. Tsareena are known to laugh or scoff condescendingly after finishing off opponents, kicking them after they are down. It is said that a blow from the hard tips of a Tsareena leg will leave a wound that will never heal, both physically and emotionally. Only a few Steenee evolve into Tsareena in the wild, as they require the blessing of the other Steenee to do so. Upon evolution, they are tasked with the job of protecting young Bounsweet.



### Tsareena

**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 5

**Skills:** Alluring

**Passives:** Play Nice, Leaf Guard, Queenly Majesty (*You may not be targeted by Priority moves that are being used out of turn order.*), Sweet Veil (*You and your allies within 10ft of you are immune to being put to Sleep.*)

#### Moves (Attack +6, Special Attack +2, Effect +3)

**Trop Kick** - *Melee Grass Attack:* 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**High Jump Kick** - *Melee Fighting Attack:* 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Biology:** Egg Group - Grass / Fairy, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Jungles

**Evolution:** Bounsweet → Steenee → Tsareena

**Proficiencies:** Grass / Kicks



## Budew / Roselia / Roserade



### Budew



**Grass / Poison** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Sprouter (*can manipulate plant life*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Natural Cure (*Whenever returned to a Poke Ball, you are cured of any afflictions.*)

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Absorb** - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

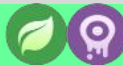
**Water Sport** - *Melee Water Effect: At-Will.* Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.

**Stun Spore** - *Melee Grass Effect: At-Will.* Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.



Budew are found alongside clean water sources; they obtain most of their energy from the sun and water around them. Their buds remain closed throughout the winter as they endure the cold weather. Once the temperature rises in the spring, they will open their buds to scatter pollen. This pollen is in fact mildly toxic; it can trigger allergic reactions in many people and Pokémon, inducing harsh sneezing and runny noses. Budew rely primarily on their toxic pollen to discourage predators. Access to cleaner water seems to be correlated with more toxic pollen. Though they have historically been used as indicators of spring, recent studies have shown that Budew have begun opening their buds earlier and earlier in the season for the past few decades. Scientists believe that this trend is due to rising global temperatures, as Budew appear to open their buds in response to the climate rather than the time of year. Budew are keeping their buds open for longer periods of time because of the warmer weather, a nuisance for many people and Pokémon due to their pollen's allergy-inducing effects.

### Roselia



**Grass / Poison** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Alluring (*attracts others with their aroma*), Sprouter

**Passives:** Growth, Natural Cure, Poison Point (*Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.*)

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Poison Sting** - *Melee Poison Attack: At-Will 1d4.* On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Magical Leaf** - *Ranged(25ft) Grass Special Attack: 3/day 3d8.* You can't miss targets with less than 15 Special Defense.

**Grass Whistle** - *Ranged(20ft burst) Grass Effect: 1/day.* Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep.





Roselia are serene Pokémon, spending most of their time lounging in the sun. Despite their miniature size, however, they are more than capable of defending themselves. The three horns on their heads can inject a vicious toxin into those foolish enough to try to pick their flowers which they are very protective of. They can also fire thorns containing a similar toxin as projectiles. Each of their hands can shoot a different toxin; one causes a searing pain that can last for hours, while the other incapacitates foes with an effect similar to paralysis. Those who manage to enrage these normally docile Pokémon may find themselves subject to both of these at once. Their flowers emit a calming fragrance that placates nearby aggressors. The compounds that create this scent are used in many varieties of relaxing perfumes. Healthier Roselia produce stronger aromas. Roselia will drink spring water that is rich in minerals; the cleaner the water, the more vivid their flowers become. Some Roselia are said to develop specially-colored flowers from rare minerals in this water.



Roserade are known for their grace and beauty, both in and out of battle. Their movements have been compared to that of dancers. Like Roselia, each of their two hands contains a different type of toxin, one that delivers a searing pain and another that leaves opponents essentially paralyzed. The blooms on their arms emit a sweet, alluring scent that attracts prey towards them. However, they also hide whip-like vines lined with venomous thorns. Roserade can also jab their hands into foes to inject poison, thrusting with near-fatal force. In battle, Roserade dance around the field with their thorny vines out, whipping them around to constrict and poison opponents. Their aroma sweetens as their toxins become more potent, leading some to believe that the toxins are in fact what produce the scent. However, the toxin and the scent in fact do not affect each other; sweeter scents tend to come from healthier Roserade, who also tend to produce more virulent poison.



### Roserade



**Grass / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 11

**Speed:** 9 (45 ft.)    **Attack:** 8    **Special Attack:** 14

**Skills:** Alluring, Sprouter

**Passives:** Growth, Natural Cure, Poison Point, Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves** (*Attack +4, Special Attack +7, Effect +4*)

**Toxic Spikes** - *Ranged(20ft burst) Poison Effect: 3/day.* Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

**Ingrain** - *Self Grass Effect: 1/day.* Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.

**Petal Blizzard** - *Ranged(10ft burst) Grass Attack: 3/day 3d10.*

**Biology:** Egg Group - Fairy / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Fields / Meadows

**Evolution:** Budew Roselia Shiny Stone Roserade

**Proficiencies:** Grass / Poison / Floral (*Roselia / Roserade*) / Weather





## Hoppip / Skiploom / Jumpluff

### Hoppip



**Grass / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Flight (can fly), Sprouter (can manipulate plant life)

**Passives:** Tail Whip (+1 Attack), Chlorophyll (While in Sunny Weather, your Speed is +2.)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Synthesis** - *Self Grass Effect:* 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to 3/4<sup>ths</sup> of your Max HP instead.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.



Hoppip are common sights on breezy days, floating in the wind with their leaves whirling idly. Their light bodies can be picked up by breezes, letting them follow the winds. Their feet are capable of gripping onto the ground tightly to avoid being blown away. However, they are not suitable for walking, leaving wind as their main form of motion. Hoppip also gather in large clusters for stability during strong gales, linking their leaves together to form tightly-interwoven chains. These clusters can number anywhere from 10 to 100, with colonies of over a thousand having been reported during strong tropical windstorms. Clusters that are blown loose may float aimlessly across the sky like aerial tumbleweeds. Due to their usually docile natures, Hoppip unfortunately make easy prey for many predators. However, the leaves on their heads are unimaginably bitter, so few predators dare to consume them.

### Skiploom



**Grass / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Flight, Sprouter

**Passives:** Tail Whip, Chlorophyll, Leaf Guard (While in sunny weather, you are cured of any afflictions.)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Bullet Seed** - *Ranged(10ft) Grass Attack:* At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.

**Leech Seed** - *Ranged(10ft) Grass Effect:* 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

**Acrobatics** - *Melee Flying Attack:* 1/day 3d12. Acrobatics cannot be used if you have a held item.





Skiploom have flowers that spin like pinwheels as they float across the sky. They ride the wind to get closer to the sun, where their petals will open to allow them to absorb sunlight and photosynthesize. Depending on the temperature, their flowers will open up to various degrees. Because of this, some trainers use Skiploom as natural thermometers, gauging the air temperature based on how open their flowers are. In particularly cold weather, their flowers close up completely and their floating abilities are severely hampered. Excessive water can also be detrimental to Skiploom. Because they cannot remain airborne when soaked, they will hide in the shade of trees during rainfalls to avoid getting wet. They are usually naturally easygoing and friendly Pokémon. Skiploom rarely attack, even when threatened, instead preferring to escape on the next breeze. However, they are capable of incapacitating foes when necessary with incapacitating moves.



Jumpluff have full control of their flight paths. Rather than simply floating aimlessly in the wind, they can direct their cotton puffs to float in whatever direction and speed they choose. They are capable of withstanding strong gales and are able to circumnavigate the world on sustained trade winds. As winter approaches, Jumpluff soar in large clusters across oceans on southern winds, landing whenever they encounter cooler breezes. Because they are very agile, they prefer to escape confrontation on the wind rather than confront foes. However, should they for whatever reason be unable to escape, they can utilize their cotton to slow down opponents, buying them time to flee.

### Jumpluff



**Grass / Flying** - Medium (Size), Featherweight (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 10

**Speed:** 13 (65 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Flight, Sprouter

**Passives:** Cotton Spore (+2 Speed), Tail Whip, Chlorophyll, Infiltrator (Hindering terrain and Walls do not affect you or your attacks.), Leaf Guard

#### Moves (Attack +3, Special Attack +3, Effect +6)

**Rage Powder** - Ranged(10ft) Bug Effect: 3/day. Rage Powder is used as a Reaction. If an ally would be attacked, you may target the attacking enemy and they will only want to attack you instead, for 2 mins.

**Giga Drain** - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Bounce** - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Biology:** Egg Group - Fairy / Grass, Egg Hatch Rate - 7 Days, Diet - Phototroph, Habitat - Forests / Fields / Mountains

**Evolution:** Hoppip Skiploom Jumpluff

**Proficiencies:** Grass / Flying



## Seedot / Nuzleaf / Shiftry



### Seedot



Grass - Small (Size), Light (Weight)

Hit Points: 24 Defense: 6 Special Defense: 3

Speed: 3 (15 ft.) Attack: 5 Special Attack: 4

Skills: Sprouter (can manipulate plant life)

Passives: Growth (+1 Attack, +1 Special Attack), Harden (+1 Defense), Chlorophyll (While in Sunny Weather, your Speed is +2.)

Moves (Attack +2, Special Attack +2, Effect +1)

**Bide** - Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

### Nuzleaf



Grass / Dark - Medium (Size), Medium (Weight)

Hit Points: 42 Defense: 5 Special Defense: 4

Speed: 6 (30 ft.) Attack: 8 Special Attack: 7

Skills: Climber (treats walls and ceilings as normal terrain), Sprouter

Passives: Growth, Harden, Chlorophyll, Early Bird (You roll twice during checks to wake from Sleep and use the higher result.)

Moves (Attack +4, Special Attack +3, Effect +3)

**Fake Out** - Melee Normal Attack: At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Razor Leaf** - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Swagger** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

Seedot attach themselves to tree branches using the tops of their heads like suction cups. These protrusions also double as siphons, allowing Seedot to drain moisture from the trees they are attached to. As they fill themselves with water and nutrients, their bodies become glossier. Full Seedot are heavy enough to fall from their trees and land on the ground. There, they can blend in with fallen acorns until they are ready for evolution. Curiously, Seedot enjoy scaring other Pokémon. Wild Flying-types often mistake them for real acorns, and Seedot delight in startling them by suddenly jumping up at the last second. They may also drop prematurely from their branches to scare unsuspecting people and Pokémon below. Strong winds can also dislodge Seedot before they are ready. They are able feed from tree trunks and roots instead of branches though, if necessary. Once a day, Seedot will polish themselves using fallen leaves. They pass the time waiting for evolution by using the glare from their shiny bodies to disorient passing travelers.





Nuzleaf dwell deep in thick forests, hiding within the hollows of trees. They enjoy disturbing lost travelers, venturing out from their concealed shelters to scare them. Using the leaves on their heads as flutes, they can play deeply unsettling melodies that fill the hearts of listeners with dread. Alternatively, they may play melodies to put unwary travelers to sleep and then pull off all sorts of tricks on them, such as stealing their supplies. They can also emit disturbing cackling sounds that seem to echo throughout the forest. Nuzleaf are adept climbers, swiftly leaping between trees to unsettle travelers with the sound of rustling leaves around them. Some Nuzleaf have a weak point in the form of their long noses; if they are pinched, Nuzleaf inexplicably become unable to attack.



Shiftry are rare in the wild, found deep in forests in the branches of old trees; some say they will only inhabit trees over 1,000 years old. Shiftry can create gusts of wind reaching 70 mph using the leaf fans on their hands to blow away intruders. They can predict the actions of opponents and take preemptive measures; some believe that Shiftry can read minds, while others contend that they are highly sensitive to air currents and body language interpretation. Regardless of how they predict actions, Shiftry can uncannily prepare themselves from most attacks. Popular folklore says that the only way to defeat them is to do so unwittingly. Shiftry is said to ride cold, winter winds through forests, leaving behind feelings of deep unease in travelers.



### Shiftry



**Grass / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Climber, Sprouter, Stealth (*can make stealth skill checks*)

**Passives:** Growth, Harden, Chlorophyll, Early Bird, Pickpocket (*When you are hit by a melee attack, you steal the offender's held item, if any.*)

**Moves (Attack +5, Special Attack +5, Effect +4)**

**Extrasensory** - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Hurricane** - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Leaf Storm** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Grass, Egg Hatch Rate - 7 Days, Diet - Herbivore / Phototroph, Habitat - Forests / Woodlands

**Evolution:** Seedot Nuzleaf Leaf Stone Shiftry

**Proficiencies:** Dark / Grass / Tricky





# Oddish / Gloom / Vileplume / Bellossom



## Oddish



**Grass / Poison** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 9

**Skills:** Sprouter (*can manipulate plant life*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

**Moves (Attack +3, Special Attack +4, Effect +1)**

**Absorb** - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Sweet Scent** - *Ranged(10ft) Normal Effect:* At-Will. On hit, your next attack against the same target has +1 during Accuracy Check.

**Acid Spray** - *Ranged(20ft) Poison Special Attack: 3/day 1d20.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Oddish are nocturnal Pokémon that bury their bodies in the soil during the day, exposing only the leaves on their heads. They can easily be mistaken for weeds when like this--but if one pulls on Oddish leaves, it will let out a horrible shriek. Their feet act as roots when buried in the soil, absorbing nutrients from the earth. Healthier Oddish have glossier leaves. When exposed to moonlight, Oddish uproot themselves and begin to wander aimlessly in search of fertile soil. Along the way as they travel, they disperse some of their seeds onto their paths. Oddish leaves are known to be poisonous, and at the very least, cause surreal hallucinations upon consumption. For a brief time, people would consume Oddish leaves recreationally, but the craze quickly ended when the more toxic side effects, such as permanent liver damage, were discovered. Recently, scientists have discovered that Oddish can in fact photosynthesize using moonlight rather than sunlight.

## Gloom



**Grass / Poison** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Sprouter

**Passives:** Growth, Chlorophyll, Repulsive (*repels others with a foul smell*)

**Moves (Attack +4, Special Attack +5, Effect +2)**

**Poison Powder** - *Melee Poison Effect:* At-Will. Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

**Stun Spore** - *Melee Grass Effect:* At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

**Sleep Powder** - *Melee Grass Effect:* At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.



**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Jungles / Plains / Swamps

**Evolution:** Oddish Gloom Leaf Stone Vileplume, Sun Stone Bellossom

**Proficiencies:** Grass / Poison / Floral (Gloom / Vileplume / Bellossom) / Healer (Bellossom)

Gloom are most famously known for their horrid stench. Their putrid odor can make people gag from twenty feet away. From a closer distance, one sniff can cause temporary memory loss and fainting. Though the smell is unbearable to most people, there are a select few individuals that actually enjoy the smell. The “drool” from their mouths is actually a foul-smelling honey, used to attract their Bug-type prey. In a constant cycle, the smell of the honey cause Gloom to become excited, which in turn cause them to produce even more of their putrid honey, and more of their equally foul pollen as well. Despite the smell, however, Gloom honey is reportedly sweet once one overlooks the stench. It is a very sticky substance, however, that is difficult to remove from clothing. Notably, while an alarmed Gloom releases even more rancid pollen than normal, a calm one will release next to no smell at all.



The giant flower on a Vileplume’s head holds most of the Pokémon’s mass. With the largest petal-to-body ratio in the world, Vileplume have trouble holding up their heads due to the sheer weight of their flowers. Studies show that the larger the flowers are, the more poisonous their pollen is. The smell of the flowers attracts prey; when they draw close, Vileplume flap their petals, cloaking themselves and their targets in toxic pollen that quickly immobilizes victims. Even as they walk, Vileplume scatter pollen out of their blooms, turning the surrounding air a sickly yellow. This pollen can cause poisoning and paralysis in large amounts, but can also trigger massive allergy attacks in even trace amounts. Like Oddish and Gloom, Vileplume may hide partially buried in the soil, only exposing their flowers for unwary prey to investigate. Because of this, it is inadvisable to approach large flowers in swamps or jungles, as they may actually be Vileplume in disguise waiting for an opportunity to scatter pollen.

## Vileplume

**Grass / Poison** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 12

**Skills:** Alluring (*attracts others with their aroma*), Sprouter

**Passives:** Growth, Effect Spore (*Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.*), Chlorophyll, Repulsive

**Moves (Attack +4, Special Attack +6, Effect +2)**

**Petal Blizzard** - Ranged(10ft burst) Grass Attack: 3/day 3d10.

**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Solar Beam** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it’s Sunny. During your next turn, or immediately if it’s Sunny, you may target with and roll Solar Beam’s Accuracy Check and damage.

## Bellossom

**Grass** - Small (Size), Light (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 11

**Speed:** 6 (30 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Alluring, Sprouter

**Passives:** Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Chlorophyll, Healer (*After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.*)

**Moves (Attack +4, Special Attack +5, Effect +3)**

**Magical Leaf** - Ranged(25ft) Grass Special Attack: 3/day 3d8. You can’t miss targets with less than 15 Special Defense.

**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Leaf Storm** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.





Bellossom are generally found in tropical jungles, often seen dancing uniformly in circular groups. These dances are said to summon the sun, bringing bright, warm days. They congregate at the end of the rainy season to dance and celebrate. When exposed to ample sunlight, their petal skirts deepen in color and they begin to twirl around. As they dance, their petals rub against each other, creating a pleasing sound. It is said that Bellossom that evolve from more putrid Gloom develop more vibrant flowers. When Bellossom sleep, they close their petals around themselves. Their petal skirts and flowers will wilt when deprived of sunlight.



Cacnea live in arid deserts, surviving on tremendously meager amounts of water. The drier and hotter their environments are, the more beautiful and fragrant the flowers on top of their heads grow. They use their flowers' scents to attract prey, which they shoot down with thorns. If this fails, Cacnea can also swing their spiky arms at foes like hammers. When they find an oasis, they will gorge themselves with water, filling their hollow bodies. They can last up to thirty days on this stored water. Cacnea are solitary Pokémon, wandering deserts alone. However, they are not territorial and will allow other Cacnea to pass nearby without conflict. When food is scarce, Cacnea can find sustenance by digging into the ground; they dig their roots deep into the sand to suck up nutrients like plants. However, the sustenance they gain from this is ultimately inefficient for supporting them in the long run, so they must eventually hunt and capture prey in order to survive.






## Cacnea / Cacturne



Cacturne become active in the dead of night, when desert temperatures often drop to near-freezing levels. They do this to prevent themselves from losing precious moisture in the hot, sweltering sun during the day. Cacturne hunt in packs, but aren't closely bonded with one another like most pack hunters; their relations are purely task-oriented without personal bonds. In their makeshift groups, Cacturne will follow weary prey from far behind. When prey tries and look behind them, the Cacturne will stop moving and pose as motionless cacti. Eventually, the prey, already weary from the day's heat, will be overcome by paranoia and collapse onto the sand. It is only then that the Cacturne will approach and attack. Oftentimes, the only trace left after Cacturne attacks are piles of dry bones.

**Biology:** Egg Group - Grass / Human-Like, Egg Hatch Rate - 10 Days, Diet - Carnivore / Phototroph, Habitat - Deserts

**Evolution:** Cacnea  Cacturne

**Proficiencies:** Dark / Grass / Prickly / Tricky

### Cacnea

**Grass** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** -

**Passives:** Growth (+1 Attack, +1 Special Attack), Leer (+1 Attack), Sand Veil (While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.)

**Moves (Attack +5, Special Attack +5, Effect +2)**

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

### Cacturne

**Grass / Dark** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 14    **Special Attack:** 13

**Skills:** -

**Passives:** Growth, Leer, Sand Veil, Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +7, Special Attack +6, Effect +3)**

**Spiky Shield** - *Self Grass Effect:* 1/day. Spiky Shield is used as a Reaction. If you are hit by an enemy within melee range with an attack, the enemy loses HP equal to 1/6th of its Max HP and you ignore the damage and any effects of the attack.

**Needle Arm** - *Melee Grass Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Spikes** - *Ranged(20ft burst) Ground Effect:* 3/day. Place the Spikes Hazard in the area surrounding you. Spikes Hazard has the following ability: When a foe moves through Spikes Hazard during their turn and are on the ground, they lose 1/6th of their Max HP. This Hazard disappears after 2 mins.



## Cherubi / Cherrim



### Cherubi



**Grass** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** -

**Passives:** Growth (+1 Attack, +1 Special Attack), Chlorophyll (While in Sunny Weather, your Speed is +2.)

**Moves (Attack +2, Special Attack +3, Effect +2)**


**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Morning Sun** - *Melee Normal Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4<sup>th</sup>s of the target's Max HP instead.

**Sunny Day** - *Fire Field Effect:* 3/day. You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

When Cherubi are born, they initially have two equally-sized heads. However, as they grow, the two heads compete for dominance, as they cannot photosynthesize enough nutrients to support them both. Eventually, one wins out, and the other withers away into a vestigial ball. The remaining head then use their sibling to supplement their growth; the smaller heads are sweet and packed with nutrients, making them very popular treats for Flying-type predators. Though Cherubi can survive without their second heads, their growth will be severely stunted without the extra nutrients; thus, they protect these heads very fiercely, dashing away from would-be predators with surprising speed. If they don't get enough sunlight, their vivid red coloration will dull, though it will intensify as they approach evolution. Once Cherubi have drained all of the nutrients they can from their second heads, they will bud and the heads will wither away; Cherubi are ready for evolution at this time. They are often seen on tree branches on warm, sunny days.

**Biology:** Egg Group - Fairy / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Forests

**Evolution:** Cherubi  Cherrim

**Proficiencies:** Grass / Floral

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### Cherrim



**Grass** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 10

**Skills:** Alluring (attracts others with their aroma), Bloom (Cherrim changes from Overcast to Sunshine forms when the weather is Sunny.)

**Passives:** Growth, Chlorophyll, Flower Gift (While Cherrim is in Sunny Weather, Cherrim's Attack and Special Defense is +6)

**Moves (Attack +3, Special Attack +5, Effect +4)**

**Petal Dance** - *Ranged(5ft burst) Grass Special Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Solar Beam** - *Ranged(30ft beam) Grass Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Lucky Chant** - *Ranged(30ft burst) Normal Effect:* 3/day. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 mins.





When in their standard forms, it is quite easy to completely miss Cherrim while examining the treetops. In its Overcast Form, Cherrim are quiet and immobile, waiting unassumingly in the shade. Once hit by beams of sunlight, however, they bloom into its Sunshine Form. In this form, Cherrim are very active and excitable, basking fully in the sun's rays by facing all of their petals towards it. They use this precious time under the sun to photosynthesize as much energy as they can, since they are unable to do so in its other form. Cherrim also becomes stronger under the sunlight thanks to this extra energy. They can take down foes much larger than themselves by using powerful solar attacks during this time. They can store large amounts of sugars in their bodies, which they use to endure long periods in the Overcast Form. In the Sunshine Form, they appear eternally joyful, while in Overcast Form they seem constantly gloomy. Once the sunlight wanes, Cherrim close their petals and return to the Overcast Form, patiently waiting for the sun to return. Their petals are deceptively tough, protecting them from pecking predators.



Cottonee travel in large groups on light forest breezes. Though rather weak on their own, these Pokémon find strength in numbers. They float in elusive, cloud-like bunches with other Cottonee, keeping out of reach from most attackers. If isolated, they may become very nervous and frantic; they seem to be calmed, however, by the texture of cotton fabric. If attacked, Cottonee will shoot out puffs of cotton from their bodies. These puffs act as decoys to confuse predators, giving them time to escape. In larger quantities, these puffs also irritate the eyes and noses of attackers as well as hinder their movement. The puffs can be harvested and stuffed into pillows, or turned into fabric for clothing. Cottonee can also regrow it quickly, making it an abundant resource in woodland areas. These Pokémon cannot float well in the rain, as their bodies become too heavy to be carried by the wind when waterlogged. Consequently, when groups of Cottonee sense approaching storms, they will all attempt to cluster under large trees—oftentimes all together under the same one—in order to stay dry.





# Cottonee / Whimsicott



## Cottonee



**Grass / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 4    **Special Attack:** 5

**Skills:** Flight (*can fly*), Sprouter (*can manipulate plant life*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Prankster (*Your attacks that do not deal damage on hit have Priority.*)

**Moves (Attack +2, Special Attack +4, Effect +3)**

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Leech Seed** - *Ranged(10ft) Grass Effect:* 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

**Stun Spore** - *Melee Grass Effect:* At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

Whimsicott conceal themselves in chaotic whirlwinds, riding gusts aimlessly as they travel about; they rarely stay in one spot for long. Whimsicott cause mischief wherever they travel. In the wild, this often entails summoning winds to strip rows of trees of their leaves. In houses and buildings, this may mean rearranging furniture with gusts or leaving thin layers of dust blown in from outside on every surface. Wherever Whimsicott cause trouble, however, they always leave a telltale sign—cotton puffs. Handfuls of them can inevitably be found wherever they go, having been shed from their bodies. Especially strong winds may strip their whole heads of cotton. Their soft compositions enable them to squeeze and slip through even the tiniest of gaps; this lets them to infiltrate and cause mischief in virtually any building. Despite their fondness for trickery, however, Whimsicott rarely ever mean to intentionally cause harm; in fact, they will actively intervene in their own pranks if they believe that someone will be hurt. Whimsicott will constantly grow more cotton as long as they remain exposed to sunlight, and thus must groom themselves regularly by pruning off the excess and scattering it to the wind.



## Whimsicott



**Grass / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 8

**Speed:** 14 (70 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Amorphous (*can squeeze through almost anything*), Flight, Gust (*can produce wind*), Inflatable (*can expand*), Shrinkable (*can shrink*), Sprouter

**Passives:** Growth, Cotton Spore (+2 Speed), Chlorophyll (*While in Sunny Weather, your Speed is +2*), Infiltrator (*Hindering terrain and Walls do not affect you or your attacks*), Prankster

**Moves (Attack +4, Special Attack +4, Effect +7)**

**Gust** - *Ranged(20ft) Flying Special Attack:* At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Hurricane** - *Ranged(25ft, 10ft blast) Flying Special Attack:* 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Moonblast** - *Ranged(20ft) Fairy Special Attack:* 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Grass / Fairy, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Forests / Woodlands

**Evolution:** Cottonee  Sun Stone Whimsicott

**Proficiencies:** Fairy / Flying / Grass




## Ferroseed / Ferrothorn



Ferroseed are one of the main hazards spelunkers face when exploring mineral-rich caverns. These heavy Pokémon can be found stuck to the walls and ceilings of caves, absorbing minerals through their spikes. When they have finished draining one location of nutrients, they will roll on walls or drop down from ceilings to new locations—hikers must constantly be aware of what is above them, since Ferroseed can and will drop without any notice. Though unintentionally dangerous, Ferroseed are rather docile Pokémon. They won't attack unless attacked first, and even when faced by an aggressor, the most a Ferroseed will do is release a burst of spikes before rolling away to safety. Their aim is quite poor without practice, however. Though their spikes make them very poor movers, Ferroseed can spin in place quickly by balancing themselves on the point of a single spike like a top. They have been known to lodge themselves into rocks in this manner. Ferroseed not only absorb minerals from stone through their spikes, but also vital nutrients from the moss that covers cave walls and ceilings.

**Biology:** Egg Group - Grass / Mineral, Egg Hatch Rate - 10 Days, Diet - Carnivore / Terravore, Habitat - Caves

**Evolution:** Ferroseed  Ferrothorn

**Proficiencies:** Grass / Steel / Prickly

### Ferroseed



**Grass / Steel** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 10    **Special Defense:** 9

**Speed:** 1 (5 ft.)    **Attack:** 5    **Special Attack:** 2

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Sinker (*can't swim*)

**Passives:** Harden (+1 Defense), Iron Barbs (*Whenever you are hit with a melee attack, the attacker takes 4 damage.*)

**Moves (Attack +2, Special Attack +1, Effect +0)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

### Ferrothorn



**Grass / Steel** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 15    **Special Defense:** 12

**Speed:** 2 (10 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Climber, Sinker, Threaded (*can move around with vines*)

**Passives:** Iron Defense (+2 Defense), Battle Armor (*Critical hits are treated as normal hits against you.*), Iron Barbs

**Moves (Attack +4, Special Attack +2, Effect +1)**

**Power Whip** - *Melee Grass Attack:* 1/day 5d12. Power Whip has -2 during Accuracy Check.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Flash Cannon** - *Ranged(20ft) Steel Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.





Ferrothorn dwell in mineral-rich caves, using their three spike-tipped feelers to cling to cavern ceilings and floors. To hunt, these creatures hang idly from the tops of caves, waiting for unsuspecting victims to pass underneath. When they come along, Ferrothorn fire barrages of spikes to subdue them before dropping down below to claim their meals. Ferrothorn will also scrape away at cavern walls to siphon exposed minerals and ores using their spikes. Their feelers are deceptively strong, capable of supporting their weight and allowing them to “stand” upright on the ground. In this stance, Ferrothorn can swing their feelers like flails to attack foes. The tips of these feelers are strong enough to pulverize stone. Their hard, spiked bodies protect them from most attackers; however, they are very sensitive to heat. Ferrothorn will seek shelter in the damp recesses of their caverns if they feel the air warming. Excessive heat can cause their normally-sturdy bodies to soften slightly, rendering them vulnerable to further attacks.



Fomantis lurk in the tall grasses of jungle clearings, where towering trees have fallen and sunlight can reach the forest floor. These creatures are nocturnal; they are asleep while resting in these clearings, using the grass as cover from predators. As they sleep, they release a sweet, invigorating odor resembling that of flowers about to bloom. Fomantis spread the four leaves on top of their heads to gather light through photosynthesis as they sleep to make energy. They need plenty of sugars so that they are vibrantly colored upon evolution and will viciously attack those that disturb them during this process. When night falls, Fomantis awaken, close their leaves, and begin to search for new clearings, as they may vulnerable to predators if they remain in one place for too long. They continue this routine—sleeping in sunlight and relocating during the night—until they evolve.





## Fomantis / Lurantis



Lurantis utilize their vibrant coloration to disguise themselves as flowers and lure in prey. They further this charade by emitting a sweet floral scent. Lurantis grow very close to trainers that take meticulous care of their appearances, but dislike lazy ones that let their colors dull. These Pokémon have sickle-like petals to slice prey cleanly in two. The petals can also concentrate gathered sunlight into beams when using attacks. These beams can cut straight through rock. When Lurantis attack, their movements are so elegant that they are often likened to dancing.

**Biology:** Egg Group - Grass / Bug, Egg Hatch Rate - 10 Days, Diet - Carnivore / Phototroph, Habitat - Jungles

**Evolution:** Fomantis  Lurantis

**Proficiencies:** Grass / Blades / Floral

### Fomantis



**Grass** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Alluring (*attracts others with their aroma*), Sprouter (*can manipulate plant life*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Leaf Guard (*While in sunny weather, you are cured of any afflictions.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Razor Leaf** - *Ranged(25ft) Grass Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Ingrain** - *Self Grass Effect:* 1/day. Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.



### Lurantis



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 9

**Speed:** 5 (25 ft.)    **Attack:** 14    **Special Attack:** 9

**Skills:** Alluring, Sprouter

**Passives:** Growth, Swords Dance (+2 Attack), Hyper Cutter (*Your Attack cannot be lowered by a foe's effects.*), Leaf Guard

**Moves (Attack +7, Special Attack +4, Effect +2)**

**Leaf Blade** - *Melee Grass Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Solar Blade** - *Melee Grass Attack:* 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Blade's Accuracy Check and damage.





# Foongus / Amoonguss



## Foongus



**Grass / Poison** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 6

**Speed:** 2 (10 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Shrinkable (*can shrink*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Effect Spore (*Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.*)

**Moves (Attack +3, Special Attack +3, Effect +1)**

**Absorb** - *Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.*

**Bide** - *Ranged(25ft burst) Normal Effect: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.*

**Feint Attack** - *Melee Dark Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.*

## Amoonguss



**Grass/Poison** - Small (Size), Light (Weight)

**Hit Points:** 66    **Defense:** 7    **Special Defense:** 8

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Shrinkable, Sprouter (*can manipulate plant life*), Repulsive

**Passives:** Growth, Effect Spore, Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (Attack +5, Special Attack +5, Effect +1)**

**Giga Drain** - *Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.*


**Ingrain** - *Self Grass Effect: 1/day. Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.*

**Spore** - *Melee Grass Effect: 1/day. On hit, the target is put to Sleep.*



Foongus are known for their oddly-patterned caps, which resemble the faces of Poké Balls. For years, these curious adaptations baffled scientists because the caps did not have the gloss, size, or shape of true Poké Balls; laboratory experiments have revealed that the vast majority of wild Pokémon, when showed a real Poké Ball and then a Foongus cap, did not mistake one for the other. A recent, promising hypothesis regarding the cap pattern postulates that while the design is unconvincing from close range, it is sufficient for deterring Flying-type Pokémon—one of their major groups of predators—flying above. In addition to this questionable camouflage, Foongus also have the ability to release itchy spores to defend themselves from foes. Unfortunately, Foongus spores are still one of the most common poisons traveling trainers are afflicted with. Because they resemble Poké Balls when seen from above, many careless trainers approach them and are subsequently doused with their itchy spores.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Saprophyte, Habitat - Fields / Forests

**Evolution:** Foongus  Amoonguss

**Proficiencies:** Grass / Poison / Lepidopteran / Parasitic



While the crypsis of Foongus is arguably useful in certain situations, that of Amoonguss has been proven to have no use at all, even possibly being detrimental to their survival. While their caps resemble Poké Balls, their texture, shape, and size make them difficult to mistake for the real thing from any angle at all. In the damp, dark areas where Amoonguss dwell, low light levels make such camouflage even less effective, as the red coloration of the caps are dulled and made even less recognizable. Rather than providing a survival advantage, their cap designs appear to be remnants of their pre-evolution's survival tactic; because Amoonguss can protect themselves in other ways, their Poké Ball patterns have survived as well despite contributing little to their survival. Amoonguss are capable of spreading poisonous, incapacitating spores in the air around them. They sway their arm caps and bodies around in intriguing dances to lure in foes, spraying them with their spores once they draw near to paralyze them.



Gossifleur are wandering Pokémon that go wherever the wind blows--literally. By twisting their petals, they can control their flight paths subtly as they drift in the breeze. Gossifleur will temporarily settle down wherever they find clean water and air. In such areas, they will land en masse and anchor themselves into the soil with their single legs, forming vibrant fields. As they absorb sunlight, their flowers will begin to bloom beautifully. Finally, when Gossifleur have had their fill, they will uproot themselves and begin drifting again, singing a joyous song as they twirl away in the wind. Fields where Gossifleur rest are popular amongst locals for being filled with their beautiful colors and uplifting melodies. Their pollen has a therapeutic effect, and Gossifleur pollen tea is a popular folk remedy for the common cold. These qualities altogether make Gossifleur a popular Pokémon in rural areas near pristine, untouched wilderness.





## Gossifleur / Eldegoss



### Gossifleur



**Grass** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 6

**Speed:** 1 (5 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** Flight (*can fly*), Sprouter (*can manipulate plant life*)

**Passives:** Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (Attack +2, Special Attack +2, Effect +0)**

**Leafage** - Ranged(20ft) Grass Special Attack: At-Will 1d12.

**Round** - Ranged(15ft burst) Normal Special Attack: 3/day 3d8. For every time anyone has used Round before you during this round of combat, Round deals +1d10 damage.

**Synthesis** - Self Grass Effect: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to 3/4<sup>th</sup> of your Max HP instead.



### Eldegoss



**Grass** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 12    **Special Defense:** 12

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 8

**Skills:** Alluring (*attracts others with their aroma*), Flight, Sprouter

**Passives:** Cotton Guard (+3 Defense), Cotton Spore (+2 Speed), Effect Spore (*Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.*), Regenerator

**Moves (Attack +2, Special Attack +4, Effect +4)**


**Aromatherapy** - Melee Grass Effect: 3/day. Target an ally or yourself. Target is cured of all afflictions.

**Hyper Voice** - Ranged(30ft beam) Normal Special Attack: 1/day 3d12.

**Leaf Storm** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

Eldegoss are perhaps most well-known for the cotton fluff that grows on their heads, which can be spun into a glossy and supple yarn. Eldegoss cotton is commonly used for sleepwear and high-end designer fashion. Eldegoss themselves rely on their cotton fluff to protect their heads from injury as they float on the wind. They also help these light Pokémon stay aloft by catching the breeze. Their seeds are packed with nutrients; as Eldegoss travel, they disperse their seeds into the land below. Many are eaten by wild Pokémon, but those that aren't enrich the soil and help future crops grow. Thus, land under Eldegoss migration routes is prized by farmers. Some regions will hold festivals in hopes of attracting migrating Gossifleur and Eldegoss to their farms, cleaning the local area too provide them with pristine air and water.

**Biology:** Egg Group - Grass / Fairy, Egg Hatch Rate - 7 Days, Diet - Phototroph, Habitat - Fields / Meadows

**Evolution:** Gossifleur  Eldegoss

**Proficiencies:** Grass




## Morelull / Shiinotic



Morelull are nocturnal creatures that spend the day dozing in the shade of trees; they prefer to dwell in permanently-dark woodlands. While resting, they root their mycelium into the soil and passively draw nutrients; they can also attach to the roots of trees to directly drain resources. When night falls, they relocate to new trees in order to avoid draining areas entirely of their nutrients and killing the plants living in them. Morelull can extend their mycelium surprisingly deep into the soil. By connecting them with others of their kind, they can form complex communication networks and send messages to one another from far away. These Pokémon can scatter illuminated, pulsating spores from their caps, which can also glow softly. Watching these spores flicker has a noticeable soporific effect. Eventually, the spores will explode in bright, glittering pulses that other Morelull can interpret as various signals, most commonly one warning of danger.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Saprophyte, Habitat - Forests / Woodlands

**Evolution:** Morelull  Shiinotic

**Proficiencies:** Fairy / Grass / Parasitic / Weird

### Morelull



**Grass / Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 8

**Speed:** 2 (10 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Glow (*can produce light*)

**Passives:** Effect Spore (*Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.*)

**Moves** (**Attack +2, Special Attack +3, Effect +1**)

**Absorb** - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Astonish** - *Melee Ghost Attack: At-Will 1d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Moonlight** - *Melee Fairy Effect: 1/day.* Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to  $3/4^{\text{th}}$  of the target's Max HP instead.



### Shiinotic



**Grass / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 10

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 9

**Skills:** Glow

**Passives:** Effect Spore, Rain Dish (*If in Raining Weather, you regain 4 HP after you act.*)

**Moves** (**Attack +2, Special Attack +4, Effect +1**)

**Confuse Ray** - *Ranged(20ft) Ghost Effect: 1/day.* On hit, the target becomes Confused.

**Giga Drain** - *Melee Grass Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

**Moonblast** - *Ranged(20ft) Fairy Special Attack: 3/day 3d10.* On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.







Shiinotic release flickering, glowing spores that induce drowsiness in those that gaze upon them. Staring for too long will cause a person to begin to lose their sense of direction, memory, and even time perception. Shiinotic have a disturbing lack of ability to distinguish between live and dead prey; they will root their finger-like mycelium into victims, whether they are already dead and decomposing or simply dazed by their spores, to sap away at their energy. Travelers that notice pulsating lights deep within the woods should steer away. Shiinotic seem to communicate with one another in ways humans cannot detect; scientists believe that their flickering spores or perhaps mycelium networks may play a role in this. Regardless of how they converse, these Pokémon seem to work together to ensure that the prey that they select remain unable to escape. They are a surprisingly cooperative species and are known to "share" sapped life force with one another through their mycelium.



Pansage dwell deep in forests and thick woodlands, especially those in warmer areas. They are friendly Pokémon that often approach strangers; many of them sometimes congregate around travelers. They spend much of their time up in the treetops, though they will wander around the forest floor in search of their favorite food--Berries. Pansage are skilled in locating Berries and are very knowledgeable about their various effects. They are known to share Berries with injured Pokémon and humans, curing ailments like poisoning, paralysis, and burns with the different Berries they have foraged. they will also lead hungry travelers to Berry bushes and thickets where they can find food. The leaves in the small tufts on their heads contain a potent combination of various aromatic compounds that is highly effective at relieving stress and weariness. Pansage may offer one of their leaves to tired travelers after showing them Berry bushes, revitalizing them and allowing them to continue their journeys with renewed vigor.





## Pansage / Simisage



Simisage are highly unpredictable and potentially aggressive. They fearlessly approach those who enter their territories. Though they often harass trespassers by throwing Berries or screeching loudly, though they will not attack unless enraged. They are erratic and can be set off by seemingly nothing at all; conversely, some travelers have reported that trying to attack Simisage only resulted in the Pokémon becoming amiable and offering food and gifts. They are also prone to sudden mood swings, being cheerful and enthusiastic at one moment and then irate and aggressive the next. Simisage attack by swinging their thorny tails at opponents like clubs. The leaves on their heads are very bitter, but they also contain tremendous amounts of caffeine. People have used these leaves in traditional energy drinks for centuries, steeping them in hot water to extract the caffeine.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Jungles / Woodlands

**Evolution:** Pansage  Leaf Stone Simisage

**Proficiencies:** Grass / Tricky

### Pansage



**Grass** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Threaded (*can move around with vines*)

**Passives:** Leer (+1 Attack), Play Nice (+1 Defense), Overgrow (*When you are below 20 HP, your Grass-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Vine Whip** - *Ranged(20ft) Grass Attack:* At-Will 2d8.



### Simisage



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Climber, Threaded

**Passives:** Leer, Play Nice, Overgrow, Prankster (*Your attacks that do not deal damage on hit have Priority.*)

**Moves (Attack +5, Special Attack +5, Effect +5)**

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Seed Bomb** - *Ranged(15ft) Grass Attack:* 3/day 3d10.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.





## Petilil / Lilligant



### Petilil



Grass - Small (Size), Light (Weight)

Hit Points: 30 Defense: 5 Special Defense: 5

Speed: 3 (15 ft.) Attack: 5 Special Attack: 8

Skills: Sprouter (can manipulate plant life)

Passives: Growth (+1 Attack, +1 Special Attack), Chlorophyll (While in Sunny Weather, your Speed is +2.)

Moves (Attack +4, Special Attack +2, Effect +1)

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Leech Seed** - Ranged(10ft) Grass Effect: 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

**Sleep Powder** - Melee Grass Effect: At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.



Petilil thrive in areas with moist, fertile soil. Consequently, places where they are abundant tend to be ideal for growing crops as well. For centuries, farmers used the size of Petilil populations to assess the value of land for agriculture. If the soil quality in an area worsens, the Petilil of the area will group up and migrate to a new patch of land. Due to their specific needs regarding soil fertility and plant life, however, the conversion of their natural habitats into farmland has also had devastating effects on their numbers. Many regions now protect the richly-soiled areas that wild Petilil call home in efforts to preserve the rapidly-declining species. The leaves on their heads serve as their sole method of defense; when attacked, Petilil will flee and shed these leaves as decoys for predators to eat instead, as they will grow back within a day. Petilil that shed frequently tend to be plumper. These leaves are exceptionally bitter, so most foes that taste them will learn to avoid attacking them in the future. Despite their bracing acerbity, though, Petilil leaves are reputed to be very rejuvenating for tired or nauseous people. They are often sold by herbalists as natural remedies for fatigue, and are particularly popular among the elderly.

### Lilligant



Grass - Medium (Size), Medium (Weight)

Hit Points: 42 Defense: 8 Special Defense: 9

Speed: 10 (50 ft.) Attack: 6 Special Attack: 12

Skills: Sprouter

Passives: Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Chlorophyll, Own Tempo (You are immune to being Confused), Leaf Guard (While in sunny weather, you are cured of any afflictions)

Moves (Attack +3, Special Attack +6, Effect +5)

**Teeter Dance** - Ranged(30ft burst) Normal Effect: 1/day. On hit, all targets are Confused.

**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Petal Blizzard** - Ranged(10ft burst) Grass Attack: 3/day 3d10.

**Biology:** Egg Group - Grass / Fairy, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Forests / Woodlands

**Evolution:** Petilil  Sun Stone Lilligant

**Proficiencies:** Grass / Floral (Lilligant)



Lilligant are rarely seen in the wild, as are only found in areas with exceptionally rich soil. They are most famous for the beautiful flowers on their heads; most of the time, they remain closed. They bloom under extremely particular conditions that, even today, researchers have trouble pinpointing; some postulate that the exact conditions may even vary between individuals. It is said that it takes an incredibly skilled and dedicated trainer to coax one to bloom. Upon blossoming, though, they release one of the sweetest fragrances known to man; Lilligant are highly coveted in the practice of aromatherapy for this reason. Individuals each have their own distinct scent based on the soil in which they were raised. Neglecting Lilligant, however, may cause their flowers to wilt. Lilligant are mesmerizing dancers, spending much of their time dancing in the wild.



Shroomish dislike harsh light; they stay in the shade of large leaves and trees during the day, only venturing out after the sun sets. They feed primarily on rotting plant matter and particularly prefer damp soil and compost. After it rains, large numbers of them can be seen emerging from their shelters to feed on the wet, decaying plant matter on the forest floor. Though they normally have mild personalities, Shroomish will not hesitate to attack foes with powders if threatened. By shaking their bodies, they can release poisonous spores from the top of their heads, dispersing them in noxious clouds. Inhaling these spores can cause dizziness, nausea, and numbing pain all around the body. Areas with sizable Shroomish populations often will have signs detailing how to avoid startling wild individuals and how to treat Shroomish poisoning. Notably, these Pokémon are placated and will not release their spores when fed berries. They may even be occasionally seen holding berries themselves as they scuttle across the forest floor.





## Shroomish / Breloom



### Shroomish



Grass - Small (Size), Light (Weight)

Hit Points: 36 Defense: 6 Special Defense: 6

Speed: 4 (20 ft.) Attack: 5 Special Attack: 5

Skills: -

**Passives:** Growth (+1 Attack, +1 Special Attack), Effect Spore (Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Stun Spore** - Melee Grass Effect: At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.



### Breloom



Grass / Fighting - Medium (Size), Medium (Weight)

Hit Points: 36 Defense: 8 Special Defense: 6

Speed: 7 (35 ft.) Attack: 14 Special Attack: 7

Skills: -

**Passives:** Growth, Effect Spore, Poison Heal (While afflicted with Poison or Toxication, you are healed instead of damaged by those afflictions. You are cured of Poison or Toxin once you are at Max HP.), Technician (When rolling damage, replace any rolled 1s or 2s with 3.)

**Moves (Attack +7, Special Attack +3, Effect +3)**

**Mach Punch** - Melee Fighting Attack: At-Will 2d6. Mach Punch has Priority.

**Seed Bomb** - Ranged(15ft) Grass Attack: 3/day 3d10.

**Dynamic Punch** - Melee Fighting Attack: 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

Breloom are skilled fighters. While their arms may seem short and stubby, they actually can stretch to deliver powerful punches on par with professional boxers. Breloom are nimble on their feet, with sprightly footwork that allows them to draw very close to their opponents. As they hop from foot to foot, they scatter toxic spores from the club-like growths on their tails--actually hardened clusters of their own spores. The spores daze and weaken opponents, letting Breloom pummel their enemies with quick volleys of virtually invisible punches. Breloom prefer warm, humid climates, feeding on tree leaves and other living plant matter instead of compost like Shroomish. In large quantities, their spores can cause severe indigestion.

**Biology:** Egg Group - Fairy / Grass, Egg Hatch Rate - 7 Days, Diet - Saprophyte, Habitat - Forests

**Evolution:** Shroomish Breloom

**Proficiencies:** Fighting / Grass / Punches (Breloom)




## Skiddo / Gogoat



Skiddo are a common sight on rural farms and ranches. They are thought to be one of the first Pokémon domesticated by humans, even before the advent of Pokémon training—despite their small size, they are capable of carrying people, supplies, and other Pokémon on their backs for considerable distances. Their usually docile natures and sturdiness are both characteristics that likely made them prime candidates for early humans to domesticate. Additionally, Skiddo don't require food; with ample water and sunlight, their leaves can photosynthesize enough energy to sustain them without draining the food stores of human farmers. Even today, many agricultural workers train Skiddo to carry around supplies; these Pokémon are also a common sight at petting zoos and fairs, where they give rides to people and Pokémon. Skiddo have lived alongside humans for so long that they have adapted to their presence; their horns are able to sense the thoughts and emotions of the riders holding them so they know where to go.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Mountains

**Evolution:** Skiddo  Gogoat

**Proficiencies:** Grass / Stampeding (Gogoat)

### Skiddo



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** Threaded (*can move around with vines*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Tail Whip (+1 Attack), Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*)

**Moves (Attack +4, Special Attack +3, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Vine Whip** - *Ranged(20ft) Grass Attack:* At-Will 2d8.

**Milk Drink** - *Melee Normal Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.



### Gogoat



**Grass** - Medium (Size), Heavy (Weight)

**Hit Points:** 72    **Defense:** 6    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 11

**Skills:** Groundshaper (*can manipulate the ground*), Threaded

**Passives:** Growth, Tail Whip, Grass Pelt (*While in Grassy Terrain, your Defense is +2.*), Sap Sipper

**Moves (Attack +6, Special Attack +5, Effect +3)**

**Aerial Ace** - *Melee Flying Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

**Bulldoze** - *Ranged(20ft burst) Ground Attack:* 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

**Horn Leech** - *Melee Grass Attack:* 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.







Wild Gogoat can be found scaling rocky cliffsides and mountains, which their hooves are specially adapted to climb. They live in herds led by a single individual. These leaders are decided through a series of battles in which they clash horns with one another to establish dominance. These Pokémon tend to be docile and placid, particularly when around humans. Gogoat are far more commonly seen, however, on farms and pastures; some cities also utilize Gogoat as a means of transportation. These Pokémon have adapted to working with humans; in addition to serving as “handlebars” for bipedal, two-handed riders, their horns can also sense the feelings and thoughts of those gripping onto them. This allows Gogoat to ferry people to their destinations without their riders needing to give any explicit instructions.



Snover generally live far away from humans, high up on snowy mountain peaks or deep in cold boreal forests. They are very inquisitive of people, however, and will approach human travelers with great curiosity. Large numbers of them will congregate around human footprints, attempting to discern where they came from. Snover migrate with the seasons; in the winter, they make their way down chilly mountain slopes, as the cooler weather enables them to dwell at lower altitudes. It is during this time where human contact is most likely. Once the weather warms again in the spring, they trek back up to their mountain peaks. Their bodies also grow edible white fruits along the borders of the white and brown areas of their torsos in the spring, described to taste like frozen candy. In battle, Snover can summon blizzards that obscure the vision of foes with fog-like flurries of snow. Once their opponents are blinded, they will launch balls of ice at them before they have a chance to retaliate. In particularly harsh weather, these Pokémon will root themselves deep beneath the soil to weather strong winds as well as absorb nutrients and warm water from below, regulating their temperatures.





## Snover / Abomasnow



Abomasnow are very elusive. Abomasnow likely only appear when snow flowers in their habitat bloom, for reasons unknown. Once the last petal falls, these Pokémon retreat back to some undiscovered location, not appearing again until the next bloom. Abomasnow can whip up terrible blizzards that make it virtually impossible to see; this is likely how they keep themselves hidden. They live exclusively on mountains perpetually covered in snow; whether Abomasnow choose to dwell in snowy areas or make the area they live in snowy is debatable. These Pokémon are surprisingly quiet, making little to no noise during their everyday lives. No clear photos of these Pokémon in the wild exist so far, due to the heavy snow that constantly surrounds them. It is said that though elusive, these Pokémon will appear to protect endangered Snover with their raging blizzards and hammer-like arms.

**Biology:** Egg Group - Monster / Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Forests / Mountains / Tundra

**Evolution:** Snover  Abomasnow

**Proficiencies:** Grass / Ice / Stampeding (Abomasnow)

### Snover



**Grass / Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Chilled (always cold), Freezer (can create ice)

**Passives:** Leer (+1 Attack), Snow Warning (As a free action you may deplete one use of Hail and use Hail)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Razor Leaf** - Ranged(25ft) Grass Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Hail** - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

### Abomasnow



**Grass / Ice** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Chilled, Freezer

**Passives:** Leer, Snow Warning, Soundproof (You are immune to sound-based attacks.)

**Moves (Attack +5, Special Attack +4, Effect +3)**

**Swagger** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Wood Hammer** - Melee Grass Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.



This Pokémon has a Mega Evolution in PHB2.



# Sunkern / Sunflora



## Sunkern



Grass - Small (Size), Featherweight (Weight)

Hit Points: 18    Defense: 3    Special Defense: 3

Speed: 3 (15 ft.)    Attack: 4    Special Attack: 4

Skills: Sprouter (*can manipulate plant life*)

Passives: Growth (+1 Attack, +1 Special Attack), Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

Moves (Attack +2, Special Attack +2, Effect +1)

**Absorb** - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Ingrain** - *Self Grass Effect: 1/day.* Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.

**Grass Whistle** - *Ranged(20ft burst) Grass Effect: 1/day.* Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep.

Sunkern are among the weakest of all currently known Pokémon. Most members of the species are aware of this--Sunkern rarely ever move, conserving all the nutrients they obtain from sunlight and in preparation for evolution. In fact, if attacked, they likely will only attempt to shake their leaves weakly at their opponents. They often will seek shelter and protection within treetops, nestling themselves in the nooks and crannies of branches and leaves. In the morning, Sunkern can commonly be seen dropping down onto the ground out of the blue, blown off by strong breezes. They rely almost entirely on the sun, its light, and its warmth to supply the primary factors in their growths. During cooler, cloudier summers, Sunkern will go into hibernation and seem to disappear entirely. Then, the following year, if the summer weather improves, Sunkern populations will appear to explode as masses of hibernating Sunkern reawaken to bask in the warm sunlight.

**Biology:** Egg Group - Grass / Fairy, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Fields / Meadows

**Evolution:** Sunkern  Sun Stone Sunflora

**Proficiencies:** Grass / Floral



## Sunflora



Grass - Small (Size), Light (Weight)

Hit Points: 48    Defense: 6    Special Defense: 9

Speed: 3 (15 ft.)    Attack: 9    Special Attack: 12

Skills: Sprouter

Passives: Growth, Chlorophyll, Early Bird (*You roll twice during checks to wake from Sleep and use the higher result.*), Solar Power (*While in Sunny weather, you deal an additional 4 damage while attacking. After acting in Sunny weather, you take 4 damage.*)

Moves (Attack +4, Special Attack +6, Effect +1)

**Giga Drain** - *Melee Grass Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

**Solar Beam** - *Ranged(30ft beam) Grass Special Attack: 1/day 5d12.* When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Sunny Day** - *Fire Field Effect: 3/day.* You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.





Sunflora are diurnal Pokémon; their activity follows the position of the sun in the sky. In the morning, Sunflora begin to stir, opening their petals and turning to face the rising sun. In the afternoon, when the sun is highest in the sky, they move around actively, almost frantically, following the sun as it travels. They slow down again at sunset; then, when night falls, Sunflora close their petals and become completely immobile, repeating the cycle again the next day. The color of a Sunflora's petals also reflects the sun. The brighter and warmer the sunlight that shines on it is, the more vivid its petals become. Oddly, this reaction does not occur when Sunflora are exposed to artificial sunlight, instead only happening when they are bathed in the unfiltered, natural light of the sun. Sunflora subsist almost entirely on sunlight and water, photosynthesizing sugars to create energy for themselves. Though they acquire some trace nutrients by absorbing them from the soil that they tread upon, they obtain the bulk of their consumed energy from the sun.



Tangela vines never stop moving. Though they are closely related to seaweed, they do not require any more water than the average plant. Their vines never stop growing and can regenerate. This allows Tangela to snap off vines painlessly to distract predators and regrow them later as soon as the next day. The swaying of their vines can be mysteriously unnerving to onlookers. Their vines are covered in fine hairs that tickle those caught within and also allow Tangela to use their vines as arms; the hairs can "feel" objects when brushed against them and detect changes in air pressure and humidity. What lies within a Tangela's mass of vines is a mystery, as no one has managed to uncover them. Tangela fiercely resist any attempt to remove their vines. Their vines latch onto anything that moves. If Tangela grab foes that turn out to be too strong, their vines will break off and allow them to escape.





# Tangela / Tangrowth



## Tangela



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 11

**Skills:** Reach (*melee range is 25 ft.*), Threaded (*can move around with vines*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

### Moves (Attack +3, Special Attack +5, Effect +3)

**Constrict** - *Melee Normal Attack:* At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Sleep Powder** - *Melee Grass Effect:* At-Will. Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

**Vine Whip** - *Ranged(20ft) Grass Attack:* At-Will 2d8.



## Tangrowth



**Grass** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 13    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 12

**Skills:** Reach, Threaded

**Passives:** Growth, Chlorophyll, Leaf Guard (*While in sunny weather, you are cured of any afflictions.*), Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

### Moves (Attack +5, Special Attack +6, Effect +2)

**Giga Drain** - *Melee Grass Special Attack:* 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Ancient Power** - *Ranged(10ft) Rock Special Attack:* 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Power Whip** - *Melee Grass Attack:* 1/day 5d12. Power Whip has -2 during Accuracy Check.

Tangrowth hide within dense patches of shrubbery, disguising themselves as large bushes. They patiently wait for prey to wander by before ensnaring them with their long vines. These vines are surprisingly similar to kelp. They grow at an amazing rate; during the warm springtime, the vines grow so quickly that it becomes impossible to see the eyes or feet of these Pokémon. Their arms also appear to be modified bunches of vines. They are capable of extending to twice their normal size, as much of their length is actually stored within the tangles of vines covering up the rest of the Pokémon's bodies. Tangrowth rarely need to move, as they can bind and carry what they need directly to them. Their vines have spectacular regenerative properties. Should predators bite off one of their arms, for example, Tangrowth would be able to grow them back quickly with no noticeable differences. In fact, they may even break off strands of their own, wriggling vines to distract foes as they flee; the vines will simply regrow later.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Carnivore / Phototroph, Habitat - Plains / Jungles / Wetlands

**Evolution:** Tangela Tangrowth

**Proficiencies:** Grass



# Applin / Flapple

## / Appletun



Applin hatch in the branches of apple trees. The first thing they do after emerging from their eggs is bury into the nearest apple in sight. They will remain in these fruits for the rest of their lives. Despite being Dragon-types, Applin are very vulnerable to predation, as they are ill-equipped to defend themselves. Pokémon see exposed Applin as easy and delicious meals. As such, these Pokémon will patiently wait for evolution by hiding in their fruit. Once an Applin buries into an apple, it will leave only its eyes exposed, which have evolved to mimic leaves. As it grows, its tail will also pop out of the other end. Conveniently, Applin obtain all the nutrients they need until evolution from their apples. The type of apple that these Pokémon choose will determine how they evolve; Applin that bury into tart apples will become Flapple, while those that instead choose sweet apples will become Appletun. Some believe that an Applin personality is also dictated by the exact apple varietal it chooses at birth.



### Applin



**Grass / Dragon** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 9    **Special Defense:** 4

**Speed:** 2 (10 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** -

**Passives:** Withdraw (+1 Defense), Ripen (When you use a Berry, double any effects it has.)

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Endure** - *Self Normal Effect:* 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

### Flapple



**Grass / Dragon** - Small (Size), Featherweight (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 15    **Special Attack:** 10

**Skills:** Flight (*can fly*)

**Passives:** Hustle (+4 Attack, -2 to accuracy checks), Withdraw, Ripen

**Moves (Attack +7, Special Attack +5, Effect +3)**

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Dragon Breath** - *Ranged(10ft) Dragon Special Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Grav Apple** - *Ranged(15ft) Grass Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.





## Appletun



**Grass / Dragon** - Small (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 10    **Special Defense:** 8

**Speed:** 3 (15 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Alluring (*attracts others with their aroma*)

**Passives:** Iron Defense (+2 Defense), Ripen, Thick Fat (*You take -4 damage from Fire-type attacks and Ice-type attacks.*)

**Moves (Attack +4, Special Attack +5, Effect +1)**



**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Dragon Pulse** - *Ranged(10ft) Dragon Special Attack:* 3/day 3d10.

**Apple Acid** - *Ranged(15ft) Grass Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Grass / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Orchards

**Evolution:** Applin   Within a sour apple Flapple,

  Within a sweet apple Appletun

**Proficiencies:** Dragon (Flapple / Appletun) / Grass / Draconian

Applin that bury into tart apples after hatching will one day evolve into Flapple. Flapple can concentrate the natural acids present in their fruit to concoct a potent chemical mixture. They store this acidic cocktail in their cheeks, spitting it out to catch prey or to defend themselves from attackers; it is strong enough to cause chemical burns on exposed skin. Flapple will hide in the branches of apple trees with their wings folded and their heads down to mimic apples. Applin have in fact fashioned the skins of their apples into their wing membranes. Though resourceful, they are not particularly aerodynamic and must exert a lot of energy to stay aloft. For this reason, they prefer an ambush strategy when hunting and only fly when they need to relocate in search of better hunting grounds or escape from danger.



Applin that bury into sweet apples eventually evolve into Appletun. These rotund creatures are quite mild-mannered, spending much of their time lazing about in branches or at the base of trees. Their bodies are coated in a sweet, aromatic nectar that is irresistible to insects, attracting their food right to them. Appletun ears are in fact functional eyes, though they remain drooped and obscured much of the time for unknown reasons. Meanwhile, their "helmets" are what remain of their original apples. At a first glance, resting Appletun may seem like sitting ducks when it comes to predators. The very Bug-types they attract to prey on, however, will actually defend Appletun and their delicious nectar fiercely.



This Pokémon has a Gigantamax form in PHB2.



## Exeggcute / Exeggutor

### / Exeggutor (Island)



While they may superficially resemble eggs, Exeggcute are more like seeds. They always must be in groups of 6 to maintain balance; lone Exeggcute will quickly be joined by five others almost immediately. They can communicate with each other telepathically. If one member of a pack is threatened, the others will swarm the attacker to defend it. Some of their shells may crack as they travel. However, they are surprisingly durable Pokémon that can survive with cracked or broken shells with little problem. In fact, as these Pokémon approach evolutions, these cracks become more and more common. These groups of a half-dozen each are considered one Pokémon—they all can be caught in one Poké Ball, count as one Pokémon in battle, and so forth, in part due to their “shared” minds. Since they get distressed if they are unable to have at least six members, it is considered abuse to force Exeggcute in groups of more or less.

#### Exeggcute



**Grass / Psychic** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Modular (*consists of 6 parts*)

**Passives:** Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Barrage** - Ranged(10ft) Normal Attack: At-Will 1d4. Barrage has -2 during Accuracy Check. Barrage is a Scatter attack. Up to 5 attacks.

**Hypnosis** - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

**Bullet Seed** - Ranged(10ft) Grass Attack: At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.

#### Exeggutor



**Grass / Psychic** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 13

**Skills:** Telepath (*can read minds*)

**Passives:** Chlorophyll, Harvest (*When using a Berry, you only use half of it while still gaining its full effects. You can only use half of a Berry if you have Harvest.*)

**Moves (Attack +5, Special Attack +6, Effect +3)**

**Psyshock** - Ranged(20ft) Psychic Special Attack: 3/day 3d10. Psyshock's Accuracy Check is made against the target's Defense.

**Wood Hammer** - Melee Grass Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Egg Bomb** - Ranged(15ft) Normal Attack: 3/day 3d10. Egg Bomb has -2 during Accuracy Check.



## Exeggutor (Island)



**Grass / Dragon** - Large (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 13

**Skills:** Reach (*melee range is 25 ft.*), Tall (*You have Reach due to your height, but can bend around to occupy a Gigantic area instead. Indoors, you must do so.*)

**Passives:** Chlorophyll, Harvest

**Moves (Attack +5, Special Attack +6, Effect +2)**

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Dragon Hammer** - *Melee Dragon Attack:* 1/day 3d12.

**Egg Bomb** - *Ranged(15ft) Normal Attack:* 3/day 3d10. Egg Bomb has -2 during Accuracy Check.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Beaches / Forests / Jungles

**Evolution:** Exeggcute  Leaf Stone Exeggutor,  Leaf Stone From Island habitat Island Exeggutor

**Proficiencies:** Dragon (Island Exeggutor) / Grass / Psychic (Exeggutor) / Stampeding (Exeggutor / Island Exeggutor)

Exeggutor live in large groups. When they migrate, it appears as if entire forests are uprooting and moving themselves. The three heads each speak their minds all at once. As a result, Exeggutor can be very noisy at times. They use telepathy to plan amongst themselves before acting. They are very friendly, both between their heads and to others, so it is rare for them to ever argue. When they do, however, Exeggutor will become confused, especially if they try to move in different directions at once. On occasion, a head of an Exeggutor may fall off. When this occurs, it becomes an Exeggcute and will emit a telepathic call almost immediately to attract five other Exeggcute and become a group. Though not aggressive, Exeggutor are capable of defending themselves when attacked with a variety of moves. They are rarely threatened, though, as their herds give them strength in numbers; few ever want to anger entire "forests."



Island Exeggutor are perhaps one of the most characteristic sights on any beach that has them. Residents are prideful of its height, claiming that bright sunlight and warm weather have allowed the Pokémon to grow "as it should." It is theorized that thousands of years ago, when the world was much warmer, Exeggutor used to grow as they do on sunny beaches all over the world. Cooling climates forced other populations to adapt and shrink, however. These Pokémon attack by swinging their long necks down like hammers to smash foes. They also possess fourth heads on their tails. These heads help them spot opponents sneaking up from behind, though they can also attack as well if necessary. Though most predators stay far away from these giant Pokémon, some have learned to take advantage of their height, zipping around their feet until they lose balance and keel over.





Carnivine can be found in wetlands and damp forests. They use their tentacles to latch onto tree branches, dangling the rest of their bodies below. They remain immobile much of the time, disguising as plants. While waiting, they keep their mouths wide open and drool a sweetly scented saliva that attracts prey towards them. Victims approach expecting fruit or nectar, but instead are met with their jaws, which can shut closed in the blink of an eye. Once Carnivine manage to chomp down on victims, it can take a whole day for them to digest their prey, depending on its size. They can open their jaws 180°, acting like landing pads of sorts for aerial prey. They tend to dwell in areas with soil that is acidic and nutrient-poor; scientists hypothesize that they evolved to be carnivorous in order to cope with this. Poor soil quality and low levels of sunlight made it difficult for most Grass-type Pokémon to subsist solely on photosynthesis, so Carnivine changed to consume living prey instead to survive where other Grass-types could not.



## Carnivine



**Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Stealth (*can make stealth skill checks*), Threaded (*can move around with vines*)

**Passives:** Chlorophyll (*While in Sunny Weather, your Speed is +2.*), Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +5, Special Attack +4, Effect +2)**

**Leaf Tornado** - Ranged(10ft) Grass Special Attack: At-Will 2d8.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Power Whip** - Melee Grass Attack: 1/day 5d12. Power Whip has -2 during Accuracy Check.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 13 Days, Diet - Carnivore, Habitat - Forests / Marshes / Swamps

**Proficiencies:** Grass / Fangs





# Maractus



Grass - Medium (Size), Medium (Weight)

Hit Points: 48    Defense: 10    Special Defense: 7

Speed: 8 (40 ft.)    Attack: 9    Special Attack: 11

Skills: -

**Passives:** Cotton Guard (+3 Defense), Cotton Spore (+2 Speed), Chlorophyll (While in Sunny Weather, your Speed is +2.), Storm Drain (Any foe's ranged Water-type attacks within 25ft or any adjacent foe's Water-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate a Water-type attack.), Water Absorb (When you negate a Water-type attack, heal half the amount of damage you would have taken if you had not negated the attack. \*This passive is different than usual for Maractus.)

**Moves (Attack +4, Special Attack +5, Effect +4)**



**Pin Missile** - Ranged(10ft) Bug Attack: At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.



**Petal Dance** - Ranged(5ft burst) Grass Special Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.



**Solar Beam** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Biology:** Egg Group - Grass, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Deserts

**Proficiencies:** Grass / Floral / Prickly



Maractus are commonly found in groups of anywhere from a dozen to two dozen in dry, sandy regions. They can survive on remarkably little water for Grass-type Pokémon, letting them to tolerate the aridity of barren deserts. Though they are capable of moving, Maractus remain rooted in place for the majority of the day in order to conserve as much energy as possible. They are a diurnal species that cease all movement once the sun sets. The spikes growing out of their bodies help deter predators from attacking them; however, their large size makes it easy for smaller, more agile creatures like young Flying-type Pokémon to avoid their thorns and feast on their seeds. To deter this, Maractus rhythmically shake their partly-hollow bodies to rattle about the dry seeds stored within. This creates maraca-like sounds that startle such Pokémon away. The upbeat, rhythmic sounds of groups of Maractus "dancing" is thought to have heavily influenced the music of desert cultures. When it rains, Maractus will gorge themselves on water to last until the next distant rainfall. Once a year, Maractus will all scatter their seeds at once, serving as a vital, if fleeting, food source in barren deserts.





Tropius dwell in equatorial tropical rainforests. The large leaves on their backs can function as wings, allowing them to fly above dense forest canopies in search of their favorite food--fruits. Tropius grows fruit around their necks, possibly because of their highly specific diets. Tropius, being docile and benevolent Pokémon, are often more than happy to share their crops. In the spring, Tropius will release pollen from their necks that fertilizes the trees they consume fruit from. Tropius can supplement their diets by using their wing-leaves to photosynthesize. In tropical regions Tropius are sometimes raised domestically for their fruit.

## Tropius



**Grass / Flying** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 9

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Flight (*can fly*)

**Passives:** Growth (+1 Attack, +1 Special Attack), Leer (+1 Attack), Chlorophyll (*While in Sunny Weather, your Speed is +2.*), Harvest (*When using a Berry, you only use half of it while still gaining its full effects. You can only use half of a Berry if you have Harvest.*), Solar Power (*While in Sunny weather, you deal an additional 4 damage while attacking. After acting in Sunny weather, you take 4 damage.*)

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Body Slam** - Melee Normal Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Leaf Storm** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Monster / Grass, Egg Hatch Rate - 13 Days, Diet - Herbivore, Phototroph, Habitat - Jungles

**Proficiencies:** Flying / Grass / Winged / Stampeding





# Rhyhorn / Rhydon / Rhyperior



## Rhyhorn



Ground / Rock - Large (Size), Heavy (Weight)

Hit Points: 48    Defense: 10    Special Defense: 3

Speed: 5 (25 ft.)    Attack: 9    Special Attack: 3

Skills: Groundshaper (can manipulate the ground),

Passives: Scary Face (+2 Speed), Lightning Rod (Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.)

### Moves (Attack +4, Special Attack +1, Effect +2)

**Smack Down** - Ranged(25ft) Rock Attack: 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

**Stomp** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bulldoze** - Ranged(20ft burst) Ground Attack: 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.



Rhyhorn bones are hundreds of times harder than those of humans and resemble solid rock. Often, they will often charge at something but forget why they began charging in the first-place mid-run; they will not stop running until they tire out and collapse from exhaustion. Sometimes, destroying things help Rhyhorn remember why they began running. Their short feet make it difficult for them to turn, so they can only run in straight lines. Oftentimes, they will not even register pain from their collisions until the next day. Though wild Rhyhorn can be very aggressive, trained ones are known to be very affectionate and protective of their trainers.

## Rhydon



Ground / Rock - Large (Size), Heavy (Weight)

Hit Points: 66    Defense: 12    Special Defense: 5

Speed: 6 (30 ft.)    Attack: 13    Special Attack: 5

Skills: Groundshaper

Passives: Scary Face, Lightning Rod, Rock Head (Your attacks that damage yourself on hit do not damage yourself.)

### Moves (Attack +6, Special Attack +2, Effect +3)

**Hammer Arm** - Melee Fighting Attack: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Rock Blast** - Ranged(10ft) Rock Attack: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

**Drill Run** - Melee Ground Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Drill Run is a critical hit.





Rhydon armor allows them to withstand magma temperatures, which is abundant in the deep caverns some of them live in. Their drill-like horns can bore through boulders and even solid diamond. Rhydon armor is incredibly sturdy, withstanding most kinds of brute force. However, their armor also renders them insensitive to most physical sensations, including pain, as a result. Consequently, they will often unwittingly injure themselves. Notably, though their near-impervious armor does not protect them from water, its thickness prevents their pain receptors from activating in response to getting wet until the Pokémon are already drenched. Rhydon tend to live in hot, dry areas because of this.



Rhyperior live in areas with lots of exposed, loose rocks. They sometimes make their way into artificial quarries to use the mined stone in battle. They can shove rocks into the holes in their hands; by quickly tightening and expanding their arm muscles, they can launch out these rocks like missiles. Their durable carapaces are capable of withstanding explosive volcanic eruptions. In battle, they will often wait for the foe to strike first, letting the attacks bounce off of their bodies before counter-attacking with their drills at close range. Rhyperior also use these drills to dig through mountains and cliffs. They can then use the rubble as more ammo for their attacks. If threatened without any rocks available, they are still more than capable of defending themselves. They can swing their club-like tails at opponents when threatened; their immense weight often makes such blows crippling, if not outright fatal.

### Rhyperior



**Ground / Rock** - Large (Size), Superweight (Weight)

**Hit Points:** 72    **Defense:** 13    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 14    **Special Attack:** 6

**Skills:** Groundshaper

**Passives:** Scary Face, Lightning Rod, Reckless (*Your attacks that damage yourself on hit, deal +4 damage.*), Rock Head, Solid Rock (*Super-effective attacks against you deal -4 damage.*)

### Moves (Attack +7, Special Attack +3, Effect +3)

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Megahorn** - Melee Bug Attack: 1/day 5d12.

**Rock Wrecker** - Ranged(25ft, 10ft blast) Rock Attack: 1/day 5d20. Rock Wrecker has -2 during Accuracy Check. You cannot act during the next round.

**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Badlands / Caves / Plains / Mountains / Savannas

**Evolution:** Rhyhorn Rhydon Rhyperior

**Proficiencies:** Ground / Rock / Horned / Munition (*Rhyperior*) / Stamping





## Sandile / Krokorok / Krookodile



### Sandile



**Ground / Dark** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Moxie (+1 Attack)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Assurance** - *Melee Dark Attack:* 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

### Krokorok



**Ground / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Burrow

**Passives:** Moxie, Anger Point (*When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.*)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

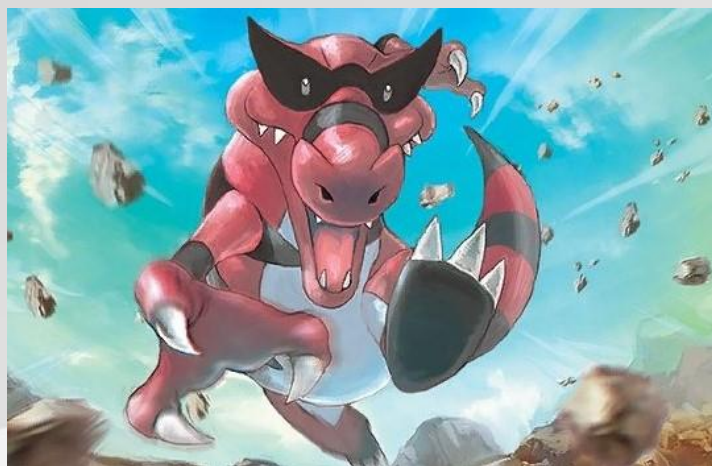


Sandile dwell in arid and sandy deserts. They spend most of their time submerged in the sand, leaving only their nostrils and eyes above the surface. Because Sandile are cold-blooded, they rely on the outside environment to regulate their body temperatures. During the sweltering heat of the daytime, staying buried in the sand keeps them cool. At night, however, when temperatures drop drastically, these Pokémon rely on the heat retained in the sand from the daytime to stay warm. Sandile also have dark membranes over their eyes; not only do they protect them from blowing sand, but they also shield their eyes from the intense light of the desert sun, absorbing its ultraviolet rays. Though Sandile are predators, desert scarcity and their small stature often leaves them with little choice but scavenging. Sandile are inquisitive towards human travelers, often walking beneath them or tearing holes in their bags to examine their contents. They rarely mean any harm, and may even befriend trekkers if they enjoy their presence. Though normally solitary, Sandile seem to instinctually protect others of their kind if they see any of them being threatened.





Krokorok seek out groups of five to seven members for aid in hunting and protection. They are nocturnal predators, though they are known to wander about during the day as well if they have not eaten for a while. As reptiles, they despise the cold, and will bury deep into the desert sand where the day's heat is retained on particularly chilly nights instead of hunting. The black membranes covering their eyes grant Krokorok with infra-red vision. This makes them superb hunters, even in the darkness of desert nights, as they can detect prey by their infrared signatures rather than by sight alone. Using their heat-sensitive eyes to locate unwary victims, packs can easily surround and corner their prey before their targets even notice. They will bury extra food in the sand as an emergency cache in case they fail to hunt down a meal in the future.



Krookodile have specialized black membranes that allow Krookodile to zoom in and out on objects up to one mile away, allowing them to see amazingly far into the distance. These Pokémon are known to be very aggressive and territorial; Krookodile are solitary hunters that are active both during the day and at night. They can swim through sand as if it was water and sneak up on their victims. Then, they jump out and crunch their prey with their powerful jaws. Krookodile instinctively bite down on anything moving in front of them, no matter what size or shape. Once they chomp down on something, they will not let go until their victim appears unconscious; they will twist their heads violently to tear prey in half. The best course of action when confronted by a Krookodile is to remain totally still, as these Pokémon tend to ignore things that are not in motion.

### Krookodile



**Ground / Dark** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Burrow, Groundshaper (*can manipulate the ground*)

**Passives:** Intimidate (+1 Defense), Moxie, Anger Point

**Moves** (*Attack +6, Special Attack +3, Effect +4*)

**Sandstorm** - *Rock Field Effect:* 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.

**Outrage** - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

**Biology:** Egg Group - Field / Monster, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Deserts

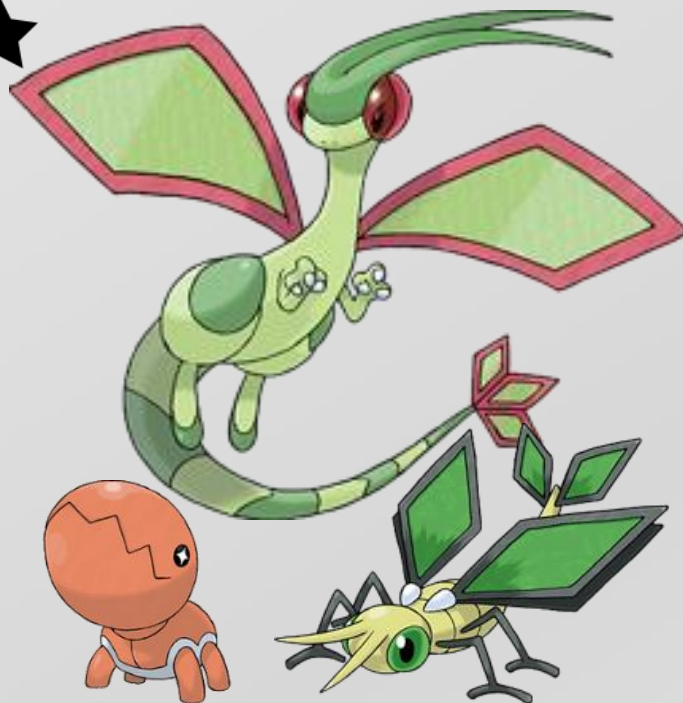
**Evolution:** Sandile Krokorok Krookodile

**Proficiencies:** Dark / Ground / Fangs / Stampeding (*Krookodile*)





## Trapinch / Vibrava / Flygon



### Trapinch



**Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 1 (5 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Groundshaper (*can manipulate the ground*), Burrow (*moves through earth easily*)

**Passives:** Hyper Cutter (*Your Attack cannot be lowered by a foe's effects.*)

#### Moves (**Attack +5, Special Attack +2, Effect +1**)

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Sand Tomb** - *Ranged(10ft) Ground Attack:* 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

### Vibrava



**Ground / Dragon** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Burrow, Flight (*can fly*), Groundshaper

**Passives:** Screech (+2 Attack), Hyper Cutter, Levitate (*You are immune to Ground-type moves while you are airborne.*)

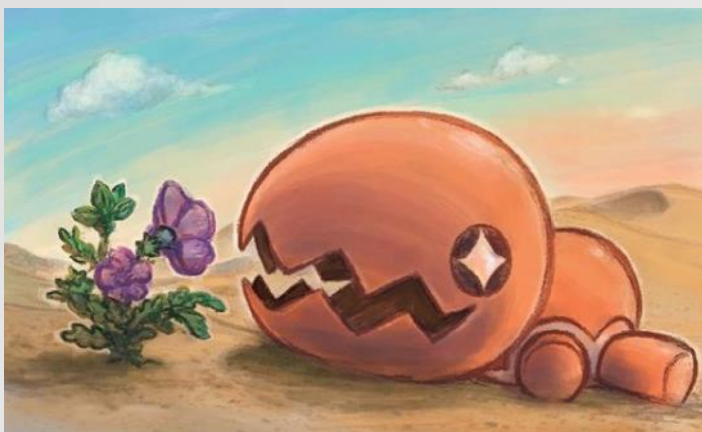
#### Moves (**Attack +4, Special Attack +2, Effect +3**)

**Dragon Breath** - *Ranged(10ft) Dragon Special Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Bug Buzz** - *Ranged(20ft) Bug Special Attack:* 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Trapinch live in arid deserts. They burrow deep in the sand and dig out bowl-shaped pits, making their nests right in the centers. Rather than actively going out and hunting for food, Trapinch simply wait for unwary prey to stumble into their holes; the steep sides cause additional sand to fall onto anything that tries to escape, only dragging unfortunate victims further in, where Trapinch await with open jaws. Then, Trapinch will simply reconstruct their pits and wait for new victims to fall in. When faced with particularly evasive prey, they may use their lower jaws as shovels to fling sand at their targets and cause them to lose their footing. To sleep, Trapinch burrow underneath the sand of their nests. Their jaws are strong enough to crush boulders as they tunnel. They can survive for a whole week without water; they often have to, since they spend most of their time waiting in their pits. If trainers accidentally fall into a Trapinch pits, it should be noted that Trapinch have very heavy jaws; if their victims manage to tip their heads over, they will have great difficulty righting themselves up again on their own.





Vibrava have grown wings but are not yet capable of flying very long distances. Instead, Vibrava use their wings for hunting and avoiding predators. By vigorously flapping them, they can generate ultrasonic waves that stun foes, sometimes even knocking them out cold. They may achieve a similar effect by swiftly rubbing their wings together. The sonic waves Vibrava generate can induce severe headaches and fainting in people. Once they have stunned their victims, they will breathe dragon flame onto them, dissolving them while they are still alive. They will wait until their meals are partially digested before eating them. If the meal is too large, Vibrava will bury the leftovers beneath the sand to preserve it for a future meal.



By flapping their wings, Flygon can whip up huge sandstorms; they can be constantly cloaked in sand wherever they travel. The sound their wings make is eerily similar to that of a singing chorus of women, and it is said to be only sound audible in their storms. Their storms hide their locations from enemies, while their singing lures in prey. The red covers over their eyes protect their vision from abrasive sand, allowing them to navigate without hindrance. They are cooperative leaders in the wild, working with other predators even of other species to cloak both their partner hunter and themselves in a sandstorm and attacking prey together, then splitting the kill.



### Flygon



**Ground / Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 12    **Special Attack:** 8

**Skills:** Burrow, Flight, Groundshaper

**Passives:** Screech, Hyper Cutter, Levitate, Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

**Moves (Attack +6, Special Attack +4, Effect +5)**

**Dragon Claw** - Melee Dragon Attack: 3/day 3d10.

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Sandstorm** - Rock Field Effect: 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

**Biology:** Egg Group - Bug / Dragon, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Deserts

**Evolution:** Trapinch  Vibrava  Flygon

**Proficiencies:** Bug / Dragon (Vibrava / Flygon) / Ground / Dragonian (Vibrava / Flygon) / Stampeding (Flygon) / Winged (Vibrava / Flygon)





## Baltoy / Claydol



### Baltoy



**Ground / Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 7    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** Hover (*can hover*), Telekinetic (*can move things with their mind*),

**Passives:** Harden (+1 Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

#### Moves (Attack +2, Special Attack +2, Effect +3)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Heal Block** - Ranged(30ft burst) Psychic Effect: 1/day. All affected targets cannot be healed or heal for 1 minute.

### Claydol



**Ground / Psychic** - Large (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 13

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Hover, Telekinetic

**Passives:** Cosmic Power (+1 Defense, +1 Special Defense), Harden, Levitate

#### Moves (Attack +3, Special Attack +3, Effect +4)

**Extrasensory** - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Hyper Beam** - Ranged(25ft beam) Normal Special Attack: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.



Baltoy were first discovered in an ancient desert ruin, buried in the tomb of a young king. They spin with perfect balance as they wander around on the ground or while floating through the air. When Baltoy find other Baltoy, they will congregate together and begin crying in unison, drawing more Baltoy to the area. They seem to have a particular affinity for congregating around buried tombs and ruins. Baltoy have spectacular senses of balance, capable of spinning on their feet even while sleeping. At times, Baltoy may be found spinning on their heads instead of their feet. Why they do so is unknown, as spinning in this manner does not improve their locomotion.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Herbivore / Terravore, Habitat - Ruins

**Evolution:** Baltoy  Claydol

**Proficiencies:** Ground / Psychic / Rock / Elemental Attack I / Weird



Claydol travel about by levitating above the ground via telekinesis; they even sleep while levitating. The eyes on their torsos are false markings. Their true eyes are the numerous red circles surrounding their heads, each of which acts independently. Their arms are not attached to their bodies, floating freely but controlled by telekinesis. They can fire destructive beams out of the tips of their arms, capable of reducing stone structures to rubble. Claydol began mysteriously appearing nearby ancient desert ruins around the same time the first Baltoy was found. The ruins they hover around date back over twenty thousand years, leading many to speculate that Claydol are at least as old. Claydol begin to deform upon contact with water and will protect themselves with barriers of psychic energy if they are continuously exposed during rainy weather.



Diglett are very mysterious Pokémon. They mostly live underground eating plant roots, but pop up on the surface or in caves from time to time. However, they never like to reveal any more than their heads. If a Diglett is forcibly removed from the ground, or is released into an open space of air or water, it will go into shock and flail its feet about in great distress as it looks for ground to submerge itself in. As Diglett tunnel through soil, they leave the land perfectly tilled for crops. This makes them very popular among some farmers, who gladly let a few of them loose into their fields. It is a mutually beneficial relationship; the Diglett till the soil for the farmers, and in turn are allowed to eat the roots of some of crops before harvest. Diglett traveling near the surface often leave trails of displaced soil, making them rather easy to track. Wild Diglett tend not to stay aboveground for long, as their thin skin is sensitive to light. They make most of their aboveground travels at night for this reason.





## Diglett / Dugtrio



### Diglett



**Ground** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 6      **Defense:** 4      **Special Defense:** 5

**Speed:** 10 (50 ft.) **Attack:** 6      **Special Attack:** 4

**Skills:** Burrow (*moves through earth easily*), Sinker (*can't swim*)

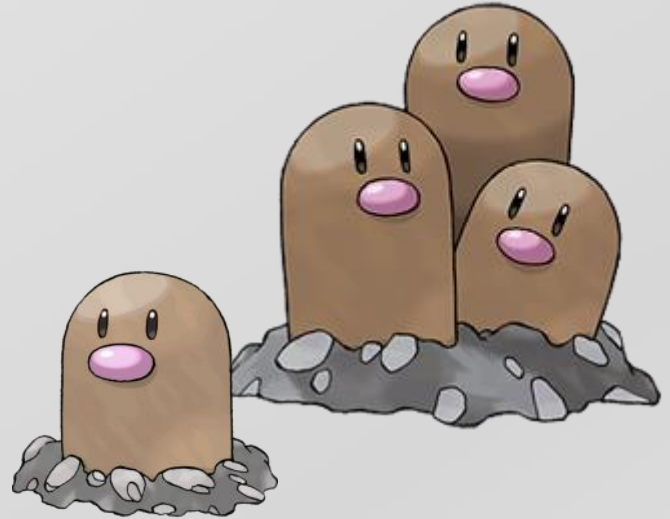
**Passives:** Growl (+1 Defense), Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*)

**Moves (Attack +3, Special Attack +2, Effect +5)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.



Though Dugtrio look like three Diglett huddled together on the surface they are fused in one body underground. Dugtrio heads tend to think identically as triplets. By loosening the soil with their heads, they make the earth easier to burrow through. Dugtrio can dig at the fastest of all burrowing Pokémon and can cause minor earthquakes by doing so at depths of over twenty miles below sea level, easily burrowing through even hard bed-rock. To defend themselves, Dugtrio burrow deep underground so that their opponents cannot locate where they will strike. Then, they surprise foes by emerging behind them and counter attacking.

### Dugtrio



**Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 24      **Defense:** 6      **Special Defense:** 7

**Speed:** 12 (60 ft.) **Attack:** 11      **Special Attack:** 6

**Skills:** Burrow, Groundshaper (*can manipulate the ground*), Sinker

**Passives:** Growl, Rototiller (+1 Attack, +1 Special Attack), Sand Force (*While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.*), Sand Veil

**Moves (Attack +5, Special Attack +2, Effect +6)**

**Sand Tomb** - *Ranged(10ft) Ground Attack:* 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.

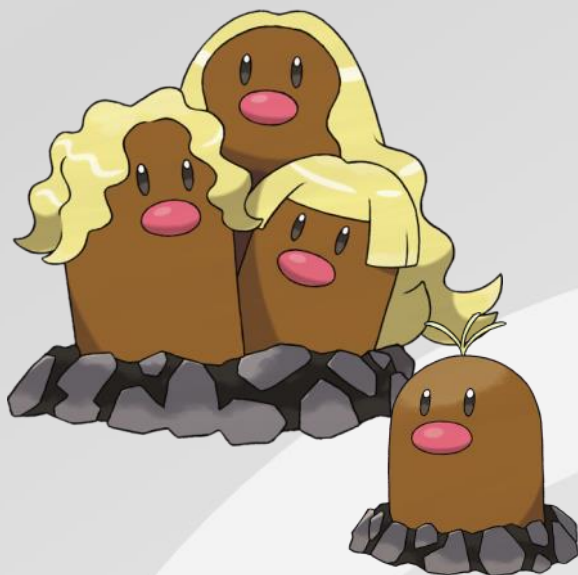
**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Deserts

**Evolution:** Diglett  Dugtrio

**Proficiencies:** Dark (*Melee Attacks*) / Ground / Rock



## Diglett / Dugtrio (Volcanic)



Diglett that live near volcanoes tend to be tan and sport a few strands of golden whiskers. These whiskers are thin strands of flexible metal formed from the minerals Diglett gather from the iron-rich soil. Since these Diglett live near magma flows underground, they have to be wary of such activity when burrowing. Their whiskers function like sensors to help them detect changes in air pressure and composition to help them avoid dangerous areas. Diglett will poke their whiskers out of the ground to scan the surroundings before fully emerging, keeping their bodies safe from potential danger. They also use them to communicate with others; swaying whiskers means they are cautious, straight ones mean they are angry, drooping ones mean they are sad, and swishing ones mean they are happy.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Volcanoes

**Evolution:** Diglett  Dugtrio

**Proficiencies:** Dark (Melee Attacks) / Ground / Rock / Steel

### Diglett (Volcanic)



**Ground / Steel** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 6    **Defense:** 4    **Special Defense:** 5

**Speed:** 10 (50 ft.) **Attack:** 6    **Special Attack:** 4

**Skills:** Burrow, Sinker

**Passives:** Growl (+1 Defense), Tangling Hair (+1 Speed), Sand Veil (While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.)

#### Moves (Attack +3, Special Attack +2, Effect +5)

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Dig** - Melee Ground Attack: 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

### Dugtrio (Volcanic)



**Ground / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 7    **Special Defense:** 7

**Speed:** 12 (60 ft.) **Attack:** 11    **Special Attack:** 6

**Skills:** Burrow, Groundshaper (can manipulate the ground), Sinker

**Passives:** Growl, Rototiller (+1 Attack, +1 Special Attack), Tangling Hair, Sand Force (While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.), Sand Veil

#### Moves (Attack +5, Special Attack +3, Effect +6)

**Sand Tomb** - Ranged(10ft) Ground Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Iron Head** - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.





Volcano dwelling Dugtrio have entire wigs of whiskers upon their heads, forming hard yet flexible helmets of wavy locks. Not only do these whiskers help them sense their surroundings, but they also shield them from aboveground dangers. Though these whiskers weigh them down and slow their movement somewhat, they also help provide them with the strength to break through any underground rock and till volcanic soil. Dugtrio grow their whiskers very slowly. Dugtrio are said to surface when a volcanic eruption is imminent; their whiskers help them detect seismic activity beneath the earth, encouraging them to surface and flee when danger is approaching. Though it is commonly believed that all three heads of these Pokémon are identical, each head of a Dugtrio does differ slightly in the metal composition of their bodies and whiskers.



Drilbur can be found in areas with temperate climates and solid, dry ground. They spend most of their time in underground caves and tunnels, primarily surfacing to eat fruits and plant matter. Despite being mostly solitary, Drilbur tend to be very friendly towards other Pokémon and humans. They sometimes develop mutualistic relationships with people in suburban and rural areas, plowing backyard gardens and orchards in exchange for fruits and Berries. Unruly Drilbur can easily damage entire fields of crops by tearing carelessly through plant roots, so trained individuals are heavily preferred for agricultural purposes. Drilbur burrow by clasp their claws together over their heads and rotating about at high speeds like drills. Drilbur build their nests underground, constructing many tunnels passing through them for travel and ventilation. They leave distinctive mounds of dirt on the surface directly above their nests to help them find their way back home.





## Drilbur / Excadrill



Excadrill are rather territorial Pokémon, attacking intruders that enter their tunnels on sight. They construct long, complex networks of tunnels. Individuals have been found living more than 300 feet below the surface. By straightening out their bodies and clasp their claws and blades together in cone-like shapes, they can spin around rapidly to dig through the earth like drills; their burrowing is powerful enough to cut through solid metallic deposits. Excadrill intentionally construct maze-like tunnel networks that only they can navigate. Prey that stumble into their tunnels become lost in the labyrinths, allowing Excadrill to easily capture and drag them back to their nest in the hearts of these mazes. The burrowing of these Pokémon is beneficial for crop growth, as they till soil far more efficiently than most human processes. However, they are also known to cause severe damage to subway networks, drilling through steel wires and tunnels with ease.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves, Deserts

**Evolution:** Drilbur Excadrill

**Proficiencies:** Ground / Rock / Steel (Excadrill) / Claws / Horned (Excadrill)

### Drilbur



**Ground** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 4    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 3

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Sand Rush (*While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.*)

**Moves (Attack +5, Special Attack +1, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

### Excadrill



**Ground / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 6    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 17    **Special Attack:** 5

**Skills:** Burrow

**Passives:** Hone Claws, Swords Dance (+2 Attack), Mold Breaker (*Your attacks ignore any passives that would redirect, negate or weaken your attacks.*), Sand Force (*While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.*), Sand Rush

**Moves (Attack +8, Special Attack +2, Effect +4)**

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

**Drill Run** - *Melee Ground Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Drill Run is a critical hit.

**Horn Drill** - *Melee Normal Attack:* 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.



# Gligar / Gliscor



## Gligar



Ground / Flying - Small (Size), Medium (Weight)

Hit Points: 42    Defense: 12    Special Defense: 7

Speed: 9 (45 ft.)    Attack: 8    Special Attack: 4

Skills: Flight (can fly)

Passives: Harden (+1 Defense), Hyper Cutter (Your Attack cannot be lowered by a foe's effects.)

### Moves (Attack +4, Special Attack +2, Effect +4)

**Poison Sting** - *Melee Poison Attack*: At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Quick Attack** - *Melee Normal Attack*: At-Will 2d6. Quick Attack has Priority.

**Fury Cutter** - *Melee Bug Attack*: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.



## Gliscor



Ground / Flying - Large (Size), Medium (Weight)

Hit Points: 48    Defense: 14    Special Defense: 8

Speed: 10 (50 ft.)    Attack: 12    Special Attack: 5

Skills: Flight (can fly), Stealth (can make stealth skill checks)

Passives: Harden, Swords Dance (+2 Attack), Hyper Cutter, Poison Heal (While afflicted with Poison or Toxication, you are healed instead of damaged by those afflictions. You are cured of Poison or Toxin once you are at Max HP.), Sand Veil (While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.)

### Moves (Attack +6, Special Attack +2, Effect +5)

**Slash** - *Melee Normal Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Acrobatics** - *Melee Flying Attack*: 1/day 3d12. Acrobatics cannot be used if you have a held item.

**X-Scissor** - *Melee Bug Attack*: 3/day 3d10.

Gligar cling to steep cliffsides when resting, digging their pincers and claws into the rocky mountainside to hold on. They travel by gliding on favorable winds; though they can journey very far with this method, they are unable to truly fly, and do not flap their wings. Still, they are adept at catching the lightest breezes and traveling in the air. Gligar live in colonies of roughly a dozen individuals, all nesting on the same cliff. To hunt, Gligar soar in search of suitable prey, dropping down below when they find some. Then, they stretch out all of their limbs and dive at the faces of their victims. They latch on with their pincers and then use their stingers to inject poison and neutralize prey; then, they carry their meals back to their nests without resistance. Gligar can glide silently, so their victims often never see them coming.

**Biology:** Egg Group - Bug / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts / Forests / Mountains

**Evolution:** Gligar Gliscor

**Proficiencies:** Flying / Ground / Poison / Blades / Winged



Gliscor are nocturnal Pokémon; they spend the day hidden in shaded areas, hanging upside-down from tree branches by their tails. In this position, they will also cloak themselves with their black, cape-like membranes. When night falls, they will remain hanging silently until prey wander by. Then, they swoop down and grasp their victims with their tails before biting their necks to inject their venom. Gliscor will then carry their meals back to their nests, where they will tear into them using their pincer-like claws. They do not flap their wings to fly, but rather catch breezes under their membranes. If there is no wind, they will leap off of trees and use their expertise to glide as far as they can. Gliscor are adept hunters, skilled at targeting the weak points of foes to score critical hits. They navigate through the darkness with echolocation.



Golett are mysterious Pokémon that are most often found in ancient ruins and vaults. Analysis of their body compositions have found that these Pokémon are made primarily of a substance that is strikingly similar to clay, particularly that of the pottery often found in the ruins that Golett inhabit. The ages, composition, and habitats of Golett have left many scientists befuddled as to their origins. Some scientists have speculated that Golett were once inanimate clay statues, brought to life by the lost technological methods of an ancient civilization to defend the society from harm as the first Pokémon made through artificial means. These creatures seem to compulsively line up nearby boulders into neat rows, forming precise geometric patterns. One final mystery regarding Golett is their energy sources, which are located within their torsos. This energy glows brightly when the Pokémon attack; to this day, no one has been able to identify exactly what it is. Because of their age, scientists hypothesize that unless their energy is somehow infinite, Golett must run out of energy at some fixed point in time, either in the near or distant future.





## Golett / Golurk



### Golett



**Ground / Ghost** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Glow (*can produce light*)

**Passives:** Iron Defense (+2 Defense), Iron Fist (*Your punching attacks deal +4 damage.*)

#### Moves (**Attack +3, Special Attack +2, Effect +2**)

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Shadow Punch** - Melee Ghost Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.

**Mega Punch** - Melee Normal Attack: 3/day 3d8.

### Golurk



**Ground / Ghost** - Huge (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Glow, Flight (*can fly*), Strength (*very strong*)

**Passives:** Iron Defense, Iron Fist, No Guard (*You cannot miss your attacks, and attacks made against you cannot miss.*)

#### Moves (**Attack +6, Special Attack +3, Effect +3**)

**Heavy Slam** - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.

**Dynamic Punch** - Melee Fighting Attack: 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

**Phantom Force** - Melee Ghost Attack: 1/day 3d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.



Golurk can be found in the ruins of past civilizations, standing guard in old vaults or patrolling decaying hallways. Some believe that these Pokémon were crafted from clay by ancient people and Pokémon in order to protect their cities; they follow orders unwaveringly and unceasingly until told to do otherwise. Ruins of ancient fortresses sport artillery platforms believed to be perches for defending Golurk to fire attacks from. Though it may not seem like it, Golurk are capable of flight; by pulling their arms and legs into their bodies and expelling their internal energy to propel themselves like rockets they can fly across the sky. The mysterious energy inside these Pokémon appears to be infinite, though this has yet to be proven—Golurk can fly for extremely long periods of time without eating or even tiring. Indeed, this energy appears to be so powerful that their bodies can barely contain it; almost all known Golurk have cracks running across their torsos that indicate this energy attempting to escape, held back by seals patching the seams shut.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Ergovore / Nullivore, Habitat - Ruins

**Evolution:** Golett Golurk

**Proficiencies:** Ghost / Ground / Bruiser / Punches / Stamping



# Hippopotas / Hippowdon



Hippopotas tend to live and travel in colonies normally numbering around ten or so members. They live in arid deserts, as they dislike water and cannot tolerate much of it in their systems. They have a curious method of traveling, in that they do not walk on the sand like most Pokémon, but rather through it. They wade through sand with most of their bodies submerged, only leaving their eyes poking above the surface. They can travel in this manner just as efficiently as other Pokémon would walking. When Hippopotas wade through sand, they walk with their mouths open and their nostrils shut, surfacing every so often to breathe. They essentially filter-feed this way, catching small prey and desert plants hiding in the sand and then expelling the grains out from their pores; because of this, they are constantly cloaked in veils of swirling sand. The cloaks help keep germs away and also make it more difficult for predators to spot them. It is easy to tell male and female Hippopotas apart; while males have tan-colored snouts, females have darker brown-colored ones; additionally, their patch coloration is also inverted. These Pokémon are diurnal, spending nights burrowed in the still-warm desert sand.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts

**Evolution:** Hippopotas Hippowdon

**Proficiencies:** Ground / Fangs / Stampeding (Hippowdon)

## Hippopotas



**Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 4

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Sand Stream (*As a free action you may deplete one use of Sandstorm and use Sandstorm.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

## Hippowdon



**Ground** - Large (Size), Superweight (Weight)

**Hit Points:** 66    **Defense:** 12    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Burrow, Groundshaper (*can manipulate the ground*)

**Passives:** Sand Force (*While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.*), Sand Stream

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Sandstorm** - *Rock Field Effect:* 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.





Hippowdon are very ill-tempered Pokémon, prone to attacking anything that angers them on sight. They can open their jaws to a width of nearly seven feet and bite down with enough force to crush a car. They will give only one warning sign before attacking, opening their mouths wide to display their power before rushing at foes to attack. They are normally found with their torsos submerged in sand. As they sit, they store sand in their bodies through the large pores on their backs. When angered, Hippowdon can expel these grains to create powerful sand tornadoes. They are often seen with sand spilling out of their pores, having stored too much while submerged. As they walk, they leave trails of sand behind in their wakes. Despite their poor tempers, Hippowdon are sometimes seen dwelling in close proximity with each other in pods. Pods do not seem to develop close bonds, however, and individuals tend to act on their own during day-to-day activities.



Mudbray are commonly seen on farms and ranches, where they are raised for their sturdiness and strength. They can carry loads weighing over twenty times their own body weight on their backs or dragged behind them. Mudbray can be found across the world, where they roam muddy plains and badlands. Mudbray love to eat and play in mud. Though they are usually compliant Pokémon when doing so, they can become very defiant when deprived of mud. If kept from it for too long, they will firmly refuse to move entirely until they are allowed to play in the muck. After eating dirt, Mudbray will combine it with water and other substances inside their bodies to create a special mud that they coat their hooves with. This mud gives them the traction necessary to cross both rough and slippery terrain with ease.






## Mudbray / Mudsdale



Mudsdales are famed for their might and fortitude. Domesticated individuals are a common sight on ranches; they are also used to help travelers transverse rugged terrain, which they have adapted to cross with ease. In addition to their physical sturdiness, Mudsdales are also emotionally solid; they keep calm even in dire situations. Their hooves are coated in thick mud that adds weight to their kicks. They can pulverize boulders with a single blow. Their heavy stomps can also blow holes in asphalt, however, so they are forbidden on some roads. Though slow, Mudsdales can carry over two tons for over three days without rest. It is said they could cross an entire region holding this weight without breaking a sweat. Mudsdales chew dirt and mix it with their saliva to create a special mud, which they spit out and use to cover their bodies and hooves; this mud is resistant to wind and rain, protecting them from the elements as they travel. People used to coat the walls of their homes with Mudsdales' mud to provide insulation.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore / Terravore, Habitat - Badlands / Plains

**Evolution:** Mudbray  Mudsdale

**Proficiencies:** Ground / Kicks / Stampeding (Mudsdale)

### Mudbray



**Ground** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Groundshaper (can manipulate the ground)

**Passives:** Rototiller (+1 Attack, +1 Special Attack), Own Tempo (You are immune to being Confused.)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Bulldoze** - Ranged(20ft burst) Ground Attack: 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

**Double Kick** - Melee Fighting Attack: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Stomp** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Mudsdales



**Ground** - Large (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 12    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 14    **Special Attack:** 7

**Skills:** Groundshaper, Strength (very strong)

**Passives:** Rototiller, Stamina (+2 Defense), Inner Focus (You are immune to being Stunned.), Own Tempo

**Moves (Attack +7, Special Attack +3, Effect +2)**

**High Horsepower** - Melee Ground Attack: 3/day 3d10.

**Heavy Slam** - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.

**Mega Kick** - Melee Normal Attack: 1/day 5d12. Mega Kick has -3 during Accuracy Check.



## Phanpy / Donphan



### Phanpy



**Ground** - Small (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Sand Veil (While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Rollout** - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Endure** - Self Normal Effect: 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.



Phanpy nests, essentially vertical dirt pits with a shallow edge to climb out of, can be found near rivers and waterholes. They will mark surrounding trees with their trunks to signal that these areas have been claimed. In the early morning, Phanpy can be seen showering together in rivers, using their snouts as nozzles. They dry themselves off in the sun over the course of the day. Phanpy are very affectionate and playful Pokémon. Though small, they are strong enough to carry adult humans on their backs. They will often play with their trainers by charging into them, but the force of their impacts can be enough to send their trainers to the ground. Alternatively, they will knock things around with their trunk for fun; this pastime generally can be very destructive to the personal belongings of humans.

### Donphan



**Ground** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 13    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Groundshaper (can manipulate the ground)

**Passives:** Defense Curl, Scary Face (+2 Speed), Sand Veil, Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

**Moves (Attack +6, Special Attack +3, Effect +3)**

**Slam** - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Knock Off** - Melee Dark Attack: 3/day 3d8. On hit, the target drops any held items or weapons.

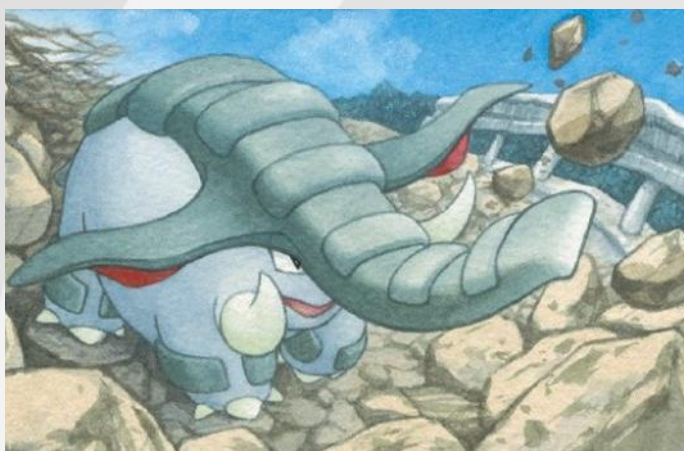
**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Plains / Mountains

**Evolution:** Phanpy Donphan

**Proficiencies:** Ground / Fangs / Horned / Stampeding (Donphan)



Donphan live in herds of roughly a dozen members. The pecking order in a herd is determined by tusk size; the larger the tusks are, the higher their owners are ranked. Donphan primarily travel by tucking themselves into circular, tire-like shapes and rolling down rocky mountain paths and across level plains. While curled up, their hides can withstand most attacks without being scratched. Once they start rolling, Donphan have great difficulty stopping; they can angle their tusks downwards while spinning to use them as brakes, but this wears down on them greatly.



Sandshrew live in arid climates, as they hate water. They create burrows underground for shelter. When hunting, they wait near the lips of their burrows, lunging out at unsuspecting prey. Sandshrew can roll up into tight balls when endangered to protect their soft underbellies. Their hides can bounce off many attacks, and are additionally also great shock absorbers. A Sandshrew falling off a cliff, for example, could save itself by rolling into a ball; it would be able to not only survive the impact, but even crawl away mostly unscathed. Their bodies are also configured to live off as little water as possible, since they are extremely weak to the liquid. Sandshrew often curl up into balls on cold nights to prevent dew from building up on their bellies. If wet, they will sunbathe or even travel to volcanic areas to dry off. While rolling up is a sufficient defense against most enemies, Sandshrew can also use poison to defend themselves, as their claws secrete a mild venom. Recently, researchers have discovered that their saliva in fact contains the same poison.





## Sandshrew / Sandslash



### Sandshrew



**Ground** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 2

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Defense Curl (+1 Defense), Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*)

**Moves (Attack +4, Special Attack +1, Effect +2)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.



### Sandslash



**Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 12    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 13    **Special Attack:** 6

**Skills:** Burrow, Groundshaper (*can manipulate the ground*),

**Passives:** Defense Curl, Rototiller (+1 Attack, +1 Special Attack), Swords Dance (+2 Attack), Sand Rush (*While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.*), Sand Veil

**Moves (Attack +6, Special Attack +3, Effect +3)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.

Sandslash are known for their ability to roll up into balls. However, for them, it is not a fully defensive tactic. Sandslash can roll around in their spiky armor and ram into foes, severely damaging them with their spikes. Their claws also make them great climbers, so it is not uncommon for them to launch aerial spike-attacks at opponents from trees. They can also slash at enemies with their sharp claws, if the spikes on their hides were not enough. However, Sandslash prefer not to fight, and will often simply roll away from confrontation or quickly roll around to whip up cloaks of sand for them to escape. Sandslash burrow through soil at great speeds; occasionally, they move so quickly that one their spikes or claws snap off. Luckily for them, though, these can grow back in as little as a day. Their spikes naturally fall off as new spikes replace older ones; discarded growths were once used by farmers to plow fields. Sandslash also have a two-fold resistance to the heat: they can curl up to protect themselves from the arid sun or burrow into the cooler earth. In favorable weather, they may even climb into treetops to take naps.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Deserts / Grasslands / Mountains

**Evolution:** Sandshrew Sandslash

**Proficiencies:** Ground / Rock / Claws / Prickly (*Sandslash*)



## Silicobra / Sandaconda

### Silicobra



**Ground** - Medium (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 8    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Burrow (*moves through earth easily*), Groundshaper (*can manipulate the ground*)

**Passives:** Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

#### Moves (Attack +3, Special Attack +2, Effect +2)


**Wrap** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Brutal Swing** - *Melee(5ft burst) Dark Attack:* At-Will 2d8.

**Bulldoze** - *Ranged(20ft burst) Ground Attack:* 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

Silicobra dwell in sandy, arid deserts. They are reticent creatures that dislike confrontation, instead preferring to hide themselves within the dunes. If threatened, Silicobra will spew bursts of sand from their nostrils to try and blind opponents before burrowing to safety. As they dig, they will swallow sand and store it in their neck pouches to replenish their shot sand. As ectotherms, Silicobra rely on the outside environment to regulate their body temperatures. Storing warm sand in their neck pouches helps them stay warm during frigid desert nights. Silicobra are ambush predators that bewilder prey with blasts of sand before striking. They are not very fast, however; prey that manage to flee from these sand blasts can usually make it to safety before Silicobra can catch up. Silicobra with full neck pouches are weighed down even further, ensuring that they will not be able to chase down their quarry.

**Biology:** Egg Group - Field / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts

**Evolution:** Silicobra  Sandaconda

**Proficiencies:** Ground / Fangs

### Sandaconda



**Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Burrow, Groundshaper

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Sand Spit (*When you are hit by a melee attack, as a free action you may deplete one use of Sandstorm and use Sandstorm immediately*), Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*), Shed Skin

#### Moves (Attack +6, Special Attack +3, Effect +3)

**Sand Tomb** - *Ranged(10ft) Ground Attack:* 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

**Sandstorm** - *Rock Field Effect:* 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

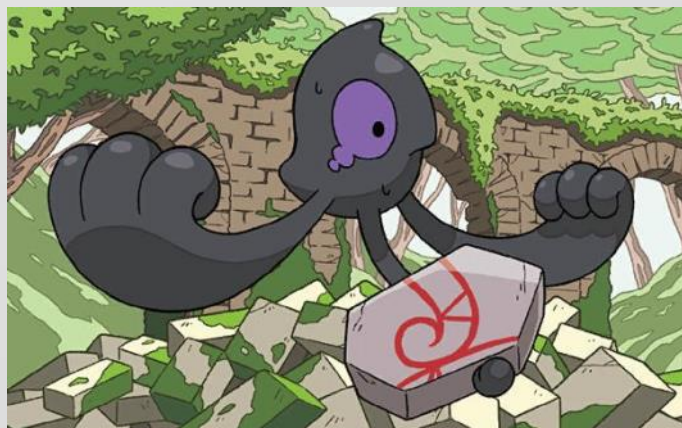


This Pokémon has a Gigantamax form in PHB2.





Sandaconda coil their bodies into tight spirals, so they can contract and then release themselves like springs to blast sand with great force. Their larger neck sacs can hold up to one-hundred pounds of sand. The resilient sacs can act like shock absorbers and are tough enough to resist many threats. By expelling all of this sand at once, Sandaconda can whip up huge sandstorms. They use this technique both to hunt as well as escape from confused predators. Sandaconda are not venomous and instead prefer to construct prey until they suffocate with their powerful bodies. Though a bit arrogant when full of sand, these Pokémon become quite restless when low on it, as they are nearly defenseless when their neck sacs are empty. Sandaconda mix sharp gravel with their sand to so that they can cut enemies even upon contact with it.



Yamask surrounded by stone ruins and strangely powered slabs are empowered by the runes they incorporate into their bodies. The runes are usually endowed with energies from Power Spots and in turn, empower these Yamask with strange abilities. These Yamask are known to hide on the sides of giant stone carved murals, completely camouflaged by their stone piece, only revealing themselves if curious about passersby. Yamask will float down and investigate, quickly retreating if met with hostility by levitating away. Yamask feeds on clay and stone in order to maintain its stone piece.





## Yamask (Stone Ruins) / Runerigus



Runerigus are the realized form of an ancient curse painted into a runestone. By absorbing spirit energy around themselves, they have come to life and gained corporeal form. It is not known how the bodies of Runerigus were painted, but some anthropologists speculate they resemble protective symbols against roaming spirits. Ancient druids erected similar spirit-absorbing runes around their villages to keep malicious wandering souls at bay. If one touches a Runerigus, the Runerigus may choose to show all of the horrific memories its soul had suffered throughout both its life and its afterlife.

**Biology:** Egg Group - Mineral / Amorphous, Egg Hatch Rate - 10 Days, Diet - Terravore / Psiotroph, Habitat - Ruins

**Evolution:** Yamask  Runerigus

**Proficiencies:** Ghost / Ground / Rock / Hexwork / Weird

### Yamask (Stone Ruins)



**Ground / Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 9    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** Hover (*can hover*)

**Passives:** Wandering Spirit (*Whenever you are hit with a melee attack, you gain all of the offender's ability passives and lose Wandering Spirit, then they gain Wandering Spirit and lose all of their ability passives for 10 mins.*)

**Moves (Attack +3, Special Attack +1, Effect +1)**

**Disable** - Ranged(20ft) Normal Effect: 1/day. For 1 minute, the attack last used by the target may not be used again.

**Curse** - Ranged(20ft) Ghost Effect: 1/day. Curse can only be used by Ghost-Type Pokémon. On hit, you lose hit points equal to 1/3rd of your max HP, then the target is Cursed.

**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

### Runerigus



**Ground / Ghost** - Large (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 15    **Special Defense:** 11

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Groundshaper (*can manipulate the ground*), Hover

**Passives:** Wandering Spirit

**Moves (Attack +5, Special Attack +2, Effect +1)**

**Shadow Claw** - Melee Ghost Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Destiny Bond** - Ranged(50ft) Ghost Effect: 1/day. If you are knocked out before your next turn, the offender who caused you to get knocked out has its HP set to 0.



## Cubone / Marowak

### / Marowak (Volcanic)

#### Cubone

**Ground** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 11    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** -

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Growl (+1 Defense), Leer (+1 Attack), Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*)

#### Moves (Attack +3, Special Attack +2, Effect +2)

**Hold Back** - *Melee Normal Attack:* At-Will 2d6. Hold Back cannot be used to knock out a target. Instead, the target will still have 1 HP.

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bone Club** - *Melee Ground Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

#### Marowak

**Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 12    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** -

**Passives:** Focus Energy, Growl, Swords Dance (+2 Attack), Battle Armor (*Critical hits are treated as normal hits against you.*), Lightning Rod, Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*)

#### Moves (Attack +5, Special Attack +2, Effect +2)

**Bone Rush** - *Melee Ground Attack:* At-Will 1d4. Bone Rush has -2 during Accuracy Check. Bone Rush is a Scatter attack. Up to 5 attacks.

**Bonemerang** - *Ranged(15ft) Ground Attack:* 3/day 1d20. Bonemerang is a Scatter attack. It has two attacks.

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.



Cubone and their evolutions Marowak have a very complex social structure, revolving primarily around solitude, worth, and bones. In a tribe of Marowak, the bones of ancestors are kept and treasured as heirlooms, passed on through generations. When born, Cubone do not see their mothers, as their eggs are abandoned in the wild. They are born with closed eyes far away from their tribes, with only a bone and a skull to protect themselves. They then simply wander aimlessly, wearing the skulls as helmets and using the bones as weapons. It is commonly believed that these bones are the remains of their mothers, though in reality, they are bones of long passed Marowak left by their living parents. Most Cubone are traumatized by abandonment, crying mournfully into their skulls to create a rattling sound. They often look up on nights of full moons and cry. They are antisocial Pokémon; since they are so isolated, they do not know how to interact with others.





Marowak no longer grieve about abandonment; instead, their traumatic pasts become fuel for ruthless combat. Marowak possess homing instincts that lead them back to their parents' tribes. They will join these tribes, never learning who their mothers truly were. Their loneliness has hardened them towards all deep social connections. Marowak hardly even communicate with each other, and even more rarely do so with speech. They tap their bones on boulders in specific rhythms to send messages. When a Marowak wishes to compete for the lead position within a tribe, it may fight the current leader, sometimes to the death. Marowak tribes will keep track of members' passing and maintain protected boneyards, so that future generations can always be able to be left with a club and skull.



In harsh Volcanic lands, Cubone often will be forced together by lava flow and form bonds and even be able to join Marowak tribes in their youth. Volcanic Marowak do not have the same isolated experiences as others and hold elaborate mourning rituals for their fallen allies. Though their bones may be repurposed for future Cubone generations, Marowak will create dirt mound graves along the sides of roads, fiercely attacking those who disturb them. Their undying loyalty for one another endures even through death, with their spirits protecting those wielding their bones and granting them sixth senses. Marowak strike their bones on the black patches on their heads to ignite them. They spin their bones and perform intricate dances to perform both rituals and attacks. They can release fireballs in this manner; while not individually strong, their determination to land repeated blows can make them formidable foes. Despite their nurturing tribes, these Marowak also practice the abandonment of their eggs with a skull and bone for their young.

### Marowak (Volcanic)



**Fire / Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 12    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Firestarter (*can create fire*)

**Passives:** Focus Energy, Growl, Swords Dance, Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*), Lightning Rod, Rock Head

### Moves (Attack +5, Special Attack +2, Effect +2)

**Flame Wheel** - *Melee Fire Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Shadow Bone** - *Melee Ghost Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Will-O-Wisp** - *Ranged(10ft) Fire Effect:* 1/day. On hit, the target is Burned.



**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Badlands / Caves / Mountains / Volcanoes

**Evolution:** Cubone Marowak, Raised near volcano Volcanic Marowak

**Proficiencies:** Fire (Volcanic Marowak) / Ghost (Volcanic Marowak) / Ground / Rock (Marowak) / Blades (Marowak)



# Stunfisk



**Ground / Electric** - Small (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 8    **Special Defense:** 10

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*), Zapper (*can produce electricity*)

**Passives:** Limber (*You are immune to being Paralyzed.*), Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

**Moves (Attack +3, Special Attack +4, Effect +1)**



**Thunder Shock** - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.



**Mud Bomb** - Ranged(10ft) Ground Special Attack: 3/day 3d8. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.



**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Biology:** Egg Group - Water 1 / Amorphous, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Marshes / Wetlands

**Proficiencies:** Electric / Ground / Water



Travelers in wetlands and marshes should always be wary of Stunfisk. These Pokémon lurk on the muddy beds of stagnant bodies of water, waiting for victims to step on top of them. When they sense pressure, Stunfisk will let loose paralyzing jolts of electricity to immobilize targets and hopefully cause them to fall and drown. The muscles responsible for releasing electricity are also connected to their jaw muscles, causing these Pokémon to express what many perceive as sadistic smiles upon successfully shocking victims. Stunfisk are capable of withstanding enormous amounts of pressure on their bodies. These Pokémon do not intentionally attack humans, but they will shock them regardless if stepped upon. If a Stunfisk attempts to shock something that cannot be paralyzed, for example, a fellow Ground-type Pokémon or a hiker in rubber boots, it will swim and flop away.





Stunfisk who live in caves and marshes with soil that is enriched in metals, particularly iron, resemble claw traps. These Stunfisk are commonly found in damp caves with metallic pit water. Stunfisk wield sharp iron teeth on their bodies that they use to chomp down on unwary passerby. The bodies of Stunfisk are also as sturdy as steel, so they do not mind being stepped on. Their lips are gaudily colored like appetizing berries or mushroom caps to another Pokémon. When victims come by to investigate, they swing their tails forward to meet their heads, clamping down the jagged barbs that line their fins like interlocking teeth.



## Stunfisk (Iron-rich)



**Ground / Steel** - Small (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 10    **Special Defense:** 8

**Speed:** 3 (15 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Flopper, Gilled, Swimmer

**Passives:** Limber (*You are immune to being Paralyzed.*), Mimicry (*After acting, your type changes to reflect your current surroundings. If you are in a grassy field, Grass type; if you are in water, Water type; if you are on a mountain, Rock type; etc.*)

### Moves (Attack +4, Special Attack +3, Effect +1)

**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Mud Shot** - *Ranged(10ft) Ground Special Attack:* At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Snap Trap** - *Melee Grass Attack:* 3/day 2d6. On hit, the target is bound to you for 1 min.

**Biology:** Egg Group - Water 1 / Amorphous, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Marshes / Wetlands

**Proficiencies:** Ground / Steel / Water





## Spheal / Sealeo / Walrein



### Spheal



**Ice / Water** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Fountain (can create water), Freezer (can create ice)

**Passives:** Defense Curl (+1 Defense), Ice Body (If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.)

**Moves (Attack +2, Special Attack +3, Effect +1)**

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Rollout** - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.



### Sealeo



**Ice / Water** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 8

**Skills:** Fountain, Freezer, Swimmer (can swim)

**Passives:** Defense Curl, Ice Body, Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Moves (Attack +3, Special Attack +4, Effect +2)**

**Swagger** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Ice Ball** - Melee Ice Attack: At-Will 1d4. For each time you've successfully used Ice Ball against the same target during the encounter, add 1d8 to Ice Ball's damage.

Spheal are often found on ice floes, playing together in small groups. They move faster via rolling than waddling, thanks to their rotund shapes. Their spherical bodies, however, are ill-fitted for swimming; Spheal only enter water to cross to new ice floes, and fumble around clumsily as they attempt to reach solid ground. In warmer weather, when ice floes are scarce, Spheal will shelter themselves in icy caves until winter arrives and icebergs become more plentiful. Their thick, plush fur and insulating blubber keep them warm even as they roll around on ice or swim in polar waters. Spheal clap their flippers together to express happiness. When mealtime arrives, large groups of Spheal can become very noisy as they all clap at once cacophonously. When threatened, they coat their bodies in layers of ice and roll into opponents.





Sealeo will dive as often as five times a day into the sea in search of prey. When not hunting, they rest in groups atop of floating ice floes. They use their flippers to break apart chunks of ice that get in their way. Their noses are highly sensitive, both to scents and to textures. When these Pokémon comes across unfamiliar objects, their first instinct is to balance and spin them on their noses. As they do so, they carefully examine their smells and textures to decide whether or not they like them. Sealeo are especially fond of round objects. Rather humorously, Sealeo can often be found balancing their rounder, younger relatives Spheal on their noses; most Spheal seem unshaken by this behavior, however, and often even enjoy the horseplay. Sealeo can learn new tricks very easily, particularly those involving the use of their noses.



Walrein are territorial Pokémon. They will fight ferociously with other Walrein over land, with all parties often emerging brutally injured and scarred. Only one Walrein will preside over an entire colony of Spheal and Sealeo. They are willing to defend their colonies with their lives. Their thick blubber keeps them insulated against the icy cold. Additionally, the blubber is also able to deflect attacks aimed at them. Their most prized possessions are their grand tusks. Capable of shattering ice blocks, Walrein use them to break through ice floes. In battle, one of their tusks may occasionally break off. Though they will eventually grow back, the loss of a tusk can be devastating to their status with others of their species. Walrein with short or deformed tusks are treated as outcasts and shunned among other Walrein, as they appear unfit to lead their own colonies.

### Walrein



**Ice / Water** - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 10    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Fountain, Freezer, Swimmer

**Passives:** Defense Curl, Ice Body, Oblivious (*You are immune to Infatuation.*), Thick Fat

#### Moves (**Attack +4, Special Attack +5, Effect +3**)

**Body Slam** - *Melee Normal Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Hail** - *Ice Field Effect:* 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

**Blizzard** - *Ranged(20ft, 10ft wave) Ice Special Attack:* 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Polar

**Evolution:** Spheal Sealeo Walrein

**Proficiencies:** Ice / Water / Fangs / Stampeding (*Walrein*)



## Swinub / Piloswine / Mamoswine



### Swinub



**Ice / Ground** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 3

**Skills:** Freezer (can create ice), Tracker (can follow scents)

**Passives:** Oblivious (You are immune to Infatuation.)

**Moves (Attack +2, Special Attack +1, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.



Swinub have very keen senses of smell. In the wild, Swinub use their smell to forage for their favorite food—truffles. Swinub also have a talent for sniffing out concealed hot springs under ice. Though they themselves have little use for such springs, they do enjoy grazing on the plant life that grows around them. Swinub have rather poor vision, relying mostly on their noses to find their way. When they smell something particularly enticing, they will dash quickly towards it, unaware of any obstacles in their way. Their thick coats of long fur keep them warm on the ice, insulating them from the cold. Although their favorite food is mushrooms, they aren't very picky eaters and will consume nearly anything edible that they manage to locate with their noses.

### Piloswine



**Ice / Ground** - Large (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Freezer, Tracker

**Passives:** Amnesia (+2 Special Defense), Oblivious, Snow Cloak (While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Endure** - Self Normal Effect: 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

**Ice Shard** - Ranged(15ft) Ice Attack: At-Will 2d6. Ice Shard has Priority.

**Fury Attack** - Melee Normal Attack: At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.





Piloswine have thick coats of fur that keep them insulated even in the subzero temperatures of their natural habitats. However, it also has the side effect of essentially blinding them by covering their eyes, feet, and bodies. Piloswine rely largely on their very powerful senses of smell to navigate. They also have highly developed senses of hearing. They can sound small grunts or snorts and then listen to the returning echoes to locate objects around them. If they sense disturbances, the hairs on their bodies will stand straight; they will also charge in the direction of the sound. Because of their poor vision, they may continue charging repeatedly in the same course, not noticing when foes have moved for a few seconds. Their tusks become harder after fresh snowfalls. Piloswine use these tusks to fend off enemies and dig up food from beneath the frost. Though their legs are short and stubby, their fur-concealed hooves are very rugged, preventing them from skidding as they charge across slippery ice.



Mamoswine have been around since the last major ice age, during which they were thought to have roamed in large herds all around the world. As the climate warmed, glaciers began to retreat, and their populations began to thin. Mamoswine are now very rare in the wild, found only in areas that are permanently frozen over. The species caused much uproar in the scientific community when a specimen found in frozen soil dating back 10,000 years was successfully thawed and, to the world's surprise, woke up dazed but otherwise alive. Scientists already knew that Mamoswine could hibernate for long periods of time and withstand subzero temperatures thanks to their thick fur and insulating blubber, but the frozen specimen was a testament to their hardiness. Their tusks are made of pure ice, fortunately making the already-rare Pokémon undesirable to poachers. In colder climates, these tusks grow even larger and more impressive. Despite their size, Mamoswine are not very aggressive. Because they rarely see people, however, human contact may frighten them and cause them to attack.



### Mamoswine



**Ice / Ground** - Huge (Size), Superweight (Weight)

**Hit Points:** 66    **Defense:** 8    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Freezer, Groundshaper (can manipulate the ground), Tracker, Strength (very strong)

**Passives:** Amnesia, Scary Face (+2 Speed), Oblivious, Snow Cloak, Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Moves (Attack +6, Special Attack +3, Effect +4)**

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Thrash** - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Earthquake** - Ranged(30ft burst) Ground Attack: 1/day 5d12.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Mountains / Tundra

**Evolution:** Swinub Piloswine Mamoswine

**Proficiencies:** Ground / Ice / Rock (Mamoswine) / Stamping (Piloswine / Mamoswine)



## Vanillite / Vanillish / Vanilluxe



### Vanillite



**Ice** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Chilled (*always cold*), Freezer (*can create ice*), Hover (*can hover*)

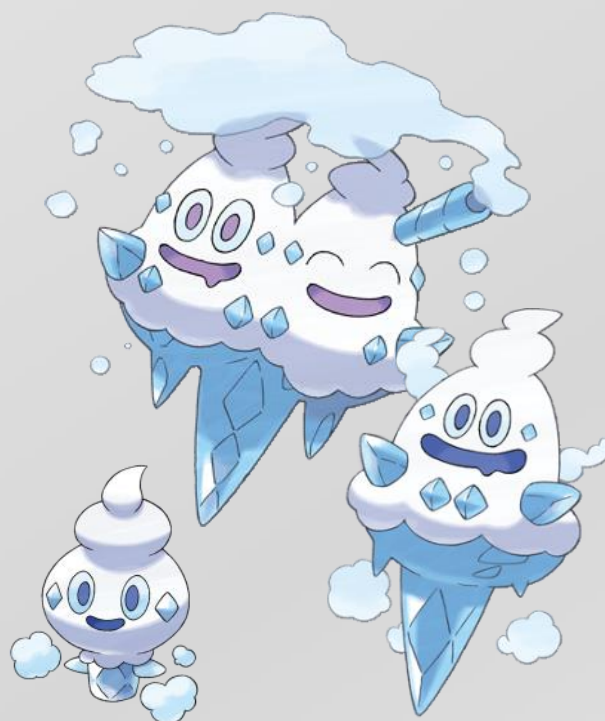
**Passives:** Harden (+1 Defense), Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Icicle Spear** - Ranged(10ft) Ice Attack: At-Will 1d4. Icicle Spear has -2 during Accuracy Check. Icicle Spear is a Scatter attack. Up to 5 attacks.

**Astonish** - Melee Ghost Attack: At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Mist** - Ice Field Effect: 3/day. You create a circle of Misty Weather with a 60ft diameter. Within the Misty weather, Stats cannot be lowered. This weather disappears after 2 mins.



Vanillite have ovoid heads covered by slush. This slush is very sensitive to heat and will melt almost immediately once the ambient air temperature rises above freezing point. Touching the slush with a finger will cause it to melt at the point of contact, exposing the icy heads that they cover. To keep their slush from melting, Vanillite will sleep buried within piles of snow. Their breaths can reach freezing temperatures, keeping them cloaked in frosty air. Their breaths can also freeze water in the air to form snow. By blowing frosty air around them, they can keep themselves covered in slush, unless in sweltering heat.

### Vanillish



**Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 9    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 8

**Skills:** Chilled, Freezer, Hover

**Passives:** Acid Armor (+2 Defense), Ice Body, Snow Warning (*As a free action you may deplete one use of Hail and use Hail.*)

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Icy Wind** - Ranged(10ft) Ice Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Avalanche** - Melee Ice Attack: 3/day 3d8. If the target was already attacked this round, Avalanche deals +1d8 damage.

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.





Vanillish drink water from glacial streams and store it within their bodies, simultaneously expelling and freezing it from pores in their bodies to keep itself constantly at a freezing temperature. In the wild, they are naturally confined to frozen peaks and glaciers. Though once widespread during a past ice age, areas suitable for Vanillish and their relatives shrank and became isolated from each other during a warming period, separated by bands of warmer temperatures that they could not cross. Today, they can only be found in the icy parts of the wilds and a select few other chilly areas. Vanillish are surprisingly kind Pokémon; they dislike violence and prefer to immobilize attackers just long enough for them to flee without harming them any further.



Vanilluxe are two-headed Pokémon that only dwell in the coldest parts of the world. Their heads are slightly different than other multi-headed Pokémon because they appear to share certain portions of their brains, whereas other polycephalic Pokémon have separate brains entirely. Their heads will experience the same emotions at the same time; they may, however, express the emotions differently with their facial expressions and behaviors. They can survive with only one head, however. Vanilluxe drinks large quantities of glacial water to store within their bodies. When both heads feel threatened, Vanilluxe will freeze and violently release their stored water as snow clouds or blizzards. This attack is indiscriminate and can freeze both friend and foe. The pipe-like structures growing out of their left heads constantly emit icy mist that shrouds them, keeping the ambient air sufficiently cold to prevent their slush from melting and concealing them from attackers. This icy mist eventually settles to create piles of snow. When Vanilluxe stop producing this mist, it is a sign that they are thirsty need more water to freeze and release.



### Vanilluxe



**Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 10    **Special Attack:** 11

**Skills:** Chilled, Freezer, Hover

**Passives:** Acid Armor, Ice Body, Snow Warning, Weak Armor  
(When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.)

### Moves (Attack +5, Special Attack +5, Effect +4)

**Mirror Shot** - Ranged(20ft) Steel Special Attack: At-Will 2d8.

**Ice Beam** - Ranged(20ft beam) Ice Special Attack: 3/day 3d10.  
On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing.  
On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Mountains

**Evolution:** Vanillite → Vanillish → Vanilluxe

**Proficiencies:** Ice





## Bergmite / Avalugg



### Bergmite



Ice - Medium (Size), Heavy (Weight)

Hit Points: 36    Defense: 10    Special Defense: 4

Speed: 3 (15 ft.)    Attack: 8    Special Attack: 3

**Skills:** Chilled (*always cold*), Freezer (*can create ice*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Sharpen (+1 Attack), Own Tempo (*You are immune to being Confused.*)

#### Moves (Attack +4, Special Attack +1, Effect +1)

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Icy Wind** - *Ranged(10ft) Ice Special Attack:* At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



### Avalugg



Ice - Huge (Size), Superweight (Weight)

Hit Points: 60    Defense: 19    Special Defense: 5

Speed: 3 (15 ft.)    Attack: 13    Special Attack: 4

**Skills:** Chilled, Freezer, Swimmer

**Passives:** Harden, Sharpen, Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*), Own Tempo, Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

#### Moves (Attack +6, Special Attack +2, Effect +1)


**Body Slam** - *Melee Normal Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Avalanche** - *Melee Ice Attack:* 3/day 3d8. If the target was already attacked this round, Avalanche deals +1d8 damage.

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

Bergmite live in large herds on top of freezing glaciers and within the crags of icy mountains. They spend much of their time living on top of parent Avalugg, huddling upon their flat backs. They will freeze their feet into place to keep from sliding about. Bergmite greatly dislike temperatures above freezing and never venture anywhere not covered in snow or ice; their bodies cannot withstand heat for extended periods of time. This is why they often cluster on top of their parents, as the bodies of Avalugg radiate freezing air that keep their children comfortable. To defend themselves, Bergmite expel chilling air of temperatures. They cover their bodies with sharp spikes of ice by freezing moisture in the air to shield themselves from attacks. Bergmite never allow their true bodies to show through the ice covering them. They chill the air around them in order to fix cracks in this ice. When faced with particularly strong threats, Bergmite will wedge themselves into the crevasses of their parent Avalugg, only exposing their icy spikes to potential danger.

**Biology:** Egg Group - Monster / Mineral, Egg Hatch Rate - 10 Days, Diet - Glacievore, Habitat - Glaciers / Mountains / Polar

**Evolution:** Bergmite  Avalugg

**Proficiencies:** Ice / Fang (Avalugg) / Stampeding (Avalugg)



Wild Avalugg are often seen with herds of Bergmite, their offspring, huddled on their backs. The true bodies of Avalugg are coated in thick layers of ice; this ice is as hard as steel and resistant to melting. They radiate chilling air from their bodies, encouraging Bergmite to stay on their freezing backs rather than venture out into their warmer surroundings. Their heavy, hard bodies can crush most objects with ease. However, they are also rather cumbersome and slow, and experiencing great difficulty when attempting to pass through narrow areas. Despite their weight, Avalugg have bodies that are less dense than water, enabling them to float like rafts when submerged. They will carry their offspring from glacier to glacier in this manner. When Avalugg are threatened, the Bergmite on their backs will lodge themselves into their crevasses, covering them in sharp and icy spikes. With their backsides protected, Avalugg will then try to crush foes with their weight. Avalugg are diurnal Pokémon; their crevasses can be observed widening in the morning sun as they go about their day before rebuilding as they rest for the night.



Cubchoo has a solid mucus-like substance constantly dripping out of its nose. It is a supercooled viscous colloid that serves as the source of their ice powers. By sucking this substance back into their noses, Cubchoo can freeze water within their bodies to utilize in Ice-type attacks. Cubchoo will spread the snot on enemies to chill them and slow them down; they are also known to do this to people and Pokémon they dislike. When Cubchoo are sick, their snot is less sticky and more watery than usual. This consequently also makes their Ice-type attacks weaker.





## Cubchoo / Beartic



### Cubchoo



Ice - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Chilled (*always cold*), Freezer (*can create ice*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Slush Rush (*While in Hailing weather, your Speed is +2 and you don't take damage from Hailing weather.*)

#### Moves (Attack +3, Special Attack +3, Effect +2)

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Fury Swipes** - Melee Normal Attack: At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Endure** - Self Normal Effect: 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

### Beartic



Ice - Large (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Chilled, Freezer, Swimmer

**Passives:** Growl, Slush Rush, Snow Cloak (*While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.*), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

#### Moves (Attack +6, Special Attack +3, Effect +2)

**Iceberg Crash** - Ranged(15ft) Ice Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.


**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Thrash** - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.



Beartic inhabit icy caves and glaciers, particularly those near northern polar oceans and seas. They spend most of their time on four limbs, though they will stand bipedally in order to intimidate foes or reach higher ground. Beartic are capable of exhaling air at subzero temperatures, freezing the surrounding moisture. They use this ability to encase their paws and mouths with claws and fangs of ice, respectively, to attack foes. To cross large stretches of ocean, these Pokémon will freeze the waters beneath their paws, creating pathways of ice for them to walk on. They are also adept swimmers that spend much of their time hunting in the water; when tired, they will simply freeze the water beneath them to rest, creating new ice floes. With their thick fur and wide paws, Beartic are adapted to moving and living in icy environments.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Glaciers / Polar

**Evolution:** Cubchoo  Beartic

**Proficiencies:** Ice / Water / Bruiser (Beartic)



## Darumaka / Darmanitan (Icy Mountain)

### Darumaka (Icy Mountain)



Ice - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 13    **Special Attack:** 2

**Skills:** Chilled (*always cold*), Freezer (*can create ice*)

**Passives:** Hustle (+4 Attack, -2 to accuracy checks)

**Moves (Attack +6, Special Attack +1, Effect +2)**

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Ice Fang** - Melee Ice Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Darumaka that have adapted to life in chilly habitats are white. They have an organ that generates cold air that also made their skins blue. Darumaka get more energetic the colder they become, an anomaly amongst species covered in fur. They freeze the air with their breaths to create snowballs and can commonly be seen throwing these snowballs at one another to play. These mischievous Pokémon may even chuck snowballs at passersby before ducking into snowdrifts to hide. They mean no harm from this, however, and are actually quite friendly when it comes to both humans and other Pokémon.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains

**Evolution:** Darumaka  Ice Stone Darmanitan

**Proficiencies:** Fire (Darmanitan) / Ice / Bruiser (Darmanitan)



### Darmanitan (Icy Mountain)



Ice - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 6    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 16    **Special Attack:** 4

**Darmanitan (Icy Mountain) Zen Mode**



Ice / Fire - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 6    **Special Defense:** 6

**Speed:** 14 (70 ft.)    **Attack:** 18    **Special Attack:** 4

**Skills:** Chilled, Freezer

**Passives:** Gorilla Tactics (+1 Attack), Work Up (+1 Attack, +1 Special Attack), Zen Mode (Darmanitan changes to its Zen Form when it is below half of its max HP.)

**Moves (Attack +7/+8, Special Attack +1, Effect +5/+7)**

**Belly Drum** - Self Normal Effect: 3/day. You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.

**Ice Punch** - Melee Ice Attack: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

**Superpower** - Melee Fighting Attack: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.







Darmanitan are quite calm and friendly creatures. During blizzards, they will visit human settlements and explore their surroundings. When spotted, though, they will freeze up and attempt to hide as snowmen. Just after the storms end, they may even play with young children and engage in lighthearted snowball fights. When in more plentiful areas, Darmanitan will store excess food in the snowballs on their heads and carry them back up to their barren homes. They can also freeze these snowballs into hard ice before tackling enemies with great strength. In dire situations, Darmanitan will enter the poorly-named "Zen Mode"--the misnomer derives from their desert counterpart's alternate form. Zen Mode Darmanitan ignite their atrophied fire sacs, going on rampages where they burn everything in sight. These rampages do not end until their internal fires dissipate. Their own snow may even begin to melt from the sheer heat that they emanate. Darmanitan must rest for a long time after entering Zen Mode in order to regain their strength; they look even more like snowmen when they are sleeping.



Sandshrew inhabit snowy mountains. Their skin is thick and steel-like to help insulate them from the cold; additionally, they are also covered in thin layers of ice. Though this gives them great defensive capabilities, it also hinders their flexibility. Consequently, these Sandshrew cannot curl up into balls. To move, Sandshrew slide across slick ice on their bellies like curling stones. Sandshrew also have developed claws that help them cling onto ice without slipping. When attacked, they will hold tight to the slippery ground in order to keep their soft undersides safe from predators. Their icy bodies allow them to launch themselves along the ground at quick speeds to attack or flee from danger.





## Sandshrew / Sandslash (Icy Mountain)



Sandslash have steely, ice-covered spines that ward off most attackers. However, this ice also weighs them down, making them slower. Luckily, these Pokémon dwell atop mountains covered in snow; while their enemies may be hindered by the weather, Sandslash have adapted claws that can easily clear paths for them to travel through. These claws also allow them to climb up slippery slopes and ice-crusting rock with ease. Sandslash bury themselves in the snow with only their spikes protruded to keep foes away. Their spikes are so cold that being stabbed by them can easily cause frostbite. Their bodies chill the air around them in order to keep these spikes from melting. Sandslash kick up quite a bit of snow when they dash through piles of it, whipping up beautiful flurries.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Mountains

**Evolution:** Sandshrew  Ice Stone Sandslash

**Proficiencies:** Ice / Steel / Claws / Prickly (Sandslash Icy Mountain)

### Sandshrew (Icy Mountain)



**Ice / Steel** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 1

**Skills:** Burrow (moves through earth easily), Freezer (can create ice),

**Passives:** Defense Curl (+1 Defense), Snow Cloak (While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.)

#### Moves (Attack +4, Special Attack +0, Effect +2)

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Swift** - Ranged(20ft) Normal Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

### Sandslash (Icy Mountain)



**Ice / Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 14    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 3

**Skills:** Burrow, Freezer

**Passives:** Iron Defense (+2 Defense), Swords Dance (+2 Attack), Slush Rush (While in Hailing weather, your Speed is +2 and you don't take damage from Hailing weather.), Snow Cloak

#### Moves (Attack +5, Special Attack +1, Effect +3)

**Icicle Spear** - Ranged(10ft) Ice Attack: At-Will 1d4. Icicle Spear has -2 during Accuracy Check. Icicle Spear is a Scatter attack. Up to 5 attacks.

**Iron Head** - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.



## Smoochum / Jynx



### Smoochum



**Ice / Psychic** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 2    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 3    **Special Attack:** 9

**Skills:** Freezer (can create ice)

**Passives:** Oblivious (You are immune to Infatuation.)

**Moves (Attack +1, Special Attack +4, Effect +3)**

**Pound** - Melee Normal Attack: At-Will 2d6.

**Lick** - Melee Ghost Attack: At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Sweet Kiss** - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.



Smoochum constantly check their reflections in ice or water to see if they have gotten dirty and will spend copious amounts of time cleaning themselves if they have. However, keeping clean is important to Smoochum because their skin is very sensitive; even mild irritants such as stray dirt can cause them to break out in rashes. Their lips are particularly delicate; they use them as their main method of gathering information about their surroundings. When they come across something foreign, their first instinct is to run up to it and kiss it. This is also how it cleans objects prior to touching them. Smoochum can distinguish and remember thousands of different objects based on their textures and taste from their lips alone. They then categorize these things into what they like and dislike. As they walk, they bob their heads back and forth constantly. They dislike heat and will become cranky and irritable when uncomfortably warm.

### Jynx



**Ice / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 4    **Special Defense:** 10

**Speed:** 10 (50 ft.)    **Attack:** 5    **Special Attack:** 14

**Skills:** Freezer

**Passives:** Fake Tears (+2 Special Attack), Dry Skin (In sunny weather, you lose 4 HP at the end of your actions. In rainy weather, you recover 4 HP at the end of your actions. You are immune to Water-type attacks.), Oblivious

**Moves (Attack +2, Special Attack +7, Effect +5)**

**Lovely Kiss** - Melee Normal Effect: 3/day. Lovely Kiss has -3 during Accuracy Check. On hit, the target is put Asleep.

**Heart Stamp** - Melee Psychic Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Caves / Mountains / Tundra

**Evolution:** Smoochum Jynx

**Proficiencies:** Ice / Psychic / Cutesy



Jynx are found in secluded, snowy areas. Though rare, they seem to become more common during strong blizzards. As Jynx walk, they sway their hips. Depending on their emotions, they move in slightly different manners. Their strange movements compel those who see them to move with them, dancing in unison. Those moving may not even realize they are swaying their hips until someone else points it out to them. Jynx use their dancing to talk to one another. However, they also have a form of oral speech, which sounds uncannily similar to a human language. Despite their curious behavior, Jynx are kind Pokémon. As they walk and sway, people and Pokémon alike subconsciously follow them. During blizzards, they will often lead these hypnotized beings to safety away from the cold. Then, they disappear almost as quickly as they appeared. When Jynx walk, they mysteriously leave no footprints in the snow.



Snom live in snowy areas, most commonly found buried in snow piles at the bases of trees. They are weak Pokémon that try to blend into icy terrain in order to avoid predation. Snom feed entirely on snow, using it to create the icicles that grow on their backs. These growths also help Snom mimic icicles when they hang themselves from tree branches to rest. The more snow a Snom eats, the larger these spikes grow. Snom adhere themselves to branches using a special, frigid silk that radiates cold air. They can also spit this substance onto attackers to both tangle them up and slow their movements. Scientists are re-searching this silk for potential usage in arctic exploration equipment. When Snom eat a significant amount of snow, their spikes will grow so large that they will have a hard time moving. This is a sign that they are ready to evolve.





# Snom / Frosmoth



## Snom



**Ice / Bug** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 4    **Special Defense:** 3

**Speed:** 2 (10 ft.)    **Attack:** 3    **Special Attack:** 5

**Skills:** Freezer (*can create ice*)

**Passives:** Shield Dust (*You are unaffected by additional effects from attacks that deal damage.*)

### Moves (Attack +1, Special Attack +2, Effect +1)

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Powder Snow** - *Ranged(5ft burst) Ice Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Struggle Bug** - *Ranged(5ft burst) Bug Special Attack:* At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.



Frosmoth are elusive creatures that only inhabit the snowiest forest mountain peaks. As they fly, they scatter icy particles from their wings that freeze moisture in the air to create snow. Frosmoth are protectors of snowy areas, descending upon those who defile the environment in such places and whipping up powerful blizzards. Once a year, as winter ends, Frosmoth will migrate north towards arctic areas to escape the incoming heat. The land beneath them gets blanketed in a light dusting of snow thanks to their flapping wings. The reverse occurs at the start of the cold season when they return. These events herald the end and the beginning of the winter months respectively in many regions.

## Frosmoth



**Ice / Bug** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 10

**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 14

**Skills:** Flight (*can fly*), Freezer, Guster (*can produce wind*)

**Passives:** Feather Dance (+2 Defense), Quiver Dance (+1 Special Attack, +1 Special Defense, +1 Speed), Tailwind (+2 Speed), Ice Scales (*If hit by a Special Attack, you only take half the damage you would take.*), Shield Dust

### Moves (Attack +3, Special Attack +7, Effect +5)

**Icy Wind** - *Ranged(10ft) Ice Special Attack:* At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Bug Buzz** - *Ranged(20ft) Bug Special Attack:* 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Blizzard** - *Ranged(20ft, 10ft wave) Ice Special Attack:* 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

**Biology:** Egg Group - Bug, Egg Hatch Rate - 10 Days, Diet - Glacievore / Herbivore, Habitat - Forests / Mountains / Tundra

**Evolution:** Snom Frosmoth

**Proficiencies:** Bug / Ice / Lepidopteran (*Frosmoth*) / Winged (*Frosmoth*)



## Vulpix / Ninetales (Icy Mountain)



Scientists believe that in snowy mountains, albino Vulpix never developed pigments because their whiteness helped them avoid detection. These Pokémon live in packs of two to five individuals known as a "skulk" atop snowy peaks, helping each other find food and shelter in their barren environments. Each skulk is led by a Ninetales, which, though not always visible, is almost always nearby and ready to defend the group. Their breaths can reach very low temperatures, freezing prey solid. When in warmer areas, Vulpix will spray shards of ice from their tails to cool themselves off; tiny flecks of ice can be seen springing from strands of their fur when observed under a microscope.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains

**Evolution:** Vulpix  Ice Stone Ninetales

**Proficiencies:** Fairy (Ninetales) / Ice / Psychic / Weird

### Vulpix (Icy Mountain)



**Ice** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Freezer (can create ice)

**Passives:** Baby-Doll Eyes (+1 Defense), Tail Whip (+1 Attack), Snow Cloak (While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

### Ninetales (Icy Mountain)



**Ice / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 10

**Speed:** 11 (55 ft.)    **Attack:** 8    **Special Attack:** 8

**Skills:** Freezer

**Passives:** Baby-Doll Eyes, Tail Whip, Snow Cloak, Snow Warning (As a free action you may deplete one use of Hail and use Hail.)

**Moves (Attack +4, Special Attack +4, Effect +5)**

**Dazzling Gleam** - Ranged(15ft, 10ft wave) Fairy Special Attack: 3/day 3d8.

**Ice Beam** - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Safeguard** - Ranged(10ft burst) Normal Effect: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.





Ninetales were once revered as mystical spirits. Ninetales were said to be calm spirits serving as emissaries between the heavenly deities and the earthly people, and people were forbidden from trespassing into their lands. They were both admired and feared; though they were said to help rescue people stranded in the mountains, they were also believed to freeze intruders trespassing on their land or those harming nature solid. Ninetales can produce droplets of ice in their fur. They can manipulate this ice to create solid walls to block attacks or coalesce them into larger balls to attack with. They can fire this ice at opponents like bullets with enough force to shatter some rock. Ninetales can also release tiny ice droplets from their fur all at once to create beautiful shimmers; they will usually be sighted in mists or blizzards for this reason.



Snorunt dwell in icy caverns, blending in with surrounding stalagmites and stalactites. They only venture out when there is snow, spending most of the spring and summer inside caves. They regulate their body heat by shivering, helping them cope with such cold environments. Their diets consist entirely of snow and ice, which they happily munch on while wandering through snow-covered areas. In the fall, Snorunt can occasionally be seen hiding together under piles of fallen leaves. Snorunt are rarely found outside of snowy areas; if they wander too far from ice, they may panic and desperately seek snowfall.





## Snorunt / Glalie

### / Froslass



Glalie have bodies of rock, though it isn't particularly hard for stone. To remedy this, they absorb moisture from the air and cover themselves in icy armor that is tempered so that it won't melt, even when exposed directly to fire. When threatened, they can bolster their armor by freezing more water from the atmosphere. This ability also has a myriad of other uses. When hunting, for example, Glalie will sneak up on prey and freeze the air around them, entrapping them in blocks of ice. Once their victims are frozen, Glalie then enjoy eating them leisurely. They can manipulate and freeze moisture in the air into nearly any shape they desire. Their bodies are constantly shrouded in shimmering mists of diamond-like ice crystals. As Glalie travel, they leave trails of these crystals behind in the air, which sparkle beautifully in the sunlight. Glalie also leave lines of frost behind them as they float around, coating the ground, trees, or whatever else is nearby in a thin layer of ice.

#### Snorunt



**Ice** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Chilled (*always cold*), Freezer (*can create ice*)

**Passives:** Leer (+1 Attack), Inner Focus (*You are immune to being Stunned.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Ice Shard** - Ranged(15ft) Ice Attack: At-Will 2d6. Ice Shard has Priority.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



#### Glalie



**Ice** - Medium (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 8

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Chilled, Freezer, Hover (*can hover*)

**Passives:** Leer, Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*), Inner Focus

**Moves (Attack +4, Special Attack +4, Effect +4)**

**Ice Fang** - Melee Ice Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.



This Pokémon has a Mega Evolution in PHB2.



## Frosllass



**Ice / Ghost** - Medium (Size), Medium (Weight)

**Hit Points: 42**    **Defense: 7**    **Special Defense: 7**

**Speed: 11 (55 ft.)**    **Attack: 9**    **Special Attack: 8**

**Skills:** Chilled, Freezer, Hover

**Passives:** Leer, Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*), Snow Cloak (*While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.*)

### Moves (Attack +4, Special Attack +4, Effect +5)

**Ominous Wind** - Ranged(10ft) Ghost Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Will-O-Wisp** - Ranged(10ft) Fire Effect: 1/day. On hit, the target is Burned.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

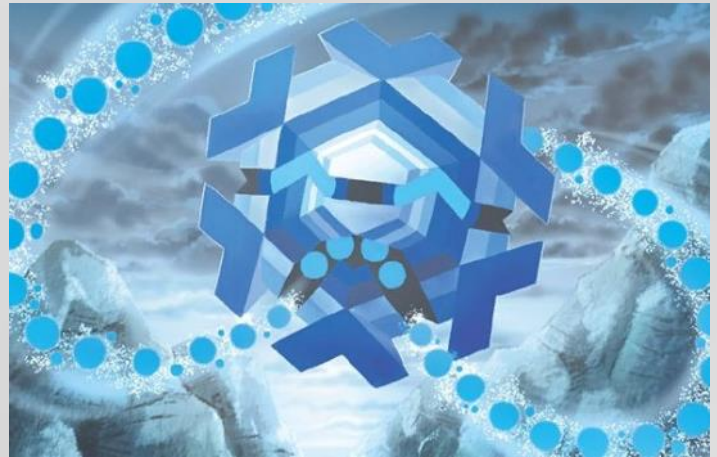
**Biology:** Egg Group - Fairy / Mineral, Egg Hatch Rate - 10 Days, Diet - Glacievore / Omnivore, Habitat - Caves / Mountain / Tundra

**Evolution:** Snorunt  Glalie,  Dawn Stone Frosllass

**Proficiencies:** Ice / Ghost (Frosllass) / Fangs (Glalie)



Frosllass are mysterious Pokémon, found in deep, remote areas as constantly cloaked in snowstorms. Because of their habitats, Frosllass are rarely ever encountered by humans. Their bodies are completely hollow and they move around by floating. They use their frigid breath, to freeze unsuspecting prey solid. They have a macabre habit of displaying their frozen victims in hidden areas. These displays are generally not where Frosllass nest. In mountain villages, children are sometimes warned that Frosllass will come down to visit human villages during blizzards; hearing knocking on the door during a snowstorm is a sign that a Frosllass has come to visit.



Cryogonal are made nearly entirely of ice crystals. Unlike normal ice, however, their bodies undergo sublimation from gas to solid and deposition from solid to gas, completely skipping a liquid form in either direction. They cannot always control this transformation, sometimes left to the will of the weather being warm or cold. Because of this, they can seemingly appear from thin air in cold weather; many of them suddenly appear alongside snow as the air temperature drops. Cryogonal hunt by ensnaring Ice-type prey in chains of ice released from their mouths, freezing them in seconds. They then pull their victims back in to consume them.



## Cryogonal



Ice - Medium (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 14

**Speed:** 11 (55 ft.)    **Attack:** 6    **Special Attack:** 10

**Skills:** Chilled (*always cold*), Flight (*can fly*), Freezer (*can create ice*)

**Passives:** Acid Armor (+2 Defense), Sharpen (+1 Attack), Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +3, Special Attack +5, Effect +5)**

**Ice Beam** - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Freeze-Dry** - Ranged(10ft) Ice Special Attack: 3/day 3d8. Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Glacievore, Habitat - Mountains / Tundra

**Proficiencies:** Ice / Prickly



## Delibird



Ice / Flying - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Flight (*can fly*), Freezer (*can create ice*)

**Passives:** Hustle (+4 Attack, -2 to accuracy checks), Vital Spirit (*You are immune to being put to Sleep.*)

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Present** - Ranged(10ft) Normal Attack: 3/day 3d8. On hit, you may choose to deal damage with Present or heal the target's HP equal to the amount of damage Present would have dealt.

**Pound** - Melee Normal Attack: At-Will 2d6.

**Drill Peck** - Melee Flying Attack: 3/day 3d10.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Mountains / Tundra

**Proficiencies:** Flying / Ice / Avian / Winged







Delibird make their nests inside mountain crags and atop sheer cliffs. Delibird are very kind to strangers; if they come across lost Pokémon or trainers, they won't hesitate to share some of their food with them. Many hikers in near-death situations can recount being saved by generous Delibird. Delibird are also curious Pokémon; besides food, they also collect pretty, strange, and sometimes even dangerous objects within their tails. They will gladly share their loot with others--for example, giving lost hikers compasses to help them find their way. Because they give away so much, though, they are constantly waddling about in search of more food. As Delibird are omnivorous, however, their definition of food when gifting can sometimes include deceased Bug-types or other unusual foodstuffs. When threatened, Delibird defend themselves by chucking the contents of their tails at attackers. In a flock, the Delibird with the largest tail is the leader.

The most striking features that most people first notice about Eiscue is their cube-shaped heads. These are solid blocks of ice encasing their real heads, which are considerably smaller. Because ice is less dense than water, Eiscue can in fact float on ocean currents like buoys in order to travel from floe to floe with little effort. Eiscue catch prey by dangling their singular hairs into the water like lures to attract some Water-types. The hairs are directly connected to their brains by a single nerve, making them quite sensitive. These hairs also radiate cold to freeze the immediate surrounding water. This is how Eiscue reform their ice blocks when they are shattered by attackers. The real heads of Eiscue are quite heat-sensitive, so the ice blocks help them keep cool in more temperate regions. Eiscue are carefree Pokémon that will take hardships in stride; as long as they have their ice, they are willing to face just about anything.





## Eiscue



**Ice** - Medium (Size), Heavy (Weight)

### Ice Face Form

**Hit Points:** 48    **Defense:** 11    **Special Defense:** 11

**Speed:** 5 (25 ft.)    **Attack:** 8    **Special Attack:** 7

### No Ice Form

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 7

**Speed:** 13 (65 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Chilled (*always cold*), Freezer (*can create ice*), Swimmer (*can swim*)

**Passives:** Amnesia (+2 *Special Defense*), Ice Face (*The first time Eiscue is hit with a melee attack each encounter; the attack is negated and you change to No Ice Face Form. Ice Face is reset whenever it starts Hailing while you are within its area of effect.*)

### Moves (*Attack +4, Special Attack +3, Effect +2/+6*)

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Blizzard** - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Polar

**Proficiencies:** Ice / Water / Avian / Winged





## Happiny / Chansey / Blissey



### Happiny

**Normal** - Small (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 2    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 1    **Special Attack:** 2

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Natural Cure (Whenever returned to a Poke Ball, you are cured of any afflictions.)

**Moves (Attack +0, Special Attack +1, Effect +1)**

**Pound** - Melee Normal Attack: At-Will 2d6.

**Refresh** - Melee Normal Effect: 3/day. Target an ally or yourself. Target is cured of all afflictions.

**Sweet Kiss** - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.



Happiny have stretchy, rubber-like belly pouches that can hold various objects within them, such as spare food. They are most commonly found, however, with white, smooth, oval-shaped rocks in their pouches; they love round, white objects in general, and will carry them around in their pouches in imitation of their evolutions. The more the stones resemble eggs, the more valuable they are to them. Taking a stone from a Happiny will upset it greatly and cause it to throw a tantrum, however--even if the weight of the stone is preventing it from walking properly. Happiny are very conscious about the curls of hair on their heads and will visit bodies of water to clean and adjust them as needed. Despite their sizes, Happiny are deceptively strong, capable of lifting heavy objects much larger than themselves. They have a quirky tendency to wander right between the feet of larger people and Pokémon, causing them to stumble. When Happiny make new friends, they will give them their stones as signs of trust; refusing the stones will greatly anger them, as doing so is a sign of disrespect to Happiny.

### Chansey

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 150    **Defense:** 2    **Special Defense:** 11

**Speed:** 5 (25 ft.)    **Attack:** 2    **Special Attack:** 4

**Skills:** -

**Passives:** Defense Curl, Tail Whip (+1 Attack), Friend Guard (Allies within 25ft of you take -1d4 damage when attacked.), Natural Cure

**Moves (Attack +1, Special Attack +2, Effect +2)**

**Double Slap** - Melee Normal Attack: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

**Softboiled** - Melee Normal Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Egg Bomb** - Ranged(15ft) Normal Attack: 3/day 3d10. Egg Bomb has -2 during Accuracy Check.





Chansey are rare Pokémon whose eggs are greatly sought after, both because they have medicinal properties as well as because they are delicious. Chansey lay these false eggs every day and always carry one in their pouches. If they come across injured Pokémon or people, they will share their eggs with them and nurse them back to health. Because of their amazing abilities to heal Pokémon, it is most common to see Chansey working in Pokémon Centers. Chansey treated with affection are said to lay more nutritious and tasty eggs. Their eggs are believed to bring happiness to consumers and restore the appetites of those who lost them in sickness. Though very kind and generous, Chansey will refuse to share their eggs with those with pure malice in their hearts. They are forgiving, however, and will gladly share with those who prove that they have changed their ways. Catching these elusive Pokémon is said to grant eternal happiness. Chansey normally walk slowly to protect their eggs, but can dash surprisingly quickly when spooked. True eggs that will hatch into Happiny look very distinct from their false eggs and are never confused for each other.



Blissey are some of the most compassionate Pokémon in the world. Their fur twitches when they sense beings that are sad or ill, and they immediately try to make them feel better. Blissey will often share their false eggs with complete strangers who happen to be down on their luck. A single bite of their eggs, which have enough vitamins and minerals to feed a person for a whole day, can immediately lift spirits and ease illnesses. Consuming whole eggs will compel people or Pokémon to act just as kindly as Blissey to others until the nutrients from the eggs pass through their systems. Because of their compassionate natures, Blissey are often found working in Pokémon Centers alongside their pre-evolutions Chansey; they are more commonly found in Centers than in the wild, where they are exceedingly rare. Blissey will work tirelessly to heal the sick and weary, not being able to rest until their patients are at the very least in stable conditions. Like Chansey, false eggs are distinct from the eggs they lay that hatch into Happiny.

### Blissey

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 156    **Defense:** 2    **Special Defense:** 14

**Speed:** 6 (30 ft.)    **Attack:** 2    **Special Attack:** 8

**Skills:** -

**Passives:** Defense Curl, Tail Whip, Friend Guard, Healer (*After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.*), Natural Cure

**Moves (Attack +1, Special Attack +4, Effect +3)**

**Sing** - Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

**Double Edge** - Melee Normal Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Healing Wish** - Melee Psychic Effect: 1/day. Your HP is set to 0, then target ally is healed to Max HP and cured of any afflictions.

**Biology:** Egg Group - Fairy, Egg Hatch Rate - 20 Days, Diet - Herbivore, Habitat - Forests

**Evolution:** Happiny Chansey Blissey

**Proficiencies:** Psychic / Elemental Attack (Chansey / Blissey) / Healer / Normal Block



## Igglybuff / Jigglypuff / Wigglytuff



### Igglybuff



**Normal / Fairy** - Small (Size), Featherweight (Weight)

**Hit Points:** 54    **Defense:** 3    **Special Defense:** 2

**Speed:** 2 (10 ft.)    **Attack:** 3    **Special Attack:** 4

**Skills:** Hover (*can hover*), Inflatable (*can expand*)

**Passives:** Defense Curl (+1 Defense), Cute Charm (*Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.*)

**Moves (Attack +1, Special Attack +2, Effect +1)**

**Sing** - Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

**Pound** - Melee Normal Attack: At-Will 2d6.

**Sweet Kiss** - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.



Igglybuff have very elastic, rubbery bodies. Their flexibility allows them to take a lot of wear and tear. This property is important, as Igglybuff will often end up in situations that would severely injure most Pokémon. Being rather clumsy, they often trip and fall, rolling down hills and bouncing uncontrollably like balls. Once they begin tumbling, they will not stop until blocked by an obstacle. Luckily, their stretchy bodies protect them from harm during these rolls. Igglybuff love to practice their singing, aspiring to reach the levels of talent of their evolutions. However, due to their underdeveloped vocal cords, they quickly develop sore throats after just a few songs. These Pokémon then will search for water to gargle in order to soothe their voices. These Pokémon practice diligently and sometimes will not stop until something intervenes; it is said that they even dream of singing in their sleep. Igglybuff sweat a scent similar to that of marshmallows. Researchers are not quite sure why they possess this property; while the smell was once believed to calm foes, studies have shown that it only makes Igglybuff appear more appetizing.

### Jigglypuff



**Normal / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 72    **Defense:** 3    **Special Defense:** 3

**Speed:** 2 (10 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Inflatable

**Passives:** Defense Curl, Competitive (*If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.*), Cute Charm

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Disarming Voice** - Ranged(10ft) Fairy Special Attack: At-Will 1d12. You can't miss targets with less than 15 Special Defense.

**Double Slap** - Melee Normal Attack: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

**Rollout** - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.





Jigglypuff are most well-known for their ability to sing people and Pokémon alike to sleep. They sing at a wavelength that matches the brainwaves of a person in deep sleep, causing all who hear them to become drowsy. They have a vocal range of over twelve octaves, though they rarely exercise it in full. In battle, Jigglypuff enrapture foes with their huge eyes before singing them to sleep; they then use melee strikes to assault them. They can also inflate their bodies. In addition to allowing them to easily float upon the winds, this ability also increases the air capacity of their lungs and allows them to sing for longer periods of time, letting them lull foes into even deeper slumbers. Recently, it was discovered that different populations of Jigglypuff utilize different methods of singing, ranging from lilting melodies to near-shouts.



Wigglytuff can inflate their rubbery bodies like balloons. They grow steadily to huge sizes to scare off foes; the largest purportedly could grow to twenty times its resting size. In the wild, they compete with one another to see who can become the largest. Their large eyes are always covered with a thin layer of tears that wash away any particles that fall onto their delicate surfaces. Wigglytuff fur is also unimaginably soft. Sleeping next to a one is said to be an amazing experience. Wigglytuff shed their fur each season and people can gather this fur to weave into yarn.



### Wigglytuff



**Normal / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 84    **Defense:** 6    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Inflatable

**Passives:** Defense Curl, Competitive, Cute Charm, Friend Guard  
(Allies within 25ft of you take -1d4 damage when attacked.)



**Moves (Attack +3, Special Attack +4, Effect +2)**

**Wake-Up Slap** - *Melee Fighting Attack:* 3/day 3d8. If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack:* 1/day 3d12.

**Biology:** Egg Group - Fairy, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Meadows / Mountains

**Evolution:** Igglybuff  Jigglypuff  Moon Stone  
Wigglytuff

**Proficiencies:** Fairy / Cutesy / Elemental Attack / Normal Block





## Lillipup / Herdier / Stoutland



### Lillipup



**Normal** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** Tracker (*can follow scents*)

**Passives:** Baby-Doll Eyes (+1 Defense), Leer (+1 Attack), Vital Spirit (*You are immune to being put to Sleep.*)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.



### Herdier



**Normal** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Tracker

**Passives:** Intimidate (+1 Defense), Leer, Work Up (+1 Attack, +1 Special Attack), Sand Rush (*While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.*), Vital Spirit

**Moves (Attack +5, Special Attack +2, Effect +3)**

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Retaliate** - *Melee Normal Attack:* 1/day 1d20. If the target knocked out an ally during this round, Retaliate has 5d12 for damage instead.

**Reversal** - *Melee Fighting Attack:* 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

Lillipup are known for their bravery, loyalty, intelligence, and adorableness. Lillipup use their long facial hairs to detect subtle changes in air currents and help them detect approaching foes. These Pokémon will fearlessly stand their ground when confronted. However, they quickly assess situations to determine risk and are smart enough to back down from foes that are too strong. Lillipup are very loyal and are quick to defend their trainers and allies. Though their senses of smell are above average, they rely more on their fur to learn about their environments. In wet weather, their fur becomes matted and begins to clump, severely hindering their abilities to analyze their surroundings.





In the past, Herdier aided hunters in pursuing prey, cutting off fleeing game and helping drag carcasses back to villages. They are extremely loyal Pokémon, perhaps even to a fault; Herdier will always obey their trainers' commands, even if doing so would put them in danger. They are very wary of strangers, however. Today, Herdier remain common sights in both rural and urban areas. On farms, they help herd and defend livestock, while in cities, they are often kept as pets and hailed for their loyalty. The dark cape-like fur on their backs is tough and hard; Herdier will shelter smaller Pokémon under these capes to protect them from harm. This fur gets both longer and harder as Herdier grow older.



Stoutland have been closely connected with humans for quite some time. They are often associated with mountain villages, where they are most often found. Their shaggy fur is excellent at retaining heat, allowing them to travel across snow and ice with ease; they are also adapted to cross rugged, rocky terrain. They are very wise and compassionate; Stoutland are often employed as hiking guides for mountain travelers thanks to their resistance to the cold and affinity for people. They are also known to lead rescue missions during blizzards to find stranded hikers. When they find lost travelers, they will wrap their long fur around them keep them warm. Their fur is so efficient at retaining heat that it is said a person stranded overnight in the snow during the dead of winter would be perfectly fine as long as he or she was wrapped tightly in it.



### Stoutland

**Normal** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 9

**Speed:** 8 (40 ft.)    **Attack:** 13    **Special Attack:** 6

**Skills:** Tracker

**Passives:** Intimidate, Leer, Work Up, Sand Rush, Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.), Vital Spirit

**Moves (Attack +6, Special Attack +3, Effect +4)**

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Giga Impact** - *Melee(10ft burst) Normal Attack:* 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Mountains

**Evolution:** Lillipup  Herdier  Stoutland

**Proficiencies:** Elemental Attack E / Fangs / Normal Block





## Pidgey / Pidgeotto / Pidgeot

### Pidgey



**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Sand Attack** - Ranged(10ft) Ground Effect: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

### Pidgeotto



**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Flight, Guster

**Passives:** Agility (+2 Speed), Feather Dance (+2 Defense), Keen Eye, Tangled Feet (*While you are confused, any foe's attacks made against you have -1 during accuracy check.*)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Twister** - Ranged(15ft) Dragon Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Wing Attack** - Melee Flying Attack: At-Will 2d8.

**Roost** - Self Flying Effect: 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.



Pidgey are usually docile Pokémon that prefer to avoid confrontation with other Pokémon and humans altogether, hiding in tall grass to prevent themselves from being seen. If cornered, though, they will attempt to escape by kicking up sand to blind foes and buy themselves time to fly away. When hunting, however, Pidgey often use these attacks to stir up their surroundings, exposing vulnerable Bug-types for them to chase down. These Pokémon have extremely keen senses of direction. They can always find their way back to their nests regardless of how far they have flown. Because of this, Pidgey were commonly used to send messages, at least until the advent of e-mail. Many Pidgey have grown accustomed to and now dwell in urban areas due to this practice, flying to forests and fields only to hunt for food before returning back to their nests in cities.





Pidgeotto do not shy away from confrontation. They are fiercely territorial, patrolling the skies above their domains by flying slowly in circular patterns and watching for both intruders as well as prey. Pidgeotto have outstanding vision, and are able to locate prey over a mile below. When they spot something, such as a Caterpie for example, they will dive down and attack with their sharp talons and powerful beaks. Like Pidgey, they have keen sense of direction in addition to their strength; Pidgeotto can carry prey back to their nests with ease, and can travel over 60 miles in the process. Due to their extremely territorial natures, most urban Pidgey nearing evolution migrate, often in flocks, to the nearby forests where they hunt; they then split up and stake out their own territories. This phenomenon is notably only present in metropolitan Pidgey as Pidgey in less densely-populated, rural areas often will stay where they are upon evolution.



Pidgeot are less docile than their first stages, but not as hostile as their second. While still territorial, they no longer attack others for simply entering their turfs; rather, they wait and use their keen eyesight to watch from far away, seeing whether their intruders have ill intentions. If they are not endangering the Pokémon or their offspring, they will leave them be. However, they will defeat potential threats without hesitation using their powerful chest muscles to whip up windstorms strong enough to bend tall trees. While hunting, they dive down to lake surfaces to snatch splashing Water-types with their sharp talons, reaching incredible speeds. When approached, Pidgeot will spread out their wings to intimidate foes. If the tactic fails, they will quickly resort to flapping their wings to create powerful gusts before attacking with their talons. The beautiful, glossy feathers on their heads are symbols of speed in popular culture.



### Pidgeot



**Normal / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 8    **Special Attack:** 7

**Skills:** Flight, Guster

**Passives:** Agility, Feather Dance, Big Pecks (*Your Defense cannot be lowered by a foe's effects.*), Keen Eye, Tangled Feet

**Moves (Attack +4, Special Attack +3, Effect +6)**

**Mirror Move** - Ranged(30ft) Flying Effect: 1/day. You perform the same attack that was just used against you, even if it missed.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Hurricane** - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Forests / Grasslands / Urban

**Evolution:** Pidgey Pidgeotto Pidgeot

**Proficiencies:** Flying / Avian / Winged



This Pokémon has a Mega Evolution in PHB2.



## Pidove / Tranquill / Unfezant

### Pidove



**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Growl (+1 Defense), Leer (+1 Attack), Big Pecks (*Your Defense cannot be lowered by a foe's effects.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Air Cutter** - Ranged(15ft) Flying Special Attack: At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

### Tranquill



**Normal / Flying** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Flight, Guster

**Passives:** Growl, Leer, Super Luck (*Attacks are critical hits on natural 18-20*), Big Pecks

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Roost** - Self Flying Effect: 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



Pidove are absurdly common Pokémon in most urban areas, found in or on nearly every park or building in large cities. They are often found in large, cooing flocks perched on telephone wires or tree branches. Pidove are used to the presence of humans, not even flinching when approached by people. In many areas, they have even become accustomed to being fed bread-crumbs by passersby. Pidove has been known to fly off to fetch items only to return less than a minute later empty-handed, having forgotten what they were searching for. In spite of their forgetfulness, Pidove have the uncanny ability to always find their way back to their nests, no matter how far or long they have flown. It is believed that these Pokémon can excellently retain visual details, allowing them to navigate home unerringly despite not being able to remember anything else for extended periods of time.





Tranquill prefer to dwell in solitary, quiet areas away from others. They are docile Pokémon that tend to keep to themselves; however, they known to attack viciously when bothered. Tranquill normally are found deep in forests, though some make their homes in secluded sections of city parks and gardens. Tranquill rarely make much sound at all. Even when trained, Tranquill prefer solitude over company. If given the chance, they will spend most of their time alone in quiet places. However, they are fiercely loyal to anything they do bond to; they are always able to find their way back to them even if they have travelled considerably far since the last times they were together. Tranquill are better at walking than most other avian Pokémon, and are capable of sprinting across flat terrain for short distances. They can still fly, however, though they must land to rest periodically while doing so.



Unfezant sport one of the more striking examples of dimorphism in the Pokémon world. While female Unfezant are drably colored in black, gray, and brown, males are adorned with bright pink masks and vivid green splotches on their undersides. During mating season, females tend to choose mates with the brightest-colored masks and the longest tassels; consequently, male Unfezant will fight viciously to become the most desirable, tearing off parts of their opponents' tassels or sullyng their masks with dirt and debris. These adornments are cumbersome for flight, so females tend to be better long-distance fliers than males. Stronger wings allow males to fly faster over short distances, however. Unfezant are skilled at running, perhaps even more so than flying. Unfezant are fiercely loyal to their allies, refusing to become close with anyone new unless given permission by its allies.



## Unfezant



**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Flight, Guster

**Passives:** Feather Dance (+2 Defense), Leer, Super Luck, Big Pecks

### Moves (Attack +6, Special Attack +3, Effect +4)

**Swagger** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Facade** - Melee Normal Attack: 1/day 3d8. If you have an affliction, use 5d12 as damage instead.

**Sky Attack** - Melee Flying Attack: 1/day 5d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Sky Attack's Accuracy Check and damage. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Forests / Grasslands / Urban

**Evolution:** Pidove Tranquill Unfezant

**Proficiencies:** Flying / Avian / Winged





## Pikipek / Trumbeak / Toucannon

### Pikipek

**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 3

**Skills:** Flight (*can fly*)

**Passives:** Growl (+1 Defense), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +4, Special Attack +1, Effect +3)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Echoed Voice** - *Ranged(10ft) Normal Special Attack:* At-Will 1d12. Echoed Voice deals +5 damage if you used it during the previous round.

**Rock Smash** - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Pikipek use their beaks to bore holes in the sides of trees and store seeds. They can strike sixteen times in a single second.

Despite their small stature, Pikipek in fact have incredibly strong neck muscles that enable them to peck with such strength. Their drilling is very noisy; they use different rhythms of pecking in order to communicate with one another. Since their signals are loud and distinct from one another, people that live near them often learn to recognize what different rhythms mean. Pikipek also have a fondness of shiny objects, storing them in tree holes.

### Trumbeak

**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** Flight

**Passives:** Growl, Keen Eye, Skill Link (*Your scatter moves have +2 during Accuracy Check.*)

**Moves (Attack +4, Special Attack +2, Effect +4)**

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Roost** - *Self Flying Effect:* 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

**Bullet Seed** - *Ranged(10ft) Grass Attack:* At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.





Trumbeak can be absolute headaches. They are infamous for their loud, bugle-like calls as well as their lack of regard for quiet. The tips of their beaks are flexible and can bend backwards like “lips.” This allows them to buzz air through them in order to create their signature trumpeting. Though Trumbeak do not live together in the wild, they are not territorial towards others of their kind. In fact, they communicate with one another through their raucous calling. Over a hundred distinct Trumbeak cries have been recorded. When Trumbeak eat Berries, they store the seeds which they cannot digest within their long beaks. They can then fire all of the seeds at once in bursts to pummel enemies. This also makes them effective at dispersing the seeds of wild plants, spreading them far from their producers. Plants in Trumbeak habitats often have hard-shelled seeds that can withstand firing, and Trumbeak prefer these seeds because they are more effective at deterring attackers.



Toucannon prefer to remain alone and undisturbed. They will only leave their nests to gather seeds or to find mates. Toucannon create and store volatile gases within their beaks. When endangered, they can heat their beaks in order to ignite this gas and fire seed blasts with great force. As their beaks heat up, their segmented bands all gradually begin to turn red; when fully heated, they can cause severe burns upon contact and launch seeds with enough power to shatter stone. Toucannon can also heat their beaks to a lesser degree in order to keep their eggs warm. The only company that Toucannon enjoy is that of their offspring and their mates; their children will often bring back fruits and Berries to their parents’ nests, the seeds of which Toucannon can then use to power their attacks. Humorously enough, the raucous trumpeting of younger Trumbeak seems to irritate Toucannon just as much as it does other Pokémon and people. Instead, Toucannon prefer to communicate by smacking beaks with one another, varying the strength and number of hits to send different messages.



### Toucannon



**Normal / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 12    **Special Attack:** 8

**Skills:** Flight

**Passives:** Feather Dance (+2 Defense), Keen Eye, Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.), Skill Link

**Moves (Attack +6, Special Attack +4, Effect +3)**

**Drill Peck** - *Melee Flying Attack:* 3/day 3d10.

**Beak Blast** - *Melee Flying Attack:* 1/day 5d12. When you use this attack, you immediately end your turn. Until your next turn if a Pokémon hits with a melee attack, the offender is Burned. During your next turn your movement speed is doubled and then you may roll Beak Blast’s Accuracy Check and damage.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack:* 1/day 3d12.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Jungles

**Evolution:** Pikipik Trumbeak Toucannon

**Proficiencies:** Flying / Avian / Elemental Attack F (Toucannon) / Sound / Winged





# Porygon / Porygon 2 / Porygon-Z



## Porygon

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Flight (*can fly*), Wired (*can go into electronics*)

**Passives:** Sharpen (+1 Attack), Download (*Your Attack is +1 against targets with lower Special Defense than Defense. Your Special Attack is +1 against targets with lower Defense than Special Defense.*)

### Moves (Attack +3, Special Attack +4, Effect +2)

**Conversion** - *Self Normal Effect:* At-Will. Put a Type Coat on yourself. The Coat has the following ability: Your Type changes to a type matching one of your known moves for two minutes or your Type changes to a type that resists that last attack you were hit by for two minutes.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

## Porygon 2

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 11

**Skills:** Flight, Wired

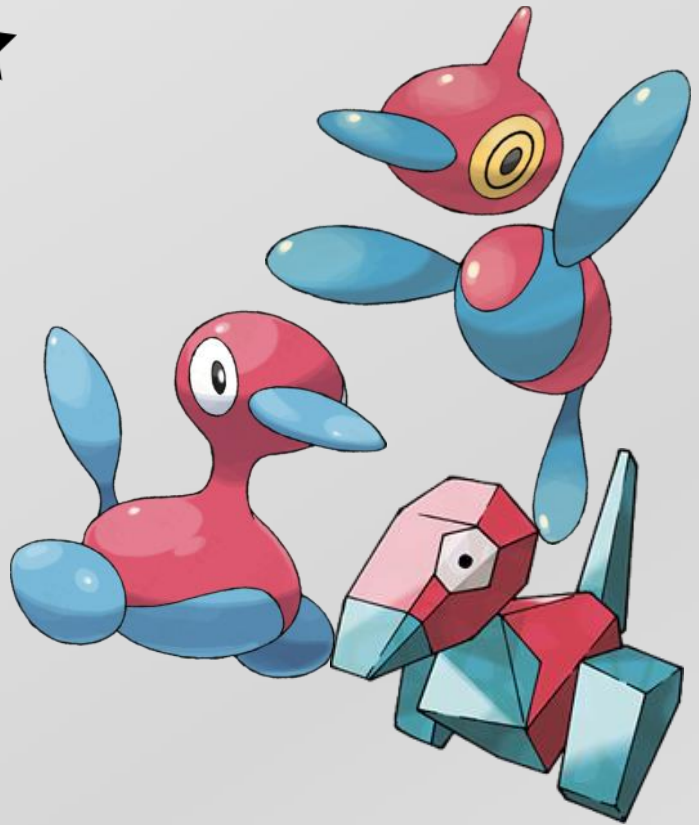
**Passives:** Agility (+2 Speed), Sharpen, Analytic (*When attacking a foe who has already acted this round, deal +4 damage.*), Download

### Moves (Attack +4, Special Attack +5, Effect +4)

**Teleport** - *Ranged(50ft) Psychic Effect:* 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4<sup>th</sup> the damage you would have taken from the attack.

**Signal Beam** - *Ranged(15ft beam) Bug Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.



The first technologically created artificial Pokémon, Porygon, were designed by Silph Co. and consist entirely of digital code. Though they can take crude, blocky, physical forms, they usually assume the form of data and travel through cyberspace. Their non-organic origins mean that they do not require oxygen, water, or other necessities of organic life to survive. Porygon are basic Pokémon that can only perform tasks enabled in their codes. This includes functions generally reserved for organic life forms. Though Porygon do not require food to survive, they have been programmed to intake things such as Berries and convert them into energy. Porygon are protected with a DRM and cannot be duplicated digitally. However, they have been coded to be able to breed independently with Ditto. By modern day standards, some parts of Porygon code are considered obsolete, though they still remain perfectly functional, if a bit clunky. They are almost never found in the wild, but may still function fine on their own.





Once a Porygon receives enough data from its experiences it evolves like other Pokémon. Porygon 2 are lighter and smaller than their pre-evolutions thanks to optimizations and streamlining. The most enticing feature of their update, though, is their improved artificial intelligence. Porygon 2 can learn from experience, modifying their behavior based on information from their surroundings. The software isn't perfect, however, and may occasionally display a few bugs, manifesting as strange actions not programmed into their original software. Additionally, its deletion algorithm is quite inefficient, causing it to store more data than is necessary over time.



Porygon-Z is the result of a Porygon 2 receiving an overflow of data within its experience banks and evolving into a form completely unprepared for by original Silph Co. designs. They are far more powerful than Porygon2 at the cost of their stability. Porygon-Z are frailer and notably more glitchy. Their movements are highly erratic due to the numerous bugs in their programming, likely due to the haphazard nature of their unplanned creation. Porygon-Z were never planned in the original Porygon programming, but as technology rapidly evolved, Porygon programming adapted to evolve with it and become this ultimate form of artificial life.



### Porygon-Z

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 8

**Speed:** 11 (55 ft.)    **Attack:** 9    **Special Attack:** 14

**Skills:** Flight, Intelligence (*very smart*), Modular (*consists of 2 parts*), Wired

**Passives:** Agility, Sharpen, Adaptability (*Moves that are the same type as you deal +4 damage.*), Analytic, Download

**Moves (*Attack +4, Special Attack +7, Effect +5*)**

**Lock-On** - Ranged(40ft) Normal Effect: 1/day. Your next attack against the same target will not miss.

**Tri Attack** - Ranged(20ft) Normal Special Attack: 3/day 3d10. On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.

**Zap Cannon** - Ranged(30ft) Electric Special Attack: 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Erogore, Habitat - Urban Plants

**Evolution:** Porygon Porygon 2 Porygon-Z

**Proficiencies:** Elemental Attack / Normal Block





## Slakoth / Vigoroth / Slaking



### Slakoth



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 4

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** -

**Passives:** Truant (*You can't act on a round after a round where you have acted. Truant cannot be removed or disabled by any means.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

**Encore** - *Ranged(10ft) Normal Effect:* 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

### Vigoroth



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** -

**Passives:** Vital Spirit (*You are immune to being put to Sleep.*)

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Chip Away** - *Melee Normal Attack:* 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

**Focus Punch** - *Melee Fighting Attack:* 3/day 5d12. When you use this attack you immediately end your turn. If are hit with an attack before your next turn, you are Stunned. On your next turn, if you were not Stunned your movement speed is doubled and after getting to a target you may roll Focus Punch's Accuracy Check and damage.



Slakoth sleep for twenty hours a day, only waking up to eat or adjust their positions. Due to their lack of motion, however, they don't need to consume much; Slakoth only eat about three handfuls of leaves a day on average before resting again. Generally, Slakoth never change the locations of their nests until they evolve. However, they have been known to travel surprisingly great distances by floating down rivers on logs. Their hearts beat only once a minute, even when potentially in danger. Curiously, despite appearing like sitting ducks, wild Slakoth are rarely ever attacked. Those who see Slakoth loafing around begin to feel drowsy themselves, losing the willpower to attack them. Their claws allow them to climb trees with ease; however, they more commonly use them to dig into branches to prevent themselves from falling off while dozing. Slakoth live in large groups numbering over a hundred. Such troops are protected by troops of Vigoroth and are centered around single Slaking.





The hearts of Vigoroth beat at a tenfold tempo, with their body producing energy at a similar rate. They can't sit still for a single second; ceasing movement will stress them out greatly and make them ill. Vigoroth feel a constant urge to go on ram-pages thanks to their boundless energy. Consequently, they also feel a never-ending desire for food; even when eating, however, they keep moving. Vigoroth don't sleep, instead spending all of their time running about aimlessly. As they run, they will spin and flail their arms about wildly to burn off more energy, de-destroying much of what is in their way. Vigoroth defend Slaking colonies in troops, putting their endless energy to use. They chase off intruders from their colonies in large numbers; often-times, up to a dozen Vigoroth will pursue single threats until sufficiently far away. Vigoroth are also in charge of foraging. They gather large amounts of food to bring back home, eating constantly as they travel. Whatever they don't finish eating is piled up at the center of their nests, where their brethren can then feast.



Slaking spend their days lying on their backs, eating whatever grass and Berries they can reach without moving. Slaking will only move, and reluctantly so, once all the food around them is cleared out. In a colony, there is only one Slaking; should a Vigoroth evolve in the group, it must battle the current Slaking for dominance. Losing individuals are exiled to start new colonies elsewhere in the forest. In the rare event that intruders manage to defeat the Vigoroth in a family group, Slaking will rise and show their true might. Standing on their hind legs, they will unleash all of the power they had saved up while lounging around in a single, devastating blow that can easily level entire swathes of forest. Once finished, they will return to their resting, as usual.



### Slaking

**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 90    **Defense:** 10    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 16    **Special Attack:** 10

**Skills:** Strength (*very strong*)

**Passives:** Truant

**Moves** (*Attack +8, Special Attack +5, Effect +5*)

**Slack Off** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Forests / Woodlands

**Evolution:** Slakoth Vigoroth Slaking

**Proficiencies:** Bruiser / Elemental Attack / Stamped (Slaking)





## Starly / Staravia / Staraptor

### Starly



**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Growl (+1 Defense), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Staravia



**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 4

**Speed:** 10 (50 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Flight, Guster

**Passives:** Agility (+2 Speed), Intimidate (+1 Defense), Keen Eye

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Endeavor** - *Melee Normal Attack:* 3/day. On hit, if the target has more HP than you, the target's HP is set to equal your HP.

**Whirlwind** - *Ranged(20ft) Normal Effect:* 3/day. On hit, moves the target 60ft away.

**Aerial Ace** - *Melee Flying Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.



Starly are one of the most abundant species of Pokémon. Though naturally found in forests and mountains, their hardy natures have also made them common sights above towns and cities as well. Starly fly in large flocks, with larger groups known to blot out the sun as they migrate through populated areas. Alone, Starly are rather unremarkable Pokémon; in flocks, however, groups of them can beat their wings in unison to whip up light windstorms. Their small wings are strong in comparison to the rest of their bodies, enabling them to fly for long distances. There appears to be a limit on how large flocks of Starly can be, after a certain size, Starly will begin bickering and scatter in different directions, splitting off into separate flocks. The Pokémon have very strident cries; their cacophonous singing can cause large disturbances in urban areas.





Staravia are rarely encountered alone, as they are almost invariably found in flocks with others of their kind. It seems that Staravia are aware of their weakness alone, hence their reluctance to engage in any kind of solitary activity. Staravia flocks stick together, with members being able to recognize each other on sight. They are territorial, staking out swathes of forest and defending their land from others. Should two flocks encounter each other, they will begin to bicker and engage in fierce aerial fights over disputed territory. The battles only end once all members of one of the flocks have been knocked out of the sky. Lone Staravia can easily be recognized by their shrill, harsh cries. They will not stop crying until they find their flocks, much to the chagrin of nearby residents.



Staraptor leave their flocks to continue life as solitary hunters. They are aggressive Pokémon, known to challenge foes much larger than themselves. Their wing muscles and talons are very strong, enabling them to take down opponents with ease. Staraptor are territorial and will defend their land with all of their strength. Even when injured, they will continue to ferociously fight back attackers. Staraptor are strictly carnivorous, feeding on smaller Pokémon. Their talons are capable of carrying prey all the way back to their nests. They pride themselves on the arrangement of their head feathers, called combs. They will viciously attack those who dishevel them. During their spare time, Staraptor can be seen preening and adjusting the feathers in their combs.



### Staraptor



**Normal / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 12    **Special Attack:** 5

**Skills:** Flight, Guster

**Passives:** Agility, Intimidate, Keen Eye, Reckless (*Your attacks that damage yourself on hit, deal +4 damage.*)

**Moves (Attack +6, Special Attack +2, Effect +6)**

**Air Cutter** - Ranged(15ft) Flying Special Attack: At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

**Close Combat** - Melee Fighting Attack: 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Brave Bird** - Melee Flying Attack: 1/day 5d12. On hit, you lose HP equal to  $1/3^{\text{rd}}$  of the damage you deal.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Forests / Mountains / Urban

**Evolution:** Starly Staravia Staraptor

**Proficiencies:** Fighting / Flying / Avian / Winged





## Whismur / Loudred / Exploud

### Whismur

**Normal** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 2    **Special Defense:** 2

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** -

**Passives:** Soundproof (*You are immune to sound-based attacks.*)

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Echoed Voice** - *Ranged(10ft) Normal Special Attack:* At-Will 1d12. Echoed Voice deals +5 damage if you used it during the previous round.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Loudred

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 4    **Special Defense:** 4

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** -

**Passives:** Screech (+2 Attack), Soundproof

**Moves (Attack +4, Special Attack +3, Effect +2)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Whismur normally speak in very quiet murmurs, just barely audible if one strains to listen. However, if they sense danger, they will begin to cry at an earsplitting volume. They use echolocation to navigate dark caves. Curiously, they can breathe using holes near their ears instead of their mouths, letting them to cry continuously without running out of air. Covering their ears, though, will cause them to stop wailing. In an increasingly loud cycle, the sound of their own crying will startle them and cause them to cry even more until they simply become too exhausted and fall asleep. By shrieking at such loud volumes, Whismur can cause rocks and stalactites to break off from the ceiling to the ground, trapping and injuring those beneath.





Loudred build power by stomping one of their feet repeatedly on the ground. They attack by bellowing at tremendously loud volumes; their ears act as loudspeakers when they yell, further amplifying their sounds. They have very well-developed stomach muscles that allow them to quickly suck in large amounts of air before attacks. After they yell, the sheer volume of their shouting renders them deaf for a short period of time. They are highly vulnerable to retaliation during this period, as they cannot hear incoming attacks. When fighting for territory, dueling Loudred deafen each other quickly, but will continue yelling without knowing who is louder. Competitions end not when one Loudred is deemed the loudest, but rather when the others simply tire and walk away. Such matches can potentially last for days until the Loudred grow hoarse from shouting.



Exploud are able to control the volume of their voices with ease. Outside of battle, they are no louder than other Pokémon, choosing to communicate with whistles of different volumes and pitches from the various sound-producing organs on their bodies. In battle, however, they reveal their true sonic capabilities. When attacking, their bellows can potentially be heard from over 6 miles away. Before Exploud shout, sharp, high-pitched whistling can be heard as they draw in air. They can pulverize solid concrete by screaming. They can imitate virtually any wind instrument using their assembly of pipes and can control their pitch and volume without the need for tuning.



### Exploud

**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 6    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 9

**Skills:** -

**Passives:** Screech, Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.), Soundproof

**Moves (Attack +5, Special Attack +4, Effect +3)**

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Uproar** - *Ranged(20ft burst) Normal Special Attack:* 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack:* 1/day 3d12.

**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves

**Evolution:** Whismur Loudred Exploud

**Proficiencies:** Elemental Attack FI / Fangs / Sound



## Aipom / Ambipom



### Aipom

**Normal** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 10 (50 ft.) **Attack:** 9    **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*)

**Passives:** Screech (+2 Attack), Run Away (+1 Speed)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Swift** - *Ranged(20ft) Normal Special Attack:* 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Ambipom

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 4

**Speed:** 14 (70 ft.) **Attack:** 12    **Special Attack:** 6

**Skills:** Climber

**Passives:** Agility (+2 Speed), Screech, Skill Link (*Your scatter moves have +2 during Accuracy Check.*), Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves (Attack +6, Special Attack +3, Effect +7)**

**Double Hit** - *Melee Normal Attack:* 3/day 1d20. Double Hit is a Scatter attack. It has two attacks.


**Rock Throw** - *Ranged(20ft) Rock Attack:* At-Will 2d6.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.



Aipom make their homes in tall treetops, rarely descending to the ground--in fact, some individuals live their whole lives without ever touching the forest floor. Aipom use their prehensile tails to swing from tree branch to tree branch, using momentum to leap around. They can suspend their entire bodies and latch onto branches with just their tails. These tails are highly dexterous, able to manipulate objects around them as tools. Young Aipom, for example, may play-fight each other with makeshift swords fashioned from branches and leaves. Older Aipom can be seen whittling down wood to form rudimentary stakes, useful for spearing into the hard shells of some fruits, nuts, and Berries. Aipom use their tails to grab hard-to-reach fruit in trees, and may even shake some fruit off of their branches for younger Aipom below to enjoy. Their tails are also used to keep them balanced. Aipom use their tails so extensively and exclusively that their true hands have become vestigial and more or less useless over many years of evolution.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Jungles

**Evolution:** Aipom  Ambipom

**Proficiencies:** Elemental Attack E / Martial (*No Kicks*) / Tricky



Ambipom live high up in the treetops in large colonies. They have two dexterous tails with hands on their ends. Their hands have become vestigial, as they exclusively use their tails for virtually all tasks. Ambipom eat fruits and nuts that grow within the trees they live in. They use their tails to deftly peel fruit and shuck nuts; rinds and shells often litter the ground below. They also use their tails to swing from branch to branch, and are capable of suspending themselves from branches using their tails as they eat or play. They can sometimes be seen holding hands as they link their tails together in rings. This gesture is a sign of peace and friendship amongst a colony. They communicate by holding tails with each other and making different gestures with them. In battle, Ambipom nimbly manipulate their two tails and many opponents may find it very difficult to dodge both of their consecutive attacks. Ambipom colonies often get into territorial disputes with another Pokémon species. To display pleasure, Ambipom will clap their tails together happily. They will express affection by clasping their tails tightly around others in a hug.



At a first glance, Bidoof appear rather dull, clumsy, and aloof to their surroundings. A closer examination, however, reveals that they are in fact quite the opposite. Found nesting near streams and rivers, Bidoof are surprisingly agile for their size and shape. Their most important trait is their industriousness. Bidoof are exceptionally hard workers, laboring from dawn to dusk as they build and repair nests on the riverside. Even when finished with this task, they will gnaw down logs for their evolutions Bibarel to use in their dams, still intent on helping out. While Bidoof work, they focus all of their attention on their tasks, ignoring everything else around them. This has given them reputations for being unaware of things happening to them. Bidoof routinely whittle their teeth by gnawing on logs and rocks.





# Bidoof / Bibarel

## Bidoof

Normal - Small (Size), Light (Weight)

Hit Points: 36    Defense: 5    Special Defense: 4

Speed: 3 (15 ft.)    Attack: 5    Special Attack: 4

Skills: Swimmer (can swim)

Passives: Defense Curl (+1 Defense)

Moves (Attack +2, Special Attack +2, Effect +1)

Tackle - Melee Normal Attack: At-Will 2d6.

Rollout - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

Yawn - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.

## Bibarel

Normal / Water - Medium (Size), Medium (Weight)

Hit Points: 48    Defense: 6    Special Defense: 8

Speed: 7 (35 ft.)    Attack: 12    Special Attack: 7

Skills: Fountain (can produce water), Swimmer

Passives: Amnesia (+2 Special Defense), Rototiller (+1 Attack, +1 Special Attack), Swords Dance (+2 Attack)

Moves (Attack +6, Special Attack +3, Effect +3)

Water Gun - Ranged(20ft) Water Special Attack: At-Will 2d6.


Hyper Fang - Melee Normal Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Superpower - Melee Fighting Attack: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.



Bibarel trade in some of their terrestrial motor skills for aquatic agility; while clumsy and slow on land, they can swim swiftly through flowing currents. Bibarel make their nests by damming up rivers with logs and mud. They spend their days cutting down new trees to patch up holes in their dams while making sure that they will not overflow. This rigorous inspection process is highly effective; within the last decade, there have been fewer overflows in Bibarel dams than their have in human ones. Because of this, communities who live near or in former riverbeds greatly appreciate Bibarel populations. Bibarel are sensitive to small changes in water currents, allowing them to sense flash floods before they occur. When they feel deluges approaching, they will quickly reinforce their dams to prevent the floods from overflowing over above them.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Rivers

**Evolution:** Bidoof  Bibarel


**Proficiencies:** Water / Elemental Attack EI / Fangs

## Buneary / Lopunny



Buneary can be found in forests and on icy mountains. They feed on grasses, flowers, and other low-growing plants. Their ears are very sensitive, and serve as their main method of detecting predators. One can tell how Buneary are feeling based on the position of their ears; if both are perked up, they are on guard and alert. If they both are withdrawn, on the other hand, they are scared and nervous. Buneary defend themselves using their long ears. They roll them up and then uncoil them quickly to punch attackers. Though docile, these Pokémon are also very timid and may strike out of fear when startled. Buneary can strike the ground beneath them with their ears to propel themselves surprisingly high, allowing them to launch aerial attacks. When cold, these Pokémon tuck their heads into their fur to stay warm.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Grasslands / Mountains

**Evolution:** Buneary  Lopunny

**Proficiencies:** Elemental Attack EI / Kicks / Punches

## Buneary

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 6

**Speed:** 10 (50 ft.) **Attack:** 7    **Special Attack:** 4

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Run Away (+1 Speed)

**Moves (Attack +3, Special Attack +2, Effect +5)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Endure** - *Self Normal Effect:* 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

**Jump Kick** - *Melee Fighting Attack:* 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

## Lopunny

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 10

**Speed:** 13 (65 ft.) **Attack:** 9    **Special Attack:** 6

**Skills:** -

**Passives:** Agility (+2 Speed), Defense Curl (+1 Defense), Rototiller (+1 Attack, +1 Special Attack), Cute Charm (Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.), Limber (You are immune to being Paralyzed.)

**Moves (Attack +4, Special Attack +3, Effect +6)**

**Return** - *Melee Normal Attack:* 3/day 3d10. Return can only be used if you have 3 or more loyalty.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**High Jump Kick** - *Melee Fighting Attack:* 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.



This Pokémon has a Mega Evolution in PHB2.





Lopunny are very timid and are quick to sprint off at the first sign of danger. They run with high, graceful jumps that make it difficult for predators catch them while in motion. Their fluffy fur is shed twice a year, once in the summer and once in the winter. While their summer coats are light and airy, their winter coats are warm, soft, and fluffy. If cornered, Lopunny will become very skittish, cloaking themselves with their large ears to hide. Should foes continue to hound them, however, they will be met with nasty flurries of kicks to head. Their legs are very strong, thanks to their frequent jumping. This makes their kicks very powerful, much to the surprise of most foes. In their spare time, Lopunny can often be found grooming and cleaning the delicate fur on their ears. One of the few situations in which these Pokémon will become hostile is if their clean fur is sullied, causing them to lash out aggressively.



Bunnelby have ears that are adapted to digging through dirt, whether it is loose or compacted. These Pokémon are nocturnal, spending much of the day asleep in underground burrows. They use their powerful prehensile ears to quickly shovel long tunnels through dirt. These ears are strong enough to break through thick tree roots that happen to be in their way. Bunnelby are industrious Pokémon that can work for long periods of time, often spending entire nights digging without stopping to rest. They will sometimes dig superfluous tunnels around their burrows as practice to strengthen their ears. These destination-less tunnels also serve to confuse predators that enter their burrows. Particularly hardworking Bunnelby have been known to develop ears strong enough to pulverize stone. Bunnelby primarily feed on the roots of plants that they come across while digging; they will even eat through the hardier roots of trees, using their ears to break the tough roots up into more manageable pieces. Bunnelby also have very sensitive hearing, allowing them to detect predators approaching. As skittish Pokémon, they will quickly duck into their burrows at the first sign of danger.




## Bunnelby / Diggersby



Diggersby are most easily distinguished by the pair of huge, arm like ears that they sport. These highly-developed, prehensile ears exceed the actual hands of many other Pokémon in both strength and maneuverability. Diggersby are capable of lifting boulders weighing remove the same amount of weight in dirt from the ground in no time at all using these appendages. Additionally, these ears can reduce solid bedrock to rubble with successive blows. These features make Diggersby ideal candidates for workers in construction, demolition, and excavation sites. Though they are industrious workers, Diggersby also seem to know the value of leisure as well; they can often be seen lounging around on long breaks after finishing their work. In the wild, Diggersby build their burrows underground or in rocky mountainsides.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Fields / Forests / Mountains

**Evolution:** Bunnelby  Diggersby

**Proficiencies:** Ground / Rock / Punches (*Diggersby*)

### Bunnelby

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 3

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Agility (+2 Speed), Leer (+1 Attack), Cheek Pouch (*Whenever you consume a berry, you recover 10 HP in addition to any other effects.*)

**Moves** (*Attack +2, Special Attack +1, Effect +4*)

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Laser Focus** - *Ranged(30ft) Normal Effect:* 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

### Diggersby

**Normal / Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 13    **Special Attack:** 6

**Skills:** Burrow

**Passives:** Agility, Huge Power (+6 Attack), Rototiller (+1 Attack, +1 Special Attack), Cheek Pouch

**Moves** (*Attack +6, Special Attack +3, Effect +5*)

**Double Kick** - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.



## Deerling / Sawsbuck



### Deerling



**Normal / Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Seasonal (*Deerling and Sawsbuck change their appearance depending on the season of the year.*), Sprouter (*can manipulate plant life*)

**Passives:** Growl (+1 Defense), Chlorophyll (*While in Sunny Weather, your Speed is +2.*)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Double Kick** - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Leech Seed** - *Ranged(10ft) Grass Effect:* 1/day. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.



Deerling are found primarily in montane forests, though they are known to venture into lowland areas from time to time as well. They are herbivorous Pokémon that graze on low-growing vegetation. They are also very timid, hiding in tall grass at the slightest indication of danger. Deerling are most famous for their ability to change color in accordance with the seasons. These Pokémon are pink in the spring to blend in with budding flowers, green in the summer to camouflage with verdant vegetation, orange in the fall to match autumn leaves, and brown in the winter to hide against bare trees. Their scents also change to match that of the vegetation of each season, in order to further conceal themselves from predators. Their fur's hue is also affected by temperature and humidity. When near the equator, where seasons are less pronounced than in temperate areas, Deerling may only change color slightly or even not at all.

### Sawsbuck



**Normal / Grass** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Seasonal, Sprouter

**Passives:** Growl, Chlorophyll, Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*)


**Moves (Attack +5, Special Attack +3, Effect +5)**

**Horn Leech** - *Melee Grass Attack:* 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Energy Ball** - *Ranged(20ft) Grass Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore / Phototroph, Habitat - Forests / Woodlands

**Evolution:** Deerling  Sawsbuck

**Proficiencies:** Grass / Kicks



Sawsbuck live in herds in montane forests. Their most striking features are their antlers, which host a variety of different plants throughout the year. These plants obtain nutrients from the vegetation Sawsbuck eat, and in turn provide them with camouflage to hide in the surrounding environments. In the spring, the flowers budding on their antlers match those growing around them. In the summer and autumn, vivid leaves grow and change color to let Sawsbuck blend in with the trees of the forest. Finally, in the winter, white moss grows over their antlers and fur to allow them to conceal themselves in snow. Sawsbuck herds are led by the individuals with the largest antlers and most beautiful plants growing on them. These Pokémon migrate to different areas each season and return to their initial habitats once spring comes around again.





## Doduo / Dodrio



### Doduo



**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 4

**Speed:** 9 (45 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** -

**Passives:** Growl (+1 Defense), Run Away (+1 Speed)

**Moves (Attack +4, Special Attack +2, Effect +4)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

### Dodrio



**Normal / Flying** - Large (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 6

**Speed:** 13 (65 ft.)    **Attack:** 13    **Special Attack:** 6

**Skills:** -

**Passives:** Agility (+2 Speed), Growl, Swords Dance (+2 Attack), Early Bird (*You roll twice during checks to wake from Sleep and use the higher result.*), Tangled Feet (*While you are confused, any foe's attacks made against you have -1 during accuracy check.*)

**Moves (Attack +6, Special Attack +3, Effect +6)**

**Tri Attack** - *Ranged(20ft) Normal Special Attack:* 3/day 3d10. On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.


**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Jump Kick** - *Melee Fighting Attack:* 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.



Instead of flight, Doduo choose running as their preferred method of travel, and are capable of high speed on flat surfaces, which are abundant in the plains and savannas they call home. While sprinting, they may leave footprints in the dirt as deep as four inches. Doduo alternately bob their heads to keep balance while running. Their two heads have identical brains and can communicate with each other through telepathy in order to accomplish common goals. The two heads take turns sleeping; while one dozes off, the other keeps watch for any potential dangers approaching. This team effort makes it difficult to catch Doduo off-guard. They are able to use both heads at once for some offensive maneuvers, effectively being able to target two enemies at the same time if necessary.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts / Plains / Savannas

**Evolution:** Doduo  Dodrio

**Proficiencies:** Flying / Avian / Kicks



Each Dodrio head controls a different basic emotion; one expresses joy, one sadness, and one anger. Dodrio also have three sets of hearts and lungs, allowing them to tirelessly run long distances. They can jump extremely well to make up for their lack of flying abilities. They can also use their three heads to conceive complex plans to search for food or defend themselves. However, they may occasionally over-exhaust themselves with this, and will remain motionless for extended periods of time while recovering. Their heads do argue sometimes, since the emotions they control tend to disagree. However, like many internal conflicts, these inner spats are usually solved with food. Since they share the same stomach, when one of the heads eats, the other two will be satisfied as well. Those who live near Dodrio may be woken up early in the morning by their raucous calls -- they squawk at the same time every day without fail.



Glameow can be fickle Pokémon; despite this, they are very popular pets found in many homes. Some find their difficulty appealing, likening it to the attitudes of young children. It is easy to read the mood of a Glameow; when happy, it will purr contently and twirl its tail around like a ribbon. When unhappy, though, it will unsheathe its claws. Glameow will become displeased when hungry, thirsty, tired, too warm or cold, or just generally uncomfortable. Thus, they can be difficult Pokémon to keep content much of the time, and their trainers may often find themselves dedicating large portions of their schedules to pleasing their Glameow. Glameow can be spiteful creatures, remembering those who displease them with great clarity and exacting revenge at much later dates.





## Glameow / Purugly

### Glameow

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Charm (+1 Defense), Limber (*You are immune to being Paralyzed.*)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Hypnosis** - *Ranged(10ft) Psychic Effect:* 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

### Purugly

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 11 (55 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Stealth

**Passives:** Charm, Hone Claws (+1 Attack, +1 to accuracy checks), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Own Tempo (*You are immune to being Confused*), Thick Fat (*You take -4 damage from Fire-type attacks and Ice-type attacks.*)

**Moves (Attack +4, Special Attack +3, Effect +5)**

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.


**Body Slam** - *Melee Normal Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.



For lack of a better term, Purugly are what would normally be referred to as bullies. They don't build their own nests, but instead wander around in search of those of others to take over. They will unflinchingly barge into homes that aren't theirs and assess them; if they find them sufficiently comfortable, they will seize them over and kick the owners out. If they are unsatisfactory, rather than simply leaving, Purugly will make sure to destroy the nests as well. They are even known to break into human homes to sleep in bedrooms, ransacking the houses once rested. When confronted, Purugly will stare down their foes aggressively. They staunchly refuse to be the first to break eye contact and will continue to glare until their foes look away. To appear more intimidating and brawnier, they will constrict their forked tails around their bodies, squeezing in their flabby stomachs. They will aggressively attack anything bothering them, with bothering defined as being within eyesight.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Glameow  Purugly


**Proficiencies:** Claws / Elemental Attack E

## Hoothoot / Noctowl



Hoothoot are most well-known for their uncanny senses of time. Thanks to special organs that sense the earth's rotation, these Pokémon have one of the most accurate internal clocks in the world. All Hoothoot in a forest will hoot at precisely the same time every day, together, without fail. They are nocturnal Pokémon that can often be seen sleeping in tree hollows during the day. Curiously, although they have two feet, they always stand on only one, even when sleeping. Like metronomes, Hoothoot sometimes rock back and forth to steady rhythms, with each sway being equivalent to one second; each second is a tick or tock in their swaying.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Forests / Woodlands

**Evolution:** Hoothoot  Noctowl

**Proficiencies:** Flying / Psychic / Avian / Winged

### Hoothoot

**Normal / Flying** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 4    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 3    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Growl (+1 Defense), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +1, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Hypnosis** - *Ranged(10ft) Psychic Effect:* 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

### Noctowl

**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 6    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 9

**Skills:** Flight, Telekinetic (*can move things with their mind*)

**Passives:** Growl, Insomnia (*You are immune to being put to Sleep.*), Keen Eye, Tinted Lens (*Your resisted attacks deal +4 damage.*)

**Moves (Attack +2, Special Attack +4, Effect +3)**

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

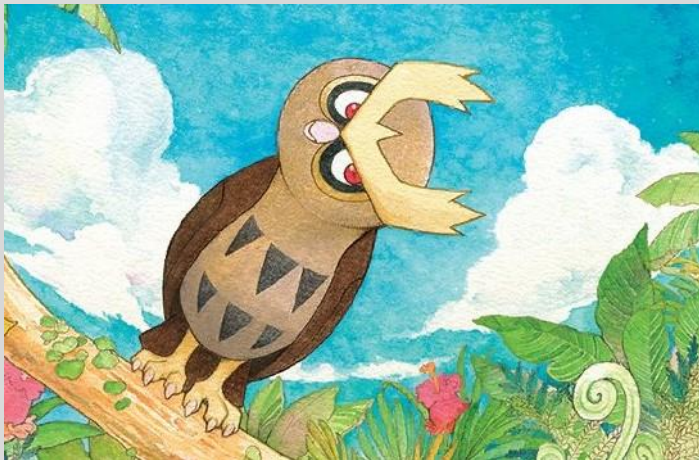
**Zen Headbutt** - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.





Noctowl have long been regarded as shrewd Pokémon, capable of seeing into the future. Their heads are capable of turning 180°, both backwards and upside-down. It is thought that when a Noctowl completely inverts its head, it is in deep thought. This is actually a warning that signals caution, and the Noctowl may attack with a flurry of pecks if not left alone after this. Noctowl are superb hunters. Their eyes are adapted to see with even the tiniest amounts of light, allowing them to fly around with ease even when the moon is obscured. Their soft feathers produce no sound when they flap, enabling them to sneak up on prey without being noticed. Despite their Normal- and Flying-types, Noctowl possess Psychic-type techniques, perhaps some evidence towards their purported future-seeing powers. In many cultures, these Pokémon are regarded as symbols of wisdom and perception.



Lickitung are known for their large tongues, which can be extended outwards. They have well-developed muscles and nerves running down their tongues, allowing them to manipulate them freely to use as feelers of sorts. Their tongues are the most receptive part of their bodies, even more sensitive than their hands. When they come across unfamiliar objects, they will lick them, as they associate things by texture and taste. When their tongues extend, their tails retract; the two organs are connected by a single muscle system. Lickitung saliva causes a tingling sensation upon contact. When threatened, Lickitung can also secrete a substance that mixes with their sticky saliva and paralyzes upon contact. This substance also causes people to break out into a rash if not quickly cleaned. Though Lickitung often chase down people and Pokémon, they are not aggressive. In addition to using their tongues to feel new things, they also use them to detect food particles on others and lick them off to clean them, though this always leaves a rather unpleasant odor behind.




# Lickitung / Lickilicky



Lickilicky have tongues drenched in saliva, which is abnormally acidic when compared to the saliva of other Pokémon; it can dissolve even stone given time. It appears to be a cocktail of many different, complex substances. The drool also contains a compound that causes numbness upon contact; this sensation does not fade on its own and requires medical attention to cure. The numbing substance appears to have a dulling effect on nerves under the skin, leading to the loss of feeling in affected areas. Their tongues are extremely long; they capture prey by constricting victims with their tongues like ropes as their saliva begins to dissolve and paralyze them. Their first instinct when they come across something unfamiliar is to lick it, as they associate and remember things based on their textures and tastes. Consequently, drawing too close to Lickilicky may lead to becoming drenched in saliva. Their tongues are quite dexterous, and are used to pick up small objects in place of their clumsier hands. Their mouths are very spacious, as they have enough room for their rolled-up tongues to fit within. Additionally, they have wells in their mouths to hold and store excess saliva.

**Biology:** Egg Group - Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Jungles

**Evolution:** Lickitung  Lickilicky

**Proficiencies:** Rock / Elemental Attack / Normal Block / Weather

## Lickitung

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 8

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Reach (*melee range is 25 ft.*)

**Passives:** Defense Curl (+1 Defense), Own Tempo (*You are immune to being Confused.*)

**Moves (Attack +3, Special Attack +3, Effect +1)**

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Knock Off** - *Melee Dark Attack:* 3/day 3d8. On hit, the target drops any held items or weapons.

## Lickilicky

**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 11    **Special Defense:** 10

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Reach, Threaded (*can move around with tongue*)

**Passives:** Defense Curl, Cloud Nine (*As a free action you may deplete one use of Defog and use Defog.*), Oblivious (*You are immune to Infatuation.*), Own Tempo

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Power Whip** - *Melee Grass Attack:* 1/day 5d12. Power Whip has -2 during Accuracy Check.



# Meowth / Persian

## Meowth

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 24     **Defense:** 5     **Special Defense:** 4

**Speed:** 9 (45 ft.)     **Attack:** 7     **Special Attack:** 4

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Growl (+1 Defense), Screech (+2 Attack), Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.



This Pokémon has a Gigantamax form in PHB2.

## Persian

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42     **Defense:** 7     **Special Defense:** 7

**Speed:** 12 (60 ft.)     **Attack:** 9     **Special Attack:** 7

**Skills:** Stealth

**Passives:** Growl, Screech, Limber (*You are immune to being Paralyzed.*), Technician, Unnerve (*Foes within 25ft of you cannot consume food.*)

**Moves (Attack +4, Special Attack +3, Effect +6)**

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.


**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.



Meowth are urban Pokémon that make their homes in towns and cities, though a few feral Meowth also dwell in the forests bordering cities. They are nocturnal in nature, sleeping through the day and prowling the streets at night. While generally solitary, Meowth are known to form groups that band together in search for round or shiny objects, both of which they treasure. When they find round objects like balls, they will often play with them until they tire out and fall asleep. On the other hand, when Meowth find shiny objects--most commonly loose change dropped by people--they will hoard them in large, hidden piles, which they will only share with those they trust deeply. The coins on their heads glow when they find shiny things. When stalking, their eyes gleam brightly in the moonlight. Meowth retract their claws to muffle their steps. Meowth prowl about to defend their hordes from any enemies who also have a fondness for shiny things. Wild Meowth will quickly befriend anyone who gifts them with shiny objects, but will lose interest just as quickly once they stop receiving presents.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Meowth  Persian

**Proficiencies:** Dark / Claws / Elemental Attack E



Persian are extremely difficult to control and are prone to slashing those that make eye contact with or displease them with their claws, leaving deep gashes. The jewels on their heads glow in the darkness. Persian judge each other by the sizes of their jewels. Despite their fickleness, Persian are very graceful creatures. Their lithe muscles allow them to walk silently while remaining ready to pounce on prey at any second. Persian use their whiskers to scout around their domains, sensing air movements and using the information to plan their attacks accordingly. They will become docile, however, if these whiskers are grabbed or damaged.



Minccino live in large herds in woodlands and in mountains. These Pokémon are obsessed with cleanliness and will not rest until their surroundings are absolutely spotless. They use their soft tails as brooms to sweep the ground and clean dirty rocks and leaves, which they will also organize into neat, symmetrical patterns. Afterwards, they will spend as much as an entire day washing their tails in clear spring water. Two Minccino will greet each other by rubbing tails together and then using their tails to groom each other. The Minccino with the fluffier tail will assert itself as the more dominant of the pair. These creatures also love shiny objects; they will obsessively polish any metal that they find until it sparkles in the sunlight. Herds of Minccino can be found crowded around broken glass discarded by hikers in the wild, attracted by the glimmering shards.





## Minccino / Cincino



### Minccino



**Normal** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** -

**Passives:** Tickle (+1 Attack, +1 Defense), Cute Charm (Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Pound** - Melee Normal Attack: At-Will 2d6.

**Double Slap** - Melee Normal Attack: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.



Cincino fur is just as soft as that of Minccino, but it has a few additional properties that make it unique. Firstly, the hairs of Cincino fur are arranged in such a way that they prevent static electricity from building up; additionally, the fur is also coated in oil that repels dust and water, which beads and slides right off their bodies. This can help them resist harm from other Pokémon sometimes as well as slip out of dangerous situations even when cornered. Cincino will coat their nests in this oil to keep them spotless, as they will not tolerate even the smallest speck of dust. Cincino are very focused on cleanliness; they use their scarf-like fur to wipe down surfaces before touching nearly anything.

### Cincino



**Normal** - Small (Size), Light (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** -

**Passives:** Tickle, Cute Charm, Skill Link (Your scatter moves have +2 during Accuracy Check.), Technician (When rolling damage, replace any rolled 1s or 2s with 3.)

**Moves (Attack +5, Special Attack +3, Effect +6)**

**Sing** - Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

**Wake-Up Slap** - Melee Fighting Attack: 3/day 3d8. If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

**Hyper Voice** - Ranged(30ft beam) Normal Special Attack: 1/day 3d12.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Mountain / Woodlands

**Evolution:** Minccino  Shiny Stone Cincino


**Proficiencies:** Elemental Attack E / Munitions (Scatter moves only) / Sound

# Munchlax / Snorlax



Munchlax are very active Pokémon. They spend almost all of their time walking or running around in search of food. They eat their own body weight in food every day, and they rarely chew food before swallowing. They hide leftovers in their fur to save for later, but often forget about them, leaving the morsels to rot on their bodies. Consequently, wild Munchlax frequently smell of decomposing refuse. They will still gladly consume these spoiled items, however, as they can eat just about anything without experiencing any ill effects thanks to their robust stomachs. A Munchlax sharing its possibly-rotten stored food with someone is a sure sign of trust. Despite how much they eat, Munchlax rarely are ever full; they constantly are looking for more to eat. Occasionally, they can be found wandering around houses; they will squeeze their way through small openings or windows to eat food left out for pets. Some people have even reported Munchlax raiding pantries, cabinets, and refrigerators in search of food, eating everything they can find in the process. Munchlax hate confrontation and will flee at the first sign of danger, though, so they are thankfully easy to scare off.

**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 20 Days,  
Diet - Omnivore, Habitat - Forests / Mountains

**Evolution:** Munchlax  Snorlax

**Proficiencies:** Elemental Attack / Glutton / Stampeding (Snorlax)



## Munchlax

**Normal** - Medium (Size), Heavy (Weight)

**Hit Points:** 84    **Defense:** 5    **Special Defense:** 11

**Speed:** 1 (5 ft.)    **Attack:** 11    **Special Attack:** 4

**Skills:** -

**Passives:** Amnesia (+2 *Special Defense*), Defense Curl (+1 *Defense*), Screech (+2 *Attack*), Thick Fat (You take -4 damage from *Fire-type attacks* and *Ice-type attacks*.)

**Moves (Attack +5, Special Attack +2, Effect +0)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

## Snorlax

**Normal** - Large (Size), Superweight (Weight)

**Hit Points:** 96    **Defense:** 8    **Special Defense:** 13

**Speed:** 3 (15 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** -

**Passives:** Amnesia, Defense Curl, Screech, Immunity (You are immune to getting *Poisoned* and *Toxified*.), Thick Fat

**Moves (Attack +6, Special Attack +3, Effect +1)**

**Body Slam** - *Melee Normal Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Rest** - *Self Psychic Effect:* 1/day. You may fall Asleep. If you do, you recover your HP to Max HP and are cured of all afflictions. You cannot attempt to wake up or be awoken naturally for 3 rounds.

**Snore** - *Melee Normal Special Attack:* At-Will 1d12. Snore can only be used while you're Asleep. You may move at half of your normal Speed if you use Snore during your action. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.



This Pokémon has a Gigantamax form in PHB2.





Wild Snorlax only do two things: eat and sleep. They will only wake from their slumbers to eat, consuming up to nine-hundred pounds of food in one sitting. Then, they doze off again, steadily becoming lazier as well as larger as they grow and continue this cycle. Some Snorlax will awaken as sporadically as only once a month. When they are resting, they sleep so soundly that children will often use their bellies as trampolines, since they do not ever stir when bounced on. Their digestive juices can dissolve nearly anything, and their immune systems are hardy enough to allow them to consume moldy or mildly poisonous foods. Their rumbling stomachs are so loud that they can be mistaken for their cries. Waking sleeping Snorlax will turn these normally docile Pokémon into aggressive attackers. Snorlax can occasionally be nuisances in urban areas, eating garbage and passing out in the middle of streets.



Patrat live in large groups known as manors. They dig complex networks of underground tunnels with many openings to the surface, allowing them to covertly travel nearly anywhere without being exposed to aboveground predators. Each opening of these network will always have a Patrat standing on guard, no matter what time it is. Guard Patrat are intensely alert, sometimes not blinking for minutes. In their attentiveness, however, most Patrat tend to ignore looking behind themselves, and thus are vulnerable to attacks from the rear. Their great peripheral vision makes them quick to notice foes coming from the sides, however. Patrat will become anxious when even a single hole is left unguarded, and will refuse to leave their tunnels until an all-clear signal is given by every one of the guards. They wave their tails to communicate with others. They are able to store food in their cheek pouches to bring back to their nests; members of a manor will store their food communally in one large pile.



# Patrat / Watchog



Watchog never blink or close their eyes, even when submerged underwater. They live in large groups and can go for days without sleep and can remain standing completely still for similar periods of time. Watchog are constantly on the lookout for danger. Members of a clan will arrange themselves so that they can see approaching foes from every angle. When Watchog spot trouble, their tails will stand straight on end and the fluorescent bands on their body along with their eyes will glow, both alerting their allies and unnerving approaching enemies; the initial flash of light has been known to temporarily blind attackers. Their friends will scramble back into their tunnels and shovel as many seeds as they can in their cheek pouches. Watchog have great night vision, on par with their vision in broad daylight.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Deserts / Fields / Savannas

**Evolution:** Patrat  Watchog

**Proficiencies:** Elemental Attack EF / Fangs

## Patrat

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Leer (+1 Attack), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

## Watchog

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Glow (*can produce light*), Stealth

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer, Rototiller (+1 Attack, +1 Special Attack), Analytic (*When attacking a foe who has already acted this round, deal +4 damage.*), Keen Eye

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Confuse Ray** - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

**Hypnosis** - *Ranged(10ft) Psychic Effect:* 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.



## Rattata / Raticate

### Rattata

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 4    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Tail Whip (+1 Attack), Run Away (+1 Speed)

**Moves (Attack +3, Special Attack +1, Effect +4)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

### Raticate

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Stealth, Swimmer (*can swim*)

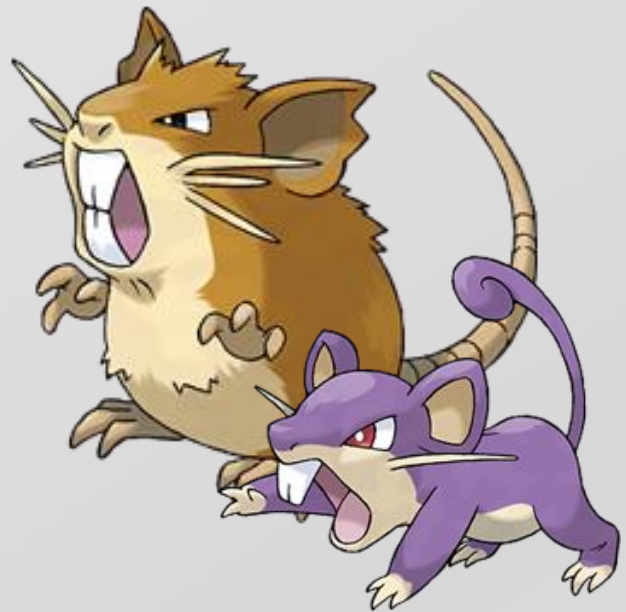
**Passives:** Focus Energy, Scary Face (+2 Speed), Tail Whip, Guts (*While afflicted, your Attack is +2.*)

**Moves (Attack +4, Special Attack +2, Effect +6)**

**Hyper Fang** - *Melee Normal Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Super Fang** - *Melee Normal Attack:* 1/day. On hit, the target's current HP is halved.



Rattata are common Pokémon, often found in the fields and urban areas of many regions. They live in large groups of 40 to 50 members, and are rarely separated; if one finds a Rattata dwelling in their home, it is certain that there are dozens more hiding around in the neighborhood as well. They can be a nuisance, as they eat nearly anything and are extremely quick, seemingly unable to stay still for long periods of time. If a Rattata locates food, it will call upon its group-mates to join it. They will then settle in the area and reproduce continuously. In addition to consuming large amounts of food, Rattata also pack a vicious bite. Their teeth never stop growing, so they must constantly gnaw on hard objects to whittle them down or risk starvation, unable to close their mouths. They often use manmade objects such as telephone poles for this purpose. All this together makes Rattata huge household pests.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Plains / Savannas / Urban

**Evolution:** Rattata  Raticate

**Proficiencies:** Dark / Elemental Attack EI / Fangs



Raticate remain just as much a nuisance to homeowners, only more aggressive. Luckily, however, they also live in smaller groups, as large groups of Rattata generally split into groups of 8 to 10 or so upon evolution. Like their pre-evolutions, Raticate must constantly whittle down their teeth. In the wild, they gnaw on rocks and logs to keep them in prime condition, but urban Raticate often choose to whittle on concrete and cinder walls of houses, a danger to many homes. Their whiskers provide them with balance; if they are damaged or cut off, the coordination and speed of these Pokémon are cut drastically. Their hind feet are adapted to swimming, allowing them to cross rivers. If a Raticate feels threatened, it will stand on its hind legs and let out a shrill shriek, calling its group-mates to join and defend it. The best way to defend against Raticate in the home is to prevent Rattata from invading in the first place before they evolve.



Rufflet can be found in coniferous forests near wetlands. Though they appear weak, Rufflet are in fact very courageous and resilient. For the first few weeks of their lives, Rufflet are fed by their parents. Afterwards, however, they are pushed out of their nests to forage for food, though they return afterwards. They use their strong talons to grasp and crack hard nuts and Berries as well as peck at prey; they prefer meat and seafood, but they cannot always obtain it easily. Their powerful legs and claws do enable them to crack the carapaces of unfortunate prey, however. While on their own, they must fend for themselves against predators. Rufflet will fearlessly stand their ground against foes much stronger than themselves. They are even known to initiate battles with larger Pokémon when unprovoked, though they will often begin crying if they lose. Rufflet become stronger through this frequent fighting. As they continue to grow, Rufflet will leave their nests for longer and longer periods of time, until one day they simply do not return.





## Rufflet / Braviary

### Rufflet



**Normal / Flying** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Leer (+1 Attack), Keen Eye (Your accuracy checks cannot be negatively affected by foes.)

**Moves (Attack +5, Special Attack +2, Effect +3)**

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.



Braviary are aggressive fighters, but they are always motivated by loyalty and kinship. They will battle opponents in spite of danger and pain in order to defend their loved ones. Scars are a sign of dedication among Braviary, and individuals with more front-facing scars are held in higher regard--however, those with many scars on their backs are mocked as cowards. When they hear the cry of a fellow Braviary in danger, or the cry of a Rufflet, they will swiftly and honorably attack the offenders, putting their lives on the line and showing off their bravery. Their talons are very strong and with some effort can dig into solid steel.

### Braviary



**Normal / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 14    **Special Attack:** 6

**Skills:** Flight, Guster (*can produce wind*)

**Passives:** Hone Claws, Leer, Tailwind (+2 Speed), Defiant (If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.), Keen Eye, Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

**Moves (Attack +7, Special Attack +3, Effect +5)**

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Brave Bird** - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Wetlands

**Evolution:** Rufflet  Braviary


**Proficiencies:** Fighting / Flying / Avian / Winged

## Sentret / Furret



Sentret are capable of walking both on two legs and on all fours, but they spend most of their time resting on their tails. Using powerful muscles in these appendages, Sentret can lift themselves up to scout out their surroundings. Their sensitive ears can pick up minute sounds, alerting them quickly to potential dangers. Being social Pokémon, Sentret live in groups. Members take shifts on guard duty; at any given hour, there will be at least one Sentret keeping watch for a group. They are very nervous Pokémon--upon the first sign of trouble, they will begin thumping their tails wildly and crying out to alert their allies. Sentret care closely for and are heavily dependent upon their friends. If a Sentret is separated from its group, it becomes unable to sleep, partly from loneliness and partly from the constant, instinctual need to have an ally on guard duty--without anyone to split their patrols with, lone Sentret feel compelled to stay up and keep watch indefinitely all by themselves until they simply collapse from sheer exhaustion.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Grasslands / Meadows / Woodlands

**Evolution:** Sentret  Furret

**Proficiencies:** Elemental Attack / Claws

### Sentret

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Run Away (+1 Speed)

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Foresight** - *Self Normal Effect:* At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

### Furret

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 8

**Speed:** 11 (55 ft.)    **Attack:** 8    **Special Attack:** 5

**Skills:** -

**Passives:** Agility (+2 Speed), Amnesia (+2 Special Defense), Defense Curl, Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Follow Me** - *Ranged(30ft burst) Normal Effect:* 3/day. On hit, all affected foes will only attack you until you are knocked out.

**Slam** - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack:* 1/day 3d12.





Furret tend to stray away from their social groups, though they stay within the general area of their peers and often are seen meeting for gatherings with them. Instead of groups, Furret choose to settle down, making nests in narrow burrows that only they can fit into. These burrows are often maze-like in order to confuse potential predators looking for their offspring. Furret mother their children by wrapping their long bodies around their nests, caring for their young until they are old enough to join groups of their own. In battle, they are very flexible and agile. By squirming around in every direction, they can easily confuse enemies and escape with quick, precise dashes.



Skitty live in the hollows of trees, though some strays can be found wandering around cities as well. They are easily distracted by moving objects, often following them for long distances away from home. Urban Skitty populations arose from lone Skitty following cars and trucks into metropolises. They have a habit of chasing their own tails, running around in circles until they tire and becomes dizzy. Many people find their behavior cute; consequently, they are very popular pets. However, it is difficult to earn the trust of a Skitty, as they are wary of strangers. They will quickly warm up to anyone who consistently supplies them with food and toys, though. In battle, they will attempt to intimidate foes by puffing up their tails and letting out squeaky growls. This often ends up making them appear adorable rather than intimidating. When two Skitty meet, they will immediately touch tails. Once both are comfortable with one another, they will begin to play games of tag by chasing each other's tails.



## Skitty / Delcatty



Delcatty live life focusing solely on their own needs and desires. They have no set schedules, doing things whenever and wherever they please. For this reason, Delcatty do not have stationary nests, as they sleep wherever they feel like sleeping. As nocturnal Pokémon, Delcatty roam around at night looking for food and shelter; no matter how hungry or tired they are, they will refuse to eat anything they consider vile or sleep anywhere they believe is dirty. They take their appearances very seriously, often spending hours grooming and cleaning themselves. They prefer avoiding confrontation. If they sense danger, they will simply walk away from the situation. Oftentimes, attackers are too shocked at their callousness to respond.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Skitty  Moon Stone Delcatty

**Proficiencies:** Claws / Elemental Attack EI / Sound

## Skitty

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 4

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** -

**Passives:** Charm (+1 Defense), Tail Whip (+1 Attack), Cute Charm (Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Attract** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Infatuated with you.

**Disarming Voice** - Ranged(10ft) Fairy Special Attack: At-Will 1d12. You can't miss targets with less than 15 Special Defense.

## Delcatty

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** -

**Passives:** Charm, Tail Whip, Cute Charm, Normalize (Attacks performed by you are treated as Normal-type attacks.), Wonder Skin (Your stats cannot be lowered by a foe's effects.)

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Wake-Up Slap** - Melee Fighting Attack: 3/day 3d8. If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

**Heal Bell** - Ranged(10ft burst) Normal Effect: 1/day. You and all allies within range are cured of all afflictions.

**Play Rough** - Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.



## Skwovet / Greedent

### Skwovet

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 4

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*)

**Passives:** Tail Whip (+1 Attack), Cheek Pouch (*Whenever you consume a berry, you recover 10 HP in addition to any other effects.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Covet** - *Melee Normal Attack:* 3/day 2d8. On hit, steals the target's held item, if any.



Skwovet are a perennial pest of Berry orchards around the globe. In areas where they are prolific, it is near impossible to shake a Berry tree without having to deal with an angry Skwovet. These hardy Pokémon can tolerate a wide range of climates; they are well-insulated for cold climates thanks to their warm fur and the thick fat they obtain from constantly eating. Skwovet will always have Berries stuffed in their cheeks and will become quite distressed should they ever empty. They are not picky about flavors; from sweet to sour, bitter to spicy, Skwovet will eat any and all Berries they can find growing on trees. Though they prefer ripened Berries, they will not hesitate to nibble hard, unripe ones straight from the branch. Perhaps the only solace farmers can take when it comes to these voracious eaters is that they are extremely territorial about their food. Skwovet will not share their Berries with anyone else, so farms with a Skwovet problem will likely not have to deal with any other pests.

### Greedent

**Normal** - Medium (Size), Light (Weight)

**Hit Points:** 72    **Defense:** 10    **Special Defense:** 8

**Speed:** 2 (10 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Climber

**Passives:** Tail Whip, Cheek Pouch

**Moves (Attack +5, Special Attack +3, Effect +1)**

**Bullet Seed** - *Ranged(10ft) Grass Attack:* At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.

**Super Fang** - *Melee Normal Attack:* 1/day. On hit, the target's current HP is halved.

**Rest** - *Self Psychic Effect:* 1/day. You may fall Asleep. If you do, you recover your HP to Max HP and are cured of all afflictions. You cannot attempt to wake up or be awoken naturally for 3 rounds.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Forests / Orchards / Woodlands

**Evolution:** Skwovet  Greedent

**Proficiencies:** Fangs / Glutton



Greedent can wreak incredible havoc on Berry trees because of their compulsion to hoard uneaten Berries in their bushy tails. This means that they will take far more than they can eat, destroying more crops than even the most voracious Skwovet. To add salt to the wound, these slow-witted Pokémon will commonly overstuff their tails and begin to drop Berries out of them without noticing. Farmers will wake up in the morning to see their Berries rotting on the ground, picked only to be left to waste. Greedent have sharp teeth that enable them to bite into hard-shelled and unripe Berries, so that even premature crops are not safe.



Spearow can fly very high and fast, but expend a lot of energy flapping their tiny wings to do so. Because of this, they can only fly for short distances. They flush out Bug-types by flapping their wings in tall grass to create gusts. Spearow are highly aggressive and territorial, closely observing their land and letting out high-pitched shrieks that can be heard from over a quarter-mile away to alert fellow Spearow of potential dangers. Though territorial against other Pokémon, Spearow are not solitary and will coexist with others of their kind. Their calls signal nearby Spearow to flock together and attack. Because they almost always attack in large flocks, Spearow can be very formidable foes despite their small size and individual weakness. Lone Spearow can be reckless when facing large foes, however. Flocks can be dangerous to unwary travelers, so trainers must always be cautious of Spearow cries while traveling through their territory. Farmers appreciate them, though, for clearing fields of pests.





## Spearow / Fearow

### Spearow

**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** Flight (*can fly*)

**Passives:** Growl (+1 Defense), Leer (+1 Attack), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

### Fearow

**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Flight

**Passives:** Agility (+2 Speed), Leer, Focus Energy (*Attacks are critical hits on natural 18-20*), Keen Eye, Sniper (*When you land a critical hit, you deal an additional 8 damage.*)

**Moves (Attack +5, Special Attack +3, Effect +6)**

**Aerial Ace** - *Melee Flying Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.


**Drill Peck** - *Melee Flying Attack:* 3/day 3d10.

**Drill Run** - *Melee Ground Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Drill Run is a critical hit.



Fearow are very territorial; luckily for travelers, though, they prefer to keep to themselves, only attacking those who draw too near to their nests or young. They enjoy flying, often spreading their large wings and soaring effortlessly through the air for up a day without landing; they can carry heavy loads in their talons in flight. When hunting, Fearow soar high up into the air. When they spot prey, they dive down below and attack with their long beaks. They use their narrow beaks to dig through soil or reach below the water to catch prey if needed. Because they are known to attack Pokémon often viewed as “cute” and “popular,” Fearow are often maligned in popular culture as wicked, heartless fighters. However, anyone who has ever raised a Fearow know that while wary and sometimes aggressive to strangers, they can also be very loyal and protective Pokémon.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Badlands / Fields / Mountains

**Evolution:** Spearow  Fearow

**Proficiencies:** Flying / Avian / Winged

## Stufful / Bewear

### Stufful

**Normal / Fighting** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** -

**Passives:** Leer (+1 Attack), Cute Charm (Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.), Fluffy (If hit by a melee attack, you only take half the damage. If hit by a Fire-type attack, you take twice the damage.)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Flail** - *Melee Normal Attack:* 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

### Bewear

**Normal / Fighting** - Large (Size), Heavy (Weight)

**Hit Points:** 72    **Defense:** 8    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 14    **Special Attack:** 6

**Skills:** Strength (*very strong*)

**Passives:** Leer, Cute Charm, Fluffy, Unnerve (*Foes within 25ft of you cannot consume food.*)

**Moves (Attack +7, Special Attack +3, Effect +3)**


**Bind** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

Stufful are very popular with their adorable appearances, clumsy waddling, and supremely plush fur. All of this belies the fact that Stufful are incredibly dangerous Pokémon. Though they seem innocent, they absolutely despise being touched by others. They will flail their limbs about spastically when prodded. Stufful will only let their closest loved ones even begin to hug them. Since trash cans provide a steady food source for these Pokémon, they often remain in metropolises despite the risk of being touched, posing danger to unwary passerby. The short tail-like appendage on their rears is a scent organ that releases odors to communicate with other Stufful; they seem to hate being touched here even more than they do anywhere else.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Forests

**Evolution:** Stufful  Bewear

**Proficiencies:** Fighting / Stampeding (*Bewear*)







Though they seem benign, Bewear are one of the world's most dangerous Pokémon. Warning signs, oftentimes broken, demarcate their habitat boundaries in many areas; some even forbid all but the most experienced trainers from entering. Bewear possess absolutely immense strength; what makes them dangerous, however, is that they seem to be unaware of their might. These Pokémon swing their arms about absentmindedly as they lumber through forests, snapping trees in two as they go. Bewear are also very affectionate, showing their love by hugging. They hug with enough force to snap a human spine; indeed, this has historically been a not-uncommon fate of their trainers. Bewear learn new fighting techniques by watching people and Pokémon train in the woods. Though their facial expressions won't change when angered, they will swing their arms about wildly as a warning before charging; this is universally considered a signal to start running away as fast as possible. After taking down prey, Bewear will tuck the carcasses under their arms and carry them back to their nests. Oddly, these Pokémon detest having their noses touched.



Taillow are famous for their gutsy spirits, never backing down no matter what the situation. This is true even from birth. Young Taillow leave their nests as soon as possible; the minute they can reach the closest branch from their nests, they fumble over to them and never return. They have been known to confront fearsome Pokémon without flinching; even when they lose, they refuse to admit that their foes are stronger. Only a few things can break their spirits. Homesickness is one of them; because Taillow leave their nests at such a young age, they may be seen crying alone late at night, longing for their homes. The other is hunger--hungry Taillow will wail incessantly until they find food. Taillow prefer warm temperatures, migrating in search of suitable climates to escape colder seasons.



# Tailow / Swellow



Swellow are graceful, often seen gliding in long, elegant arcs on warm spring winds. They circle grasslands and meadows in search of food. Using their keen eyesight, they can spot the rustling of prey below, steeply and swiftly diving to catch prey in their sharp talons. Swellow are very nimble; when they dive, they never miss their targets. They take great care of their glossy feathers, preening them before each flight. By keeping them clean, they can prevent dirt and other detritus from slowing them down while hunting. In flocks, Swellow will clean each other's feathers, particularly in areas that would be difficult for individuals to reach on their own. Swellow will dive briefly into water to clean themselves, and will skim the surface of lakes with their beaks open to drink; rarely will they land anywhere outside of their nests.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Grasslands / Meadows

**Evolution:** Tailow  Swellow

**Proficiencies:** Flying / Avian / Winged

## Tailow

**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 3    **Special Defense:** 3

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** Flight (*can fly*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Growl (*+1 Defense*), Guts (*While afflicted, your Attack is +2.*)

**Moves** (*Attack +3, Special Attack +1, Effect +4*)

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Double Team** - *Self Normal Effect:* 1/day. You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

## Swellow

**Normal / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 15 (75 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Flight

**Passives:** Agility (*+2 Speed*), Focus Energy, Growl, Guts, Scrappy (*Your Normal-type and Fighting-type attacks can hit Ghost-type targets.*)

**Moves** (*Attack +4, Special Attack +4, Effect +7*)

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Brave Bird** - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Reversal** - *Melee Fighting Attack:* 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.



## Teddiursa / Ursaring



### Teddiursa



**Normal** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 5

**Skills:** -

**Passives:** Baby-Doll Eyes (+1 Defense), Quick Feet (While afflicted, your Speed is +2.)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

**Lick** - *Melee Ghost Attack:* At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.



Teddiursa are almost always found with their hands held to their mouths. This is because they are infatuated with the taste of honey, enjoying it so much that they soak their paws in the substance until they are saturated and they can lick honey from them at their leisure. Teddiursa can create their own honey out of pollen and fruit nectar. Each individual has its own taste preferences, and will have different recipes to suit their tastes. As such, no two sets of Teddiursa paws will taste the same. When they find honey in the wild, the crescent marks on their heads will glow. However, they do not immediately eat found honey. Instead, they store it in a variety of different hiding places. This practice helps them keep steady food supplies during cold winters when sustenance is scarce. In the wild, they will hole up in caves near one of their hidden stashes when the weather turns cold, waiting patiently for spring to arrive.

### Ursaring



**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 8

**Speed:** 8 (40 ft.)    **Attack:** 13    **Special Attack:** 8

**Skills:** Tracker (*can follow scents*)

**Passives:** Baby-Doll Eyes, Scary Face (+2 Speed), Guts (While afflicted, your Attack is +2.), Quick Feet, Unnerve (Foes within 25ft of you cannot consume food.)

**Moves (Attack +6, Special Attack +4, Effect +4)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Mountains / Tundra

**Evolution:** Teddiursa  Ursaring

**Proficiencies:** Fighting / Stampeding (Ursaring)



Ursaring mark their territories by scratching claw marks into trees. They defend their domains fiercely, and will not hesitate to maul unwary trespassers. Generally, though, they will leave human travelers alone unless provoked. They also defend their young very ferociously, so travelers should be cautious of approaching young Teddiursa; their parents may be nearby. Ursaring are highly competent at climbing trees. However, when searching for Berries, they prefer to simply snap trees in half and pick up fallen ones from the ground. They prefer to sleep high up in treetops. Ursaring also have keen senses of smell, able to distinguish most scents and find food buried deep underground. They are annual hibernators; in the winter, they lie dormant in their dens for months. Curiously, the circles on their chests glow faintly in the moonlight.



Wooloo are a common sight on farms and pastures. They are herd Pokémon that will imitate the actions of their herd leaders or trainers. Wooloo dislike conflict; if a fight breaks out, they will tuck in their legs and roll away. Farmers take advantage of this trait by corralling their tumbling livestock into pens. Wooloo have thick, shock-absorbent wool that is said to be able to cushion them from a tumble off a cliff. This wool is also commonly used to knit warm-weather clothing and carpets because of its great strength and insulation. Wooloo grow back their wool quickly; a fully-shorn individual will regrow all of its wool in as little as three months. Wooloo must be shorn periodically, as they will grow so much wool over time that it will render them unable to move.





## Wooloo / Dubwool

### Wooloo

**Normal** - Medium (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 7    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Run Away (+1 Speed), Fluffy (If hit by a melee attack, you only take half the damage. If hit by a Fire-type attack, you take twice the damage.)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Double Kick** - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

### Dubwool

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 13    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** -

**Passives:** Cotton Guard (+3 Defense), Run Away, Fluffy

**Moves (Attack +4, Special Attack +3, Effect +5)**

**Counter** - *Melee Fighting Effect:* 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.


**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Reversal** - *Melee Fighting Attack:* 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.



Dubwool have two large horns that they use to attract others of their species. The horns are backwards facing and are fragile so must protect them during conflict. Dubwool primarily rely on their thick wool to protect them. Their wool does wonders in this regard, Dubwool wool is unexpectedly bouncy, deflecting physical attacks right off of itself. Fabric knitted from their wool acts much like a trampoline. Their spots also make it more difficult to shear these Pokémon without mixing the colors together and creating a mottled final product. Thus, most Dubwool on farms are likely kept around for mating purposes, as it usually more of a hassle to shear and process them than their wool ends up being worth.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Grasslands

**Evolution:** Wooloo  Dubwool

**Proficiencies:** Kicks

# Yungoos / Gumshoos



Yungoos have sharp teeth that can crush bone with little effort. They also possess strong stomachs with powerful digestive acids that make quick work of any meal; these stomachs take up much of their bodies, and Yungoos must search for food almost constantly in order to stay satiated. To hunt, Yungoos stake out a particular route and then patrol it back and forth for prey. They do not stray from their paths, which they try to set in areas safe from larger predators. This is because Yungoos do not nest and are strictly diurnal; once dusk arrives, these Pokémon will simply collapse onto the ground where they are standing and doze off. They strongly prefer live prey and will only scavenge as an absolute last resort.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Forests / Grasslands

**Evolution:** Yungoos  Gumshoos

**Proficiencies:** Dark / Fangs / Stampeding (*Gumshoos*)

## Yungoos

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 3    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 3

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Stakeout (*When you attack a target who has just joined the encounter since your last turn, you deal +4 damage.*)

**Moves** (**Attack +3, Special Attack +1, Effect +2**)

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

## Gumshoos

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 6    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Stealth

**Passives:** Scary Face (+2 Speed), Adaptability (*Moves that are the same type as you deal +4 damage.*), Stakeout, Strong Jaw (*Your biting attacks deal +4 damage.*)

**Moves** (**Attack +5, Special Attack +3, Effect +3**)

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Hyper Fang** - *Melee Normal Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.





Gumshoos hunting patterns are the exact reverse of those of Yungoos; instead of patrolling routes in search of prey, Gumshoos wait in hiding near the routes of their victims before leaping out to surprise them. Naturally, it takes them some time in order to learn about their prey, so these Pokémon will often go days without food as they hone in on their targets. Gumshoos will spend whole days simply watching their victims without striking. These Pokémon are tenacious and will stick to a single target until they succeed. One trait these Pokémon do have in common with Yungoos is that they are also diurnal. When the sun sets, Gumshoos will fall asleep right where they stand, exhausted from a day's worth of keeping watch.



Zigzagoon, as their names suggest, tend to travel in zigzag fashions, wandering left and right as they explore their surroundings. This is largely due to their extremely curious natures; Zigzagoon have the urge to examine almost everything around them, walking back and forth as they attempt to catch glimpses of all of their surroundings. Oftentimes, they will use their keen senses of smell to locate items hidden in the grass, holding their noses to the ground and sniffing as they zigzag towards concealed objects. Because of this, Zigzagoon trails and footprints are very easy to identify. Their hairs are very bristly; they will rub their backs against the bark of trees to mark their territories. As omnivores, Zigzagoon will gladly consume most food that they come across. Zigzagoon dislike fighting and will flee when intimidated to avoid conflict. When cornered, they will play dead in hopes of being left alone by their attackers.



## Zigzagoon / Linoone



Linoone dash in straight lines. They always run at full speed and can only turn at exact right angles. Additionally, they must come to full stops before turning. Consequently, paths with gentle curves are rather challenging for these Pokémon. They rely primarily on surprise to capture prey; though they are indeed fast, their inability to turn makes it easy for targets to escape should they notice Linoone before being attacked. Linoone are also surprisingly adept swimmers, capable of leaping into the water mid-charge to capture aquatic prey. They have an affinity for round objects, which they will store in their expandable cheek pouches to take back to their nests. They hoard these objects in secret stashes.

**Biology:** Egg Group - Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Grasslands / Woodlands

**Evolution:** Zigzagoon  Linoone

**Proficiencies:** Normal Block

## Zigzagoon

**Normal** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 3

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Growl (+1 Defense), Tail Whip (+1 Attack)

**Moves (Attack +2, Special Attack +1, Effect +3)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Mud Sport** - *Melee Ground Effect:* At-Will. Put a Mud Coat on the target or yourself. The Coat has the following ability: Reduce damage from Electric attacks that hit you by 10. This Coat lasts for 2 mins.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

## Linoone

**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Stealth, Swimmer (*can swim*)

**Passives:** Growl, Rototiller (+1 Attack, +1 Special Attack), Tail Whip, Quick Feet (*While afflicted, your Speed is +2.*)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Double Edge** - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to  $1/3^{\text{rd}}$  of the damage you deal.



# Audino



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 9

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** -

**Passives:** Healer (*After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.*), Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Refresh** - *Melee Normal Effect:* 3/day. Target an ally or yourself. Target is cured of all afflictions.

**Attract** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Infatuated with you.

**Heal Pulse** - *Ranged(10ft) Psychic Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Biology:** Egg Group - Fairy, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Urban

**Proficiencies:** Elemental Attack / Healer

Audino have one of the most acute senses of hearing in the Pokémon world. By touching the feelers on their ears to objects, these Pokémon can pick up even the smallest sound waves; because of this, Audino are common sights in hospitals and Pokémon Centers, where they are trained to use their feelers as stethoscopes to detect irregularities in the heartbeats of patients. Their hearing is so advanced that they can also use their feelers to assess other aspects of an individual's health, including blood pressure, breathing, and digestion. Even without using their feelers, their hearing is still superb, being as sensitive as many artificial radars. Audino are rarely seen in the wild, as they are shy Pokémon that retreat and hide when they hear someone approaching—considering their extraordinary aural abilities, this means that they almost always are hiding from potential enemies.



Bouffalant are short-tempered Pokémon that have the tendency to charge at the slightest provocation. They can be found roaming plains and savannas in herds. Bouffalant herds are territorial; they will break into stampedes when intruders draw near as they all attempt to charge at the invaders at once. The thick tuft of fur on Bouffalant heads are incredibly shock-absorbent, allowing it to headbutt with enough force to harm foes without feeling any significant knockback. This fur is also a symbol of dominance among Bouffalant. Individuals with the largest and most luxurious head fur are the first to graze if food is scarce. Interestingly, these Pokémon also respond to similar-looking hair among other beings, including humans. Herds charging at travelers have been known to suddenly stop upon noticing that one of the visitors has a particularly voluminous afro.



## Bouffalant



**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 10    **Special Defense:** 10

**Speed:** 6 (30 ft.)    **Attack:** 13    **Special Attack:** 4

**Skills:** -

**Passives:** Focus Energy (Attacks are critical hits on natural 18-20), Scary Face (+2 Speed), Swords Dance (+2 Attack), Reckless (Your attacks that damage yourself on hit, deal +4 damage.), Sap Sipper (You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.), Soundproof (You are immune to sound-based attacks.)

**Moves (Attack +6, Special Attack +2, Effect +3)**

**Head Charge** - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Megahorn** - Melee Bug Attack: 1/day 5d12.

**Thrash** - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Grasslands / Plains

**Proficiencies:** Horned / Stamping (Bouffalant)



Castform alter their form based on the temperature and humidity of their surroundings. Changes in the weather alter their cellular structure. In sunny weather, they become hot, dry Fire-types that resemble the sun; in rain, they become wet, soft, and slippery Water-types that exude liquid when touched and look like rain clouds; in hail or snow, they become cold Ice-types with partially-frozen bodies and appear as snow clouds. In temperate weather, they revert to their Normal-type forms. They even change into a Rock-type dust cloud in sandstorms. Their moods also depend somewhat on the weather. Castform tend to be happy if it is bright outside, gloomy if it is cloudy, and irritable if it is stormy, for example. They can harness the power of the atmosphere, utilizing their variable typing. Their transformations seem to be involuntary and instead depend on how the weather affects the configuration of their molecules. Castform were genetically engineered in a lab and so are very rare to encounter in the wild.





## Castform



**Normal** - Small (Size), Featherweight (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Forecast (*Your appearance and type changes with the weather. In Hailing, Hazy, or Misty weather, Castform is Ice-type. In Raining weather, Castform is Water-type. In Sandstorming weather, Castform is Rock-type. In Sunny weather, Castform is Fire-type. If in multiple kinds of weather, you choose which weather affects your type.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Biology:** Egg Group - Fairy / Amorphous, Egg Hatch Rate - 13 Days, Diet - Ergovore / Glacievore, Habitat - Urban Plant

**Proficiencies:** Electric / Fire / Ice / Water / Weather





## Chatot



**Normal / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 4

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Flight (*can fly*)

**Passives:** Growl (+1 Defense), Big Pecks (*Your Defense cannot be lowered by a foe's effects.*), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*), Tangled Feet (*While you are confused, any foe's attacks made against you have -1 during accuracy check.*)

### Moves (Attack +3, Special Attack +4, Effect +4)

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Chatter** - Ranged(10ft burst) Flying Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, all targets are Confused.

**Uproar** - Ranged(20ft burst) Normal Special Attack: 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Forests / Mountains / Urban

**Proficiencies:** Flying / Avian / Sound / Winged



Chatot are very talented in mimicking the sounds of others. Their tongues are structurally similar to those of humans, enabling them to repeat nearly any word that they hear. They can also copy the cries of another Pokémon. Chatot use this ability to avoid predators and fool prey; by mimicking their targets, they can pretend to be members of the same species and thus avoid detection. Chatot have great memories and can remember any sound they hear. They add these noises to their repertoires, which they can pull out of to construct and sing patchwork melodies. They swing their tails back and forth like metronomes keep time. If many Chatot gather together, they will learn and repeat whatever the first one says until they all are saying the same thing. These intelligent Pokémon can learn by observation and experience; for example, they may scare foes away by copying the cries of their predators, or draw prey closer by producing corresponding mating calls.



Ditto have the unique ability to see another Pokémon and restructure its own DNA and molecular structure of them to turn into near-perfect replicas. However, they cannot maintain their disguises while laughing. Though they can work from memory, they often get details wrong while doing so—their eyes will remain the same and they won't be able to use any special moves in their from-memory forms. Individual Ditto may also have their own strengths and weaknesses when it comes to transforming into certain things. In rare cases, it's even been seen that a Ditto can maintain a human form for a short while. Their adaptability has allowed them to live in a variety of habitats, but they generally stay near humans for unknown reasons. When Ditto sleep, they morph into rocks to avoid detection. Due to their DNA-copying abilities, Ditto can breed with anything that can reproduce, other than themselves.



## Ditto



**Normal** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Amorphous (*can change their body into a liquid-like state*), Inflatable (*can expand*), Shrinkable (*can shrink*)

**Passives:** Imposter (*As a free action you may use Transform.*), Limber (*You are immune to being Paralyzed.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Transform** - Ranged(25ft) Normal Effect: At-Will. You transform into a copy of the target changing all of your stats except for HP. You copy its stats, skills, and passives. You can use any of the target's moves. While transformed, you lose access to your regular moves, skills, passives, and biology. Except for stats, this information is not provided to you. Transform may not target Legendary Pokémon. Transform lasts for 2 hours or until Ditto chooses to change back as an action.

**Biology:** Egg Group - Ditto, Diet - Variable, Habitat - Variable

**Proficiencies:** No moves from Any



## Drampa



**Normal / Dragon** - Huge (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 14

**Skills:** Flight (*can fly*)

**Passives:** Berserk (*While below half HP, you have +2 Special Attack.*), Cloud Nine (*As a free action you may deplete one use of Defog and use Defog.*), Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*)

**Moves (Attack +3, Special Attack +7, Effect +2)**

**Dragon Breath** - Ranged(10ft) Dragon Special Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Extrasensory** - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Fly** - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself 40ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Fly's Accuracy Check and damage.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains

**Proficiencies:** Dragon / Psychic (Attacks) / Elemental Attack / Weather



Drampa are peaceful, solitary creatures that live high up in the mountains. Many dwell at altitudes over 10,000 feet above sea level, where plant life can no longer survive. These herbivores descend to the feet of their mountains to gather Berries every day at dawn. They eat just enough to fuel their next climbs back up, taking a few Berries with them. Drampa are friendly with people, especially children. They will share their spare Berries with travelers, but they save the sweetest and juiciest ones for kids. Drampa will go out of their way to visit mountainside towns and play with the children living there, bringing gifts of Berries. They are often sighted in parks and near schools in the morning for this reason. Though they are usually peaceful creatures, Drampa will go berserk when children near them are in danger. They will also come to the defense of children that are being bullied by older ones. Mountain communities often have patron Drampa who visit the same area every day and get to know the inhabitants. These Drampa are beloved by children and parents alike.



Dunsparce are troglobitic, living out their entire lives in pitch-black caves. They are very nearly blind, using the two protrusions on the undersides of their lower jaws to feel their way around in total darkness. When threatened, they will burrow backwards into the earth using their drill-like tails. Dunsparce form very intricate subterranean nests, living in in colonies called broods numbering in the hundreds. Predators who are able to follow Dunsparce down their holes as they burrow to escape will be met with near-inescapable mazes of intersecting tunnels. In some regions, they even cohabitate peacefully with other burrowing Pokémon and share their tunnel networks. Dunsparce also have pairs of vestigial wing growths located on their backs. Though they are very weak, Dunsparce can be trained to float and fly for several seconds by flapping these growths furiously.

## Dunsparce



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Burrow (*moves through earth easily*), Flight (*can fly*)

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Defense Curl (+1 Defense), Screech (+2 Attack), Rattled (*When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.*)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

**Dig** - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Field / Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves

**Proficiencies:** Ground / Elemental Attack / Winged





# Farfetch'd



**Normal / Flying** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Agility (+2 Speed), Swords Dance (+2 Attack), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Inner Focus (*You are immune to being Stunned.*), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Air Slash** - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Flying / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Grasslands

**Proficiencies:** Flying / Avian / Blades / Winged



Farfetch'd are almost never seen without their leeks. They use them to do almost everything, from defending themselves against predators to building their nests. They protect the fields in which these plants grow with their lives, and will often fight with each other for choice stalks. Their wings have adapted to be more finger-like to enable them to grasp leeks, though some prefer hold them in their beaks instead. In dire emergencies, Farfetch'd may eat their own leeks. They will begin search endlessly for new ones immediately afterward. Farfetch'd are surprisingly adept in water, thanks to their webbed feet, and can sometimes be found swimming in ponds.





Furfrou are well-known for their thick and luxurious fur, which is so dense that it softens the blows of most physical attacks; Furfrou sometimes don't even feel lighter hits because of how tightly-packed their fur is. The voluminous quality of Furfrou fur also makes it easy to groom and style. In modern times, many upper-class trainers take their Furfrou to salons to get their fur trimmed and colored into a variety of ornate designs. The Pokémon themselves seem to enjoy the treatment; the trimming removes some of the heavy fur from their bodies and makes them more agile, though they will only allow trusted individuals to trim them. Additionally, Furfrou are often considered haughty Pokémon that take great pride in their physical appearances



## Furfrou



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** Tracker (*can follow scents*)

**Passives:** Cotton Guard (+3 Defense), Tail Whip (+1 Attack), Fur Coat (*If hit by a move using the Attack stat, you only take half the damage you would take.*)

**Moves (Attack +4, Special Attack +3, Effect +5)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Sucker Punch** - *Melee Dark Attack:* 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Urban

**Proficiencies:** Elemental Attack E / Fangs





## Girafarig



**Normal / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 11 (55 ft.) **Attack:** 8    **Special Attack:** 10

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Agility (+2 Speed), Nasty Plot (+1 Special Attack), Early Bird (*You roll twice during checks to wake from Sleep and use the higher result.*), Inner Focus (*You are immune to being Stunned.*), Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*)

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Stomp** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Plains / Savannas

**Proficiencies:** Dark / Psychic / Elemental Attack E / Stamping

Girafarig are most well-known for their two heads--an actual head and a rear head--both of which have their own separate brains. The brains in their true heads are far more developed and are the main source of their psychic powers; their rear heads are rather primitive and can only focus on one object at a time. The two brains appear to be connected in some manner. When Girafarig graze on grass and tree shoots, their rear heads mimic the chewing motions the true heads make even though they aren't eating anything. Similar behavior can be observed when Girafarig vocalize, spit, yawn, or otherwise use their mouths. Though the rear heads have rudimentary brains, they also have very well-developed senses of smell. They react to particularly alluring scents by lashing out and biting. This enables Girafarig to fend from threats approaching from behind. Their rear heads don't need sleep. Thus, they are able to keep watch and defend against enemies even when the main heads are resting.



Kangaskhan carry their young in stomach pouches. A Kangaskhan will keep its child in its pouch until it is three months old, at which point it will be able to hunt for itself and will rapidly grow to a similar size of its parent. Kangaskhan tend to produce another egg to hatch and then raise when their young leaves. In the meantime, Kangaskhan are very protective of their babies, attacking anyone who they believe may be endangering them. They will give their lives for their children; it is said that the only time they cry is when their children leave for good. Kangaskhan will only let their young out of their pouches to play when they are certain there are no dangers around. Baby Kangaskhan are never alone, though, even when playing; their mothers will keep close watch of them from behind trees. Drawing too close to a playing infant Kangaskhan will spur its mother to defend it. When mother Kangaskhan make movements, their babies may imitate their actions. This mimicry is how the children learn to behave when alone. Oddly, Kangaskhan always sleep standing up, a reflex that allows them to rest with their babies still in their pouches.



## Kangaskhan



**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 66    **Defense:** 8    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 11    **Special Attack:** 4

**Skills:** -

**Passives:** Leer (+1 Attack), Early Bird (You roll twice during checks to wake from Sleep and use the higher result.), Inner Focus (You are immune to being Stunned.), Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.),

**Moves (Attack +5, Special Attack +2, Effect +4)**

**Comet Punch** - Melee Normal Attack: At-Will 1d4. Comet Punch has -2 during Accuracy Check. Comet Punch is a Scatter attack. Up to 5 attacks.

**Mega Punch** - Melee Normal Attack: 3/day 3d8.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Jungles

**Proficiencies:** Bruiser / Elemental Attack / Fangs / Punches



This Pokémon has a Mega Evolution in PHB2.

## Kecleon



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 12

**Speed:** 4 (20 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Climber (treats walls and ceilings as normal terrain), Invisibility (can turn invisible), Stealth (can make stealth skill checks)

**Passives:** Tail Whip (+1 Attack), Color Change (Whenever you are attacked, your type is changed to the same type as the attack after taking damage and effects for 5 mins.), Protean (You may change your type to the same type as an attack you are making while making it for 10 mins.)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Shadow Sneak** - Melee Ghost Attack: At-Will 2d6. Shadow Sneak has Priority.

**Feint Attack** - Melee Dark Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Biology:** Egg Group - Field / Monster, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Forests / Jungles

**Proficiencies:** Dark / Ghost / Normal Block







Kecleon are famed for their ability to change their body coloration in order to camouflage into virtually any environment. There is one caveat to this amazing ability, however--the red bands on their bellies cannot change with the rest of them. Still, despite this shortcoming, their ability to blend in nearly seamlessly into their surroundings is immensely useful to them for both hunting and avoiding predators. They can essentially turn invisible at a moment's notice, making detection extremely difficult for predators who rely primarily on their senses of sight. When hunting, Kecleon blend into foliage and wait patiently for prey to wander by. Then, they lash out their long, sticky tongues to capture victims. Kecleon also change color based on their moods and health; what hue signifies what emotion can vary between individuals, though darker shade tends to correspond to healthier individuals. Their true colors can be revealed by startling them, as they briefly drop their disguises when they lose focus. Their reflective scales constantly react to harm by absorbing and converting Kecleon to be less susceptible to future attacks.



Komala are born asleep, live asleep, and pass asleep; these creatures have never been observed while awake. Despite their perpetual slumbers, however, Komala seem hazily aware of their surroundings; they seem to process outside stimuli within their dreams, as some sounds and physical touches register noticeably in their brain wave patterns. They exhibit expressions on their faces based on what they are dreaming about. When these Pokémon are attacked, they will begin to flail about in the general direction that they sense danger. Komala are given a log pillow by their parents when they are born. These logs act as security blankets, and these Pokémon will cling onto to them tightly. They are unable to sleep well without them, thrashing about wildly in their sleep.



## Komala



**Normal** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 8

**Skills:** -

**Passives:** Defense Curl (+1 Defense), Comatose (You are always Asleep but can still act as if you aren't. You are also immune to other afflictions.)

**Moves (Attack +6, Special Attack +4, Effect +3)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

**Wood Hammer** - *Melee Grass Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests

**Proficiencies:** Stamped



## Miltank



**Normal** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 12    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Genetic Relation (can breed to produce Tauros)

**Passives:** Defense Curl (+1 Defense), Sap Sipper (You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.), Scrappy (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.), Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Moves (Attack +4, Special Attack +2, Effect +5)**

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Milk Drink** - *Melee Normal Effect:* 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Grasslands / Plains

**Proficiencies:** Elemental Attack EI / Stamped





# Tauros



**Normal** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 7

**Speed:** 13 (65 ft.) **Attack:** 10    **Special Attack:** 4

**Skills:** Genetic Relation (*can breed to produce Miltank*)

**Passives:** Scary Face (+2 Speed), Anger Point (*When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.*), Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

**Moves (Attack +5, Special Attack +2, Effect +6)**

**Horn Attack** - *Melee Normal Attack: At-Will 2d8.*

**Swagger** - *Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.*

**Thrash** - *Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.*

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Grasslands / Plains

**Proficiencies:** Elemental Attack / Stamping

Miltank are common on farms and ranches, where they are raised for their highly nutritious milk. Because Miltank milk contains so many vitamins, nutrients, and minerals, it is often touted as a cure-all drink for the sick. Miltank can produce over five gallons of milk a day. Their milk has a naturally rich and sweet taste, richer and sweeter when sourced from Miltank raised in rich pastures, and is often made into yogurt for those who cannot consume it naturally. It should be noted that consuming too much Miltank milk in a short period of time can result in an upset stomach. Curiously, when around young kids or Pokémon, Miltank will produce more milk than usual. Farmers use this to their advantage, opening up their farms as petting zoos and encouraging parents to take their kids to visit.



Tauros live in large herds on plains. They enjoy being enraged and will sometimes whip themselves with their own tails to anger themselves before stampeding. They also whip themselves during battles to increase their fighting spirits. They headbutt each other and lock horns to test their own strength, taking pride in scars gained from sparring. If Tauros cannot find any sparring partners, they will ram into trees and knock them down out of boredom. The strongest Tauros of a herd is its leader and protector. Leaders must frequently defend their titles by butting head with challengers; as such, they usually will have the longest, thickest, and most-scarred horns of the herd. Tauros only charge in straight lines. Once they start running, they will not stop until they hit something. Despite their aggressiveness, Tauros are herbivores that graze on grass and other plants. Domesticated Tauros are considerably calmer than their wild counterparts but are still quick to anger.





Oranguru are solitary Pokémon that dwell deep in the canopies of rainforests. These mysterious creatures spend much of their time meditating in silence. Oranguru are very intelligent and craft tools and medicines with regularity. They assemble their fans by binding leaves together with their own fur. Young or injured Pokémon will visit benevolent Oranguru for food and medicine, and Oranguru will similarly stop to treat injured creatures they come across. They don't get along well with others of their kind, engaging in intellectual battles of wits when encountering one another to prove superiority and territorial claims. Shockingly, Oranguru have proven able to learn how to manipulate human inventions like Potions all on their own.



## Oranguru



**Normal / Psychic** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 12

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Intelligence (*very smart*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

**Passives:** Calm Mind (+1 *Special Attack*, +1 *Special Defense*), Nasty Plot (+1 *Special Attack*), Inner Focus (*You are immune to being Stunned.*), Symbiosis (*You can pass held items to allies within 10ft as a free action.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Zen Headbutt** - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Mountains / Jungles

**Proficiencies:** Psychic / Elemental Attack E /Tricky





# Smeargle



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 4    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 2    **Special Attack:** 2

**Skills:** -

**Passives:** Own Tempo (*You are immune to being Confused.*), Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

**Moves (Attack +1, Special Attack +1, Effect +4)**

**Sketch** - Ranged(25ft) Normal Effect: 1/day. You permanently learn the target's last-used attack. Sketch can not target moves that only target the user and can not copy legendary attacks. If Sketch is used to learn a Move when you already know 6 Moves, the new move replaces Sketch. Sketch fails if used by anything but a Smeargle.

**Sketch** - Ranged(25ft) Normal Effect: 1/day. You permanently learn the target's last-used attack. Sketch can not target moves that only target the user and can not copy legendary attacks. If Sketch is used to learn a Move when you already know 6 Moves, the new move replaces Sketch. Sketch fails if used by anything but a Smeargle.

**Sketch** - Ranged(25ft) Normal Effect: 1/day. You permanently learn the target's last-used attack. Sketch can not target moves that only target the user and can not copy legendary attacks. If Sketch is used to learn a Move when you already know 6 Moves, the new move replaces Sketch. Sketch fails if used by anything but a Smeargle.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Urban

**Proficiencies:** No moves from Any



Smeargle live alone, but do maintain groups of comrades; comrade Smeargle will pass through each other's territories, share details of food source locations with each other, and even paint each other's bodies for fun. Their tails secrete a colorful, viscous fluid that they use to paint trees, marking their domains in this manner. Different Smeargle have paint of different colors; the hue is determined by a variety of factors, including genetics, diet, and environment. Smeargle born around the same time in the same area will become comrades with one another. These groups remain close for life, though they will separate and claim their own territories upon reaching adulthood. Before Smeargle leave their groups, their comrades will paint footprint markings on their backs; if they ever meet again, they will be able to distinguish each other by the pattern. Smeargle can paint over five-thousand different kinds of brush strokes with their tails. When inspired, Smeargle unleash a component within themselves to permanently alter how their ink works. Sometimes, the ink will change to become incendiary, electroconductive, or alter temperatures into the negative. Smeargle hold within them such potential, constantly looking for a true inspiration to hold onto forever.



Spinda cannot walk in straight lines, instead teetering to and fro as if always dancing and inebriated. Watching them stagger for too long will disorient onlookers; this is their primary form of defense, as their lurching makes it impossible for foes to aim. Every Spinda has its own set of spots—the odds of two Spinda sharing the same pattern are less than one in four-trillion. In battle, Spinda weaponize their erratic motions with wild dancing, confusing all who observe them. Wild Spinda live in groups of a few dozen. They feed on shoots and Berries. In the evening, groups will begin to dance wildly, teetering and spinning aimlessly. They will continue this strange dancing until the moon rises before collapsing onto the floor in a daze. This ritualistic dancing is believed to be a form of recreation.

## Spinda

**Normal** - Medium (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** -

**Passives:** Own Tempo (*You are immune to being Confused.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Teeter Dance** - *Ranged(30ft burst) Normal Effect:* 1/day. On hit, all targets are Confused.

**Biology:** Egg Group - Field / Human-Like, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Fields / Mountains

**Proficiencies:** Dark / Punches



## Stantler

**Normal** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** -

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*)

**Moves (Attack +5, Special Attack +5, Effect +4)**

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Jump Kick** - *Melee Fighting Attack:* 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Confuse Ray** - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Mountains / Tundra

**Proficiencies:** Psychic / Elemental Attack E / Kicks







At first glance, Stantler appear to be rather unremarkable Pokémon. However, they hold odd power within their horns. These antlers are shaped like eyes, with the dark orbs inside resembling pupils. Staring at the orbs will cause one to feel inexplicably drawn towards them; onlookers can lose control of their bodies and simply collapse to the floor, mesmerized. Their antlers can subtly adjust the flow of light and air to create illusions of distorted reality. Stantler horns are seasonal; they are shed at the end of winter. They often graze on grass under snow in herds, crushing through any ice with their hooves.



Zangoose saunter around grasslands on all fours; however, they will stand bipedally when preparing to attack. They are most famous for their bitter rivalries with Seviper; if they sense Seviper near them, their fur will bristle and they will stand up, ready to attack. Their feud seems almost genetic, with even newborn Zangoose becoming aggressive when Seviper are nearby. The scars on their bodies are likely from duels with Seviper. They only bare their claws when attacking, leaving them withdrawn outside of battle. These claws are their biggest weapons, capable of slashing viciously into exposed flesh. Zangoose are very agile, capable of dodging attacks while standing up. They have developed resistances to Seviper poison from years of bitter conflict.

## Zangoose



**Normal** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 15    **Special Attack:** 6

**Skills:** -

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Swords Dance (+2 Attack), Immunity (You are immune to getting Poisoned and Toxicified.), Toxic Boost (If you would have been Poisoned or Toxicified you are not and your Attack is +2 for 2 mins. This effect does not stack.)

**Moves (Attack +7, Special Attack +3, Effect +4)**

**Crush Claw** - *Melee Normal Attack:* 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Taunt** - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Grasslands

**Proficiencies:** Dark / Claws / Elemental Attack









## Nidoran / Nidorina / Nidoqueen

### Nidoran

**Poison** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** -

**Passives:** Growl (+1 Defense), Leer (+1 Attack), Poison Point (Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Scratch** - Melee Normal Attack: At-Will 2d6.

**Double Kick** - Melee Fighting Attack: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Poison Sting** - Melee Poison Attack: At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.



### Nidorina

**Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** -

**Passives:** Growl, Hustle (+4 Attack, -2 to accuracy checks), Leer, Poison Point

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Toxic Spikes** - Ranged(20ft burst) Poison Effect: 3/day. Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

**Flatter** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.

These small Pokémon are extremely timid and docile, but also very venomous. Even a tiny drop of the venom they excrete from their barbs can potentially be fatal. To make matters worse, Nidoran are easily spooked, and it is not at all difficult to accidentally be scratched by a fleeing individual. If cornered, however, Nidoran will defend themselves with their horns; while these horns are smaller than that of the males of this species, they still nevertheless are very dangerous. It is rare to find a lone Nidoran, as they are very social Pokémon that are almost never seen without elder Nidorina and Nidoqueen, or at the very least sibling Nidoran, accompanying them. In fact, the vast majority of documented cases of Nidoran poisonings have been attributed to skittish and scared wild individuals attacking out of sheer terror after having been separated from their families.





Like some Nidoran, Nidorina tend to avoid confrontation but are fiercely defensive of their young, battering enemies with physical attacks when their children are threatened. Like the rest of their relatives, they live in burrows in open plains with their large family groups. Unlike those of Nidorino, a Nidorina horn and barbs grow rather slowly, as it is not necessary for them to develop quickly because they are very rarely. These Pokémon are very affectionate with those in their tightly-bonded family groups, and can easily become nervous or even upset when separated from them. Nidorina withdraw their spikes when interacting with family members to prevent themselves from harming each other. To feed their young, they first chew food before sharing with their children to eat.



Nidoqueen lead Nidoran families alongside Nidoking. These Pokémon are famously motherly, willing to defend their young with their lives. Nidoqueen are powerful Pokémon that are able to execute a variety of powerful special and physical attacks. They will tackle foes who threaten their young with their massive bulk. Their tough armor and needle-like scales provide them with protection; they bristle outwards when Nidoqueen are provoked and can inject a powerful poison. These Pokémon will block the entrances to their burrows using their bodies, with their venomous spines facing outwards, in order to defend their young. Nidoqueen are also known to set off earth-shaking tremors to scare potential attackers from their burrows. Younger Nidoran and Nidorina look up to Nidoqueen.



### Nidoqueen



**Poison / Ground** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 9

**Speed:** 8 (40 ft.)    **Attack:** 14    **Special Attack:** 8

**Skills:** Groundshaper (*can manipulate the ground*),

**Passives:** Growl, Hustle, Leer, Poison Point, Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

#### Moves (Attack +7, Special Attack +4, Effect +4)

**Body Slam** - *Melee Normal Attack:* 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Earth Power** - *Ranged(15ft) Ground Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Superpower** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Savannas

**Evolution:** Nidoran Nidorina Moon Stone Nidoqueen

**Proficiencies:** Ground / Poison / Horned (*Nidoqueen*) / Normal Block / Stamping (*Nidoqueen*)





## Nidoran / Nidorino / Nidoking

### Nidoran

**Poison** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 4

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** -

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer (*+1 Attack*), Poison Point (*Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Double Kick** - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.



### Nidorino

**Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** -

**Passives:** Focus Energy, Hustle (*+4 Attack, -2 to accuracy checks*), Leer, Poison Point

**Moves (Attack +6, Special Attack +3, Effect +3)**

**Toxic Spikes** - *Ranged(20ft burst) Poison Effect:* 3/day. Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

**Poison Jab** - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Chip Away** - *Melee Normal Attack:* 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

The males of the Nidoran species have two main assets: their large ears and their poisonous barbs. Their muscles allow for their ears to move freely. They can hone in on the smallest sounds. By hiding in tall grass and raising and stiffening their ears just above it, Nidoran can scan their surroundings and use their ears to detect danger from far away. To defend themselves, they can extend toxic spikes from their bodies or stab enemies with their horns. The toxicity of their barbs directly correlates to their sizes, but even small barbs can be extremely dangerous. Nidoran are shy and try to avoid fights, only using their venom to defend themselves as necessary when confronted. Nidoran are herbivores and consume plants as their main source of food, and can even devour toxic ones without any ill effects; some scientists even believe that Nidoran gather their poison from such plants.





Nidorino are often highly aggressive. They use their ears to listen for any possible dangers. If they sense one, they will lunge at it immediately with their large, poisonous horns. Once they stab their opponents, Nidorino quickly pump in large amounts of venom to incapacitate them. Like those of Nidorina, the barbs on their bodies bristle when they sense danger or are preparing to attack. These Pokémon generally spend the day scouting and searching for food, returning to their burrows only at night to rest. They bring back resources to share with the rest of their families. However, even the slightest noise will awaken sleeping Nidorino, thanks to their highly sensitive ears. They will not hesitate to locate the source of a foreign sound and attack it with their horns, especially if the threat appears to be endangering their young.



In Nidoran families, Nidoking assume the roles of protectors and hunters, patrolling in search of food to bring back to their burrows for their mates and offspring. They use their brute strength and steel-like armor to overpower their foes, crushing their enemies with their tails and piercing them with their poisonous horns. An enraged Nidoking is particularly dangerous, as it will go on a rampage that can only be stopped by defeating the Pokémon. Nidoking can topple transmission towers and snap telephone poles and will destroy everything in their paths while rampaging. Threatening their families is one of the most common triggers for such attacks. Luckily, their rarity in the wild in combination with their tendency to stay away from human settlements makes berserk Nidoking a very rare, albeit still very dangerous, problem in most metropolitan areas.



### Nidoking



**Poison / Ground** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 15    **Special Attack:** 9

**Skills:** Groundshaper (can manipulate the ground),

**Passives:** Focus Energy, Hustle, Leer, Poison Point, Sheer Force  
(Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

**Moves (Attack +7, Special Attack +4, Effect +4)**

**Horn Drill** - *Melee Normal Attack:* 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Earth Power** - *Ranged(15ft) Ground Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Megahorn** - *Melee Bug Attack:* 1/day 5d12.

**Biology:** Egg Group - Monster / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Fields / Savannas

**Evolution:** Nidoran  Nidorino  Moon Stone  
Nidoking

**Proficiencies:** Ground / Poison / Horned / Normal Block / Stampeding (Nidoking)





# Zubat / Golbat / Crobat



## Zubat



**Poison / Flying** - Small (Size), Light (Weight)

**Hit Points:** 24     **Defense:** 4     **Special Defense:** 4

**Speed:** 6 (30 ft.)     **Attack:** 5     **Special Attack:** 3

**Skills:** Flight (*can fly*)

**Passives:** Inner Focus (*You are immune to being Stunned.*)

**Moves (Attack +2, Special Attack +1, Effect +3)**

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



## Golbat



**Poison / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48     **Defense:** 7     **Special Defense:** 8

**Speed:** 9 (45 ft.)     **Attack:** 10     **Special Attack:** 7

**Skills:** Flight

**Passives:** Screech (+2 Attack), Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*), Inner Focus

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Poison Fang** - *Melee Poison Attack:* 3/day 1d20. On hit, if you got 10 or higher on Accuracy Check, the target is Toxicified.

**Mean Look** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Mean Look.

Zubat form huge colonies in caverns, numbering up to thousands of individuals. Without eyes or noses, Zubat navigate the winding dark caves using echolocation. They emit ultrasonic cries to fly safely, using their keen hearing to detect potential dangers. At night, Zubat may leave their caves in large groups, with as many as ten-thousand individuals leaving from caverns where they are more abundant. They search for food on these nightly flights, which unlike the diets of their evolutions, consists mostly of nectar, fruits, and Berries. As daylight approaches, wild Zubat must return to their caves or other dark places, as the light of the sun can burn their delicate skin. To stay warm during cold nights, they will huddle together in groups as they sleep. Zubat defend themselves with disorienting screams which they may use on unwary, intruding travelers.





Golbat are found in caves and dark areas worldwide. Golbat are hematophagous, consuming the blood of Pokémon and humans alike. They use their sharp fangs to puncture the skins of victims. Their saliva contains a substance that poisons and immobilizes prey, allowing them to drink blood at their leisure. Golbat can drink up to ten ounces of blood in one sitting, possibly fatal for smaller victims. After doing so, however, their flight often becomes clumsy and erratic due to their heavy weights after large meals; they may become so heavy that they fall to the ground and become easy prey themselves. Luckily, this feasting keeps them satisfied for a while; they only search for food during moonless nights when darkness conceals them. Their fangs are hollow and consequently fragile.



Crobat have a second pair of wings. While the pair improves their maneuverability and airspeed, it also makes it difficult for them to stop, land, or rest. Crobat leave their caves at night, flying silently in the darkness in search of food. Though large, Crobat are silent fliers. They can alternate between their two sets of wings when tired, allowing them to fly for indefinite periods of time. When dawn arrives, Crobat will either return back to their caves or hang from under tree branches, wrapping their wings around themselves until the sun sets again. Crobat are not aggressive towards humans. They usually do not attack people, instead only going after what they see as viable prey. Their fangs are sharp and coated with an analgesic that numbs the bitten area so that victims don't even know they've been bitten until it's too late.

### Crobat



**Poison / Flying** - Large (Size), Heavy (Weight)

**Hit Points:** 54      **Defense:** 8      **Special Defense:** 8

**Speed:** 13 (65 ft.)      **Attack:** 11      **Special Attack:** 7

**Skills:** Flight

**Passives:** Screech, Infiltrator, Inner Focus

**Moves (Attack +5, Special Attack +3, Effect +6)**

**Cross Poison** - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.

**Confuse Ray** - *Ranged(20ft) Ghost Effect: 1/day.* On hit, the target becomes Confused.

**Acrobatics** - *Melee Flying Attack: 1/day 3d12.* Acrobatics cannot be used if you have a held item.

**Biology:** Egg Group - Flying / Field, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Caves

**Evolution:** Zubat Golbat Crobat

**Proficiencies:** Flying / Poison / Fangs / Winged





## Croagunk / Toxicroak



### Croagunk



**Poison / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 4

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Climber (*treats walls and ceilings as normal terrain*)

**Passives:** Dry Skin (*In sunny weather, you lose 4 HP at the end of your actions. In rainy weather, you recover 4 HP at the end of your actions. You are immune to Water-type attacks.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Revenge** - *Melee Fighting Attack:* 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.



Croagunk dwell in damp, dark areas away from direct sunlight. They are aloof Pokémon, preferring to ignore others as much as possible and only engaging in combat when their lives are in peril. When fighting, however, they are not above using dirty tactics to keep themselves alive; they are known for making liberal use of cheap shots in battle. By expanding and deflating the poison sacs on their cheeks, they can emit an unsettling blubbling sound that often causes foes to react. They take advantage of these moments to jab enemies with their poisonous fingers, which are toxic enough to kill some smaller Pokémon upon contact. Croagunk can also spray poison straight out of their fingertips.

### Toxicroak



**Poison / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Climber

**Passives:** Nasty Plot (+1 Special Attack), Dry Skin, Poison Touch (*Whenever you hit with a melee attack, you may roll 1d6. On 6, Poison the target.*)

**Moves (Attack +5, Special Attack +5, Effect +4)**

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Mud Bomb** - *Ranged(10ft) Ground Special Attack:* 3/day 3d8. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Poison Jab** - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Biology:** Egg Group - Human-Like / Water 1, Egg Hatch Rate - 7 Days, Diet - Omnivore, Habitat - Marshes / Forests

**Evolution:** Croagunk Toxicroak

**Proficiencies:** Fighting / Poison / Blades (*Toxicroak*) / Tricky



Toxicroak are generally laid-back Pokémon, found resting on damp rocks and boulders. They can become formidable foes, however, when provoked. Their flexible bodies let them weave through attacks in battle, drawing in close enough to deal their own blows. The large, vibrant poison sacs on their necks also doubles as vocal sacs; when they croak, the poison within the sacs is churned and becomes even more virulent. Even touching their skin can be dangerous due to the powerful poison it is coated in. Toxicroak can regulate their poison levels to fit the situation, however, so trained ones are usually safe to touch. Tubes run down the lengths of their arms, connecting their poison sacs to their knuckles. One of their knuckles on each hand has adapted into a hollow, sharp nail that enables Toxicroak to viciously slash foes and penetrate their skin. When they cut, the knuckles can then secrete poison directly into the bloodstreams of victims, allowing the effects to become noticeable much more quickly than by touch. After a win in battle, Toxicroak will customarily let out a victory croak to celebrate their triumph.



When first born, Ekans lack any poison whatsoever, so being bit by very young Ekans is unlikely to be too dangerous apart from the pain of the bites themselves. As Ekans develop, their bodies elongate and they begin to develop poison glands. Ekans use their poison more as a defense as opposed to an offense. They mainly prey on the defenseless eggs of Pokémon. Using their tongues to sense their surroundings, Ekans are able to locate nests of eggs with ease. They can unhinge their jaws and swallow eggs whole, though unlucky Ekans may end up immobile from the sheer weight of those eggs until digestion. Hiding in tall grass, Ekans avoid predators and warn those who approach with a rattling sound from their tails. Should the sound fail, they will attempt to bite opponents to poison them. Ekans often coil around tree branches to rest if they are available, but are also content to curl up into spirals so their heads can easily attack potential predators when threatened.





## Ekans / Arbok

### Ekans

**Poison** - Medium (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Stealth (*can make stealth skill checks*), Tracker (*can follow scents*)

**Passives:** Leer (+1 Attack), Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

#### Moves (Attack +3, Special Attack +2, Effect +3)

**Wrap** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Arbok

**Poison** - Large (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 8

**Speed:** 8 (40 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Stealth, Swimmer (*can swim*), Tracker

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Intimidate (+1 Defense), Screech (+2 Attack), Shed Skin, Unnerve (*Foes within 25ft of you cannot consume food.*)

#### Moves (Attack +6, Special Attack +3, Effect +4)

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Glare** - *Ranged(20ft) Normal Effect:* 1/day. On hit, the target becomes Paralyzed.

**Acid Spray** - *Ranged(20ft) Poison Special Attack:* 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Arbok are vicious hunters--and vengeful ones at that. If attacked, they will chase down opponents relentlessly until they catch them. Arbok are masters of intimidation. The patterns on their bellies can paralyze foes in fear. These belly patterns differ from area to area. If the patterns alone are insufficient, they can also make eerie hissing noises by expelling air slowly from their mouths. Once their prey is immobilized, Arbok will constrict them with a crushing force able to flatten steel drums. They can easily poison stronger foes, weakening them enough for them to constrict easily. Surprisingly, Arbok are rather adept swimmers as well, capable of crossing lakes and rivers effortlessly. Notably, Arbok seem to become mesmerized and peaceful upon hearing the sound of wind instruments. An Arbok in the middle of constricting its prey will even loosen its grip upon hearing such sounds.

**Biology:** Egg Group - Field / Dragon, Egg Hatch Rate - 7 Days, Diet - Carnivore, Habitat - Plains / Savannas

**Evolution:** Ekans → Arbok

**Proficiencies:** Poison / Fangs / Glutton / Stampeding (Arbok)




## Grimer / Muk



Grimer originally emerged from polluted waterways filled with radioactive industrial waste. In this freak accident of nature, Grimer emerged, breeding and multiplying quickly. Grimer feed on toxic sludge and can squeeze their gel-like bodies through almost any opening to get to it, often infiltrating sewage pipes and occasionally clogging them up if present in larger numbers. Their putrid smell is indicative of cities with polluted waterways. Wherever Grimer go, their toxins kill flora upon contact and prevent anything else from growing there. Additionally, they can reproduce in the wild asexually; bits of them may drop off as they travel to form small sludge covered eggs. Grimer will die if their bacterial sludge is purified; new urban sanitation methods have recently decreased their numbers.

**Biology:** Egg Group - Amorphous / Mineral, Egg Hatch Rate - 10 Days, Diet - Pollutivore, Habitat - Urban Abandoned / Urban Plants

**Evolution:** Grimer  Muk

**Proficiencies:** Ground / Poison / Elemental Attack EF

### Grimer



**Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 4

**Skills:** Amorphous (*can change their body into a liquid-like state*), Repulsive (*repels others with a foul smell*)

**Passives:** Acid Armor (+2 Defense), Screech (+2 Attack), Stench (*Whenever you are hit with a melee attack, roll 1d4. On 4, Stun the attacker*)

**Moves (Attack +5, Special Attack +2, Effect +1)**

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Sludge** - Ranged(15ft) Poison Special Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Disable** - Ranged(20ft) Normal Effect: 1/day. For 1 minute, the attack last used by the target may not be used again.

### Muk



**Poison** - Large (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 10    **Special Defense:** 10

**Speed:** 5 (25 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Amorphous, Repulsive

**Passives:** Acid Armor, Screech, Poison Touch, Stench

**Moves (Attack +6, Special Attack +3, Effect +2)**

**Venom Drench** - Ranged(10ft) Poison Effect: 3/day. Venom Drench can only target a Poisoned or Toxicified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

**Mud Bomb** - Ranged(10ft) Ground Special Attack: 3/day 3d8. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Sludge Wave** - Ranged(20ft, 10ft wave) Poison Special Attack: 1/day 3d12. On hit, if you got 18 or higher on Accuracy Check, all targets are Poisoned.

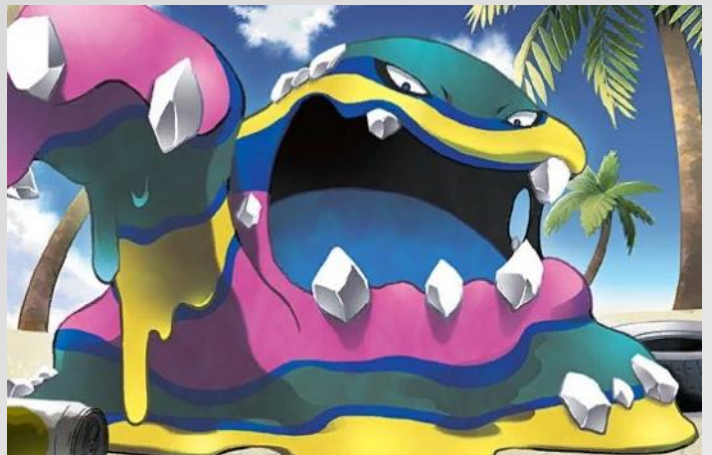




Muk are living embodiments of liquid waste. A single drop from one can pollute an entire lake. They prefer warm and humid places, but they can thrive anywhere that is near polluted water. Muk smell so rancid that plants near them will wilt. Their noses have degenerated, so they are unable to smell themselves. Their stench worsens in hot summers though a select few seem to enjoy the odor. Muk trails are inhospitable to life and kill most plants on contact. They can transmit many infectious diseases if touched. Muk are less dense than water, so lakes with many of them may appear to be covered in sludge. Thankfully, Muk learn to control their poisons after evolving and can peacefully coexist with others who can tolerate their smell. They will unleash their toxins on those who threaten their young, who they are fiercely protective of. Because they require pollution to survive, environmental efforts may one day lead to their extinction.



These Grimer instead feed on a toxic mixture of partially-processed garbage, petroleum byproducts, and treatment chemicals though they hardly are picky eaters, and will eat whatever comes their way. If born near oil polluted waters, they change much of their genetic makeup. This not only gives them their different appearances, but also causes the crystallization of certain chemicals into solid form within their bodies. Touching these crystals is extremely dangerous; if they fall out, poisonous gases and fluids will leak out of the bodies of these Pokémon until the holes seal up again. These Grimer are often employed in places with many oil spills or oil runoff. Though they are usually contained, there have been incidents where they have broken free and to eat non-waste products due to lack of food in these areas.






## Grimer / Muk (Oil Polluted)



Oil drenched Muk are very friendly and quiet. This is because their ancestors were raised with abundant food near humans in waste-processing plants, rendering them without need for aggressive survival instincts. Their diets of waste and petroleum grant them their vibrant colorations, which seem to flow in bands down their bodies as they move. Their hues will gradually change as their diets vary. Muk are voracious eaters that must consume waste almost constantly. They will feel sharp hunger pangs when deprived of food; normally-docile individuals are known to smash furnishings into shrapnel for food to satiate their hunger. These Pokémon store gathered toxins within their bodies, where they react to create newer and more toxic concoctions. Strangely, for these Muk, their chemicals are usually contained within their bodies, keeping them odor-free. Crystallized toxins form sharp claws and teeth these creatures can use to simultaneously attack and poison foes. These crystals easily come loose to embed themselves in foes to more effectively incapacitate them; poisonous chemicals and gases will continue to leak from the gaps left behind until they reseal.

**Biology:** Egg Group - Amorphous / Mineral, Egg Hatch Rate - 10 Days, Diet - Pollutivore, Habitat - Urban Abandoned / Urban Plants

**Evolution:** Grimer  Muk

**Proficiencies:** Dark / Poison / Rock / Elemental Attack F

### Grimer (Oil Polluted)



**Poison / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 4

**Skills:** Amorphous, Repulsive (*repels others with a foul smell*)

**Passives:** Acid Armor, Screech, Poison Touch (*Whenever you hit with a melee attack, you may roll 1d6. On 6, Poison the target.*)

#### Moves (Attack +5, Special Attack +2, Effect +1)

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Acid Spray** - *Ranged(20ft) Poison Special Attack:* 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Disable** - *Ranged(20ft) Normal Effect:* 1/day. For 1 minute, the attack last used by the target may not be used again.

### Muk (Oil Polluted)



**Poison / Dark** - Large (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 10    **Special Defense:** 10

**Speed:** 5 (25 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Amorphous, Repulsive

**Passives:** Acid Armor, Screech, Poison Touch, Power of Alchemy (*When an ally is knocked out within 10ft of you, you gain one of your ally's passives for 2 mins.*)

#### Moves (Attack +6, Special Attack +3, Effect +2)

**Venom Drench** - *Ranged(10ft) Poison Effect:* 3/day. Venom Drench can only target a Poisoned or Toxicified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

**Poison Fang** - *Melee Poison Attack:* 3/day 1d20. On hit, if you got 10 or higher on Accuracy Check, the target is Toxicified.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



# Gulpin / Swalot



## Gulpin



**Poison** - Small (Size), Medium (Weight)

**Hit Points:** 42     **Defense:** 5     **Special Defense:** 7

**Speed:** 4 (20 ft.)     **Attack:** 4     **Special Attack:** 4

**Skills:** Inflatable (*can expand*),

**Passives:** Amnesia (+2 *Special Defense*), Liquid Ooze (*If you are hit by an attack that damages you and heals the attacker, the attacker is dealt damage equal to what they would have healed, instead of healing.*)

### Moves (**Attack +2, Special Attack +2, Effect +2**)

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

**Sludge** - *Ranged(15ft) Poison Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

## Swalot



**Poison** - Large (Size), Heavy (Weight)

**Hit Points:** 60     **Defense:** 8     **Special Defense:** 10

**Speed:** 6 (30 ft.)     **Attack:** 7     **Special Attack:** 7

**Skills:** Inflatable

**Passives:** Amnesia, Liquid Ooze, Sticky Hold (*You cannot drop held items or have held items stolen from you.*)

### Moves (**Attack +3, Special Attack +3, Effect +3**)

**Stockpile** - *Normal Self Effect:* At-Will. Put a Stuff Coat on yourself, unless you already have 3 Coats of Stuff. The Coat has the following ability: Your Defense and Special Defense are +1 if you have 1 or 2 Coats of Stuff. If you have 3 Coats of Stuff, your Defense and Special Defense are +2. These Coats last for 2 mins.


**Spit Up** - *Ranged(15ft) Normal Special Attack:* 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Spit Up deals an additional 2d10 damage.

**Swallow** - *Normal Self Effect:* 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Swallow heals you 25 HP.



Gulpin have huge stomachs that take up eighty percent of their bodies; in comparison, their hearts and lungs are miniscule. They also have disproportionately large mouths, capable of extending to swallowing things as tall themselves, their stretchy skin and lack of internal skeletons aid them in this task. Gulpin have no teeth or esophagi, so any food they swallow goes directly into their cavernous stomachs. Their gastric acids are some of the strongest natural acids known, capable of dissolving scrap iron. Because of this characteristic, Gulpin are not very picky eaters, consuming nearly anything that they can swallow. As they digest their meals, gases begin to build up within their bodies, which they release in periodic belches. The fumes they exhale are putrid and overpowering, capable of knocking people out simply from their overwhelming stench. The feather-like protrusions that stick out from their heads are purely for show.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Grasslands

**Evolution:** Gulpin  Swalot

**Proficiencies:** Poison / Glutton / Stampeding (*Swalot*)



Swalot have highly elastic bodies. They can easily fit car tires within their mouths and can swallow prey of similar size whole. Swalot sweat a highly toxic fluid from pores on their skin. Simply touching them can cause dizziness and nausea, while extended contact can lead to paralysis, convulsions, and even death. Swalot may employ one of a few different methods when hunting. Firstly, they may rub themselves against targets to immobilize them and then swallow them alive and whole. They can also spray foes with their toxins directly from their pores. Additionally, they may vomit some of their own stomach acids which can dissolve nearly anything other than their own stomach linings onto prey, dissolving them into more a digestible goop. When Swalot yawn, they are in fact preparing to attack. They have poor vision and use their whiskers to feel around. These whiskers are prehensile, and are used to shovel food into their mouths.



Mareanie have posed an ecological headache for conservationists for decades. They feed almost exclusively on the horns of Corsola, both discarded and still-growing. The reefs formed by shed Corsola horns are so integral to the ecosystems of tropical waters and house many different species of Pokémon, researchers closely observe Mareanie populations to ensure that they remain in check. These Pokémon do not seem to discriminate between fresh and discarded horns, so Corsola populations in areas where Mareanie are found have evolved to shed their horns prematurely in case of predation. Once they have cleared a space of Corsola horns, they will trawl the sea floor in search of more. If they come across live Corsola, they will plunge the large poison spikes on their heads into them to subdue them. Once weakened, Mareanie will use their ten spiked tentacles to finish them off. Mareanie can also extend their tentacles slightly or fire their poison spikes to take down prey.





# Mareanie / Toxapex



## Mareanie



**Poison / Water** - Small (Size), Light (Weight)

**Hit Points:** 30     **Defense:** 6     **Special Defense:** 5

**Speed:** 5 (25 ft.)     **Attack:** 5     **Special Attack:** 4

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Limber (*You are immune to being Paralyzed.*)

### Moves (Attack +2, Special Attack +2, Effect +2)

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Toxic Spikes** - *Ranged(20ft burst) Poison Effect:* 3/day. Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

Toxapex prey exclusively on Corsola and consequently thrive in the fragile reefs that their horns create. They crawl on the sea floor with their twelve tentacles in search of Corsola. Toxapex usually remain sheltered within their tentacles, which form a spiked, protective dome around their bodies. This dome also keeps them firmly rooted into the substrate beneath, allowing them to endure the crashing waves of an intertidal habitat. In colder climates, it insulates them from chilly waters by retaining heat within. Toxapex can invert their tentacles and spikes, to launch poisonous spines at enemies. They use their poison to subdue Corsola as they crunch on their horns. Toxapex seem to try to keep Corsola alive as they feed; that way, their horns can regrow and allow Toxapex to feed once more in the future. Somewhat macabrely, this makes them less of a danger to reefs than Mareanie, as they do not outright kill Corsola though the destruction of their horns is still a significant threat to reefs. Toxapex are a concern to divers, however, as it is easy to accidentally step on them when exploring. Their poison, created by a sac within their bodies, remains in the system for three days, causing intense pain, with some aftereffects lingering for a week.



## Toxapex



**Poison / Water** - Medium (Size), Medium (Weight)

**Hit Points:** 30     **Defense:** 15     **Special Defense:** 14

**Speed:** 4 (20 ft.)     **Attack:** 6     **Special Attack:** 5

**Skills:** Flopper, Fountain, Gilled, Swimmer

**Passives:** Limber, Merciless (*On hit, your attacks are critical hits if the target is Poisoned or Toxicified.*), Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)


### Moves (Attack +3, Special Attack +2, Effect +2)

**Baneful Bunker** - *Self Poison Effect:* 1/day. Baneful Bunker is used as a Reaction. If you are hit by a melee attack ignore the damage and any effects of the attack and Poison the attacker.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Liquidation** - *Ranged(10ft) Water Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Beaches / Ocean Floors / Ocean Reefs

**Evolution:** Mareanie  Toxapex

**Proficiencies:** Ice / Poison / Water / Prickly



## Salandit / Salazelle



Salandit dwell in dry, arid areas with plenty of crags to scurry in and out of. They often make their homes near the sites of active volcanoes. These Pokémon are not very strong, so they rely on stealth and deception to outwit foes. Salandit can combust the bodily fluids produced by their venom sacs to create flames and release them from the bases of their tails. This ignition also produces toxic gases as a byproduct, which Salandit can also emit from the same place. The fumes have an oddly sweet aroma; those inhaling it often do not even realize that they are breathing poison until they feel lightheaded and dizzy. Given enough time, even the strongest and most resilient Pokémon will begin to feel its effects. Salandit prefer to sneak up on prey from behind and immobilize them with their fumes before the victims even notice. When endangered, female Salandit may call upon the males of the area to come to its aid, amplifying the amount of poisonous gases released. Male Salandit will deliver most of their gathered food to females, often leaving them quite malnourished.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Volcanoes

**Evolution:** Salandit  Salazelle

**Proficiencies:** Fire / Poison / Draconian / Tricky

### Salandit



**Poison / Fire** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 4

**Speed:** 8 (40 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Firestarter (*can create fire*)

**Passives:** Corrosion (*You can Poison and Toxicify Steel-types and Poison-types.*)

**Moves (Attack +2, Special Attack +3, Effect +4)**

**Ember** - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Smog** - Ranged(5ft) Poison Special Attack: At-Will 1d4. On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

**Double Slap** - Melee Normal Attack: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

### Salazelle



**Poison / Fire** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 6    **Special Attack:** 12

**Skills:** Alluring (*attracts others with their aroma*), Firestarter

**Passives:** Nasty Plot (+1 Special Attack), Corrosion, Oblivious (*You are immune to Infatuation.*)

**Moves (Attack +3, Special Attack +6, Effect +6)**

**Venoshock** - Ranged(10ft) Poison Special Attack: 3/day 2d10. If the target is Poisoned or Toxicified, Venoshock has 4d10 for damage instead.

**Flamethrower** - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.





Only female Salandit are able to evolve into Salazzle. Salazzle emit intoxicating pheromones that arouse interest from male of all species. They use this ability to gather a following of male Salandit that will cater to their every whim. Salandit in a following will gather food for their Salazzle and defend it from attackers. When displeased with the amount or quality of food a Salandit brings back, the head Salazzle will ignite her palms and slap it across the cheek. Salazzle can also defend themselves with noxious fumes and flames, but they rarely elect to do so, instead sending in Salandit after Salandit to battle in their places. Female Salazzle with larger followings assert dominance over rival Salazzle with fewer Salandit under their control. Salazzle leaders will even try to sway each other's followers to their own groups, always looking to expand their reach in the wild.



Skorupi are found primarily in arid deserts, though some populations have been able to survive along the shores of marshes. They bury themselves in sand or mud and patiently wait for prey to wander by. Then, they lash out and grasp their victims with the pincers on their tails before stabbing them with their needle-like stingers to inject an immobilizing poison. They can go up to a week without food and can similarly survive for long periods of time without water. Skorupi that dwell in wetter environments can sometimes be found perched on stones bathed in direct sunlight, drying and warming their bodies. In deserts, they may burrow into the sand to stay cool during the sweltering daytime. Skorupi glow a striking electric blue when exposed to ultraviolet light. What purpose this serves is as of yet unknown, but some speculate that it may have to do with being able to detect others of their kind in the darkness; it is possible that Skorupi can see ultraviolet light.






## Skorupi / Drapion



Drapion are aggressively territorial by nature, relentlessly attacking anyone that encroaches on their land. They are known for attacking desert travelers seemingly out of nowhere. Drapion use their tough pincers to tear apart foes; they are powerful enough to turn cars into piles of scrap metal. In addition to their strength, their claws can also inject a fatal venom that leaves victims in excruciating pain before they succumb to it. Their sturdy bodies are a source of pride among the species; while their venom is very powerful, they prefer to defeat foes using only brute force to demonstrate their power. Their bodies are encased in durable carapaces that protect them from attacks. Drapion can rotate their heads 180°, allowing them to see virtually everything around them.

**Biology:** Egg Group - Bug / Water 3, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Deserts / Marshes

**Evolution:** Skorupi  Drapion

**Proficiencies:** Bug / Dark (*Drapion*) / Poison / Fangs / Stamped-ing (*Drapion*)

### Skorupi



**Poison / Bug** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 9    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** -

**Passives:** Leer (+1 Attack), Battle Armor (Critical hits are treated as normal hits against you.)

**Moves (Attack +3, Special Attack +1, Effect +3)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Pin Missile** - *Ranged(10ft) Bug Attack:* At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

### Drapion



**Poison / Dark** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 8

**Speed:** 10 (50 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** -

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Leer, Battle Armor, Keen Eye (Your accuracy checks cannot be negatively affected by foes.), Sniper (When you land a critical hit, you deal an additional 8 damage.)

**Moves (Attack +5, Special Attack +3, Effect +5)**

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Fell Stinger** - *Melee Bug Attack:* At-Will 2d8. If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.

**Cross Poison** - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.



# Skrelep / Dragalge



## Skrelep



**Poison / Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Tail Whip (+1 Attack), Poison Point (*Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.*)

### Moves (Attack +3, Special Attack +3, Effect +1)

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Acid Spray** - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Poison Tail** - Melee Poison Attack: 3/day 1d20. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned; if you got 18 or higher on Accuracy Check, Poison Tail is a critical hit.



Skrelep are poor swimmers and travel very slowly through the water, as their pectoral fins cannot efficiently propel their upright bodies. Skrelep do not need to be agile, because they spend their time camouflaging themselves in kelp forests, where they are virtually indistinguishable from the seaweed thanks to the growths on their bodies that resemble rotting kelp. In these forests, Skrelep patiently wait for unwary prey seeking shelter within the kelp to swim by before spraying them with liquid poison and consuming them; the bulk of their diets, is the rotting kelp that they hide in. These Pokémon try to move as little as possible in order to conserve energy for evolution and avoid predation.

## Dragalge



**Poison / Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 12

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Flopper, Fountain (*can create water*), Gilled, Swimmer

**Passives:** Tail Whip, Adaptability (*Moves that are the same type as you deal +4 damage.*), Poison Point, Poison Touch (*Whenever you hit with a melee attack, you may roll 1d6. On 6, Poison the target.*)

### Moves (Attack +4, Special Attack +5, Effect +2)

**Twister** - Ranged(15ft) Dragon Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Sludge Bomb** - Ranged(25ft, 5ft blast) Poison Special Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, all targets are Poisoned.

**Biology:** Egg Group - Water 1 / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Abyss / Ocean

**Evolution:** Skrelep  Dragalge

**Proficiencies:** Dragon (Dragalge) / Poison / Water / Piscian



Dragalge inhabit kelp forests and trenches and will indiscriminately attack and attempt to destroy anything that enters their territories—ships included. Their corrosive poison is capable of dissolving holes into the hulls of small ships. Luckily, Dragalge confine themselves to specific areas of the sea, particularly deep trenches and thick kelp forests, where they disguise themselves to ambush unwary prey. In areas where Dragalge do live, however, they tend to appear in large numbers; it is likely that any vessel that tries to sail through them will encounter at least many if not all of the local Dragalge.



Stunky are famous for being able to spray a noxious liquid from their rear ends. The smell is so horrid that Pokémon and people will refuse to go near anyone or anything that has been sprayed. Once sprayed, it can take a full twenty-four hours for the stench to dissipate. Stunky spray their fluid only as a defense mechanism; they can only shoot about a half-dozen times before having to recharge their scent glands, a process that can take up to a week. To make up for this, they will first give off a variety of warning signals to scare foes off without shooting; they will hiss, stamp their feet, and then finally raise their tails before spraying. Stunky will aim for the face, and can spray from up to 16 feet away. After being doused once, most foes learn to recognize the warnings and flee before getting doused.





# Stunky / Skuntank



## Stunky



**Poison / Dark** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Repulsive (*repels others with a foul smell*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Screech (+2 Attack), Stench (*Whenever you are hit with a melee attack, roll 1d4. On 4, Stun the attacker*)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Fury Swipes** - *Melee Normal Attack: At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.*

**Smoke Screen** - *Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.*

**Acid Spray** - *Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.*

## Skuntank



**Poison / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 7    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Repulsive

**Passives:** Focus Energy, Screech, Aftermath (*When knocked out by a melee attack, the attacker loses 1d20 HP.*), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*), Stench

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Flamethrower** - *Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.*

**Night Slash** - *Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.*

**Venom Drench** - *Ranged(10ft) Poison Effect: 3/day. Venom Drench can only target a Poisoned or Toxified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.*



Skuntank have scent glands on the tips of their tails rather than the bases. This enables them to aim at foes much better, since they can see where they are shooting. Skuntank can spray their noxious fluids and its smell doesn't wear off after a day or so; instead, it only worsens the longer the liquid is allowed to fester on it target. The exact odor varies based on Skuntank diets. As a side effect of their forward-oriented tails, Skuntank cannot see upwards very well, and are thus very susceptible to aerial attacks. The fluid produced by their scent glands is highly flammable; Skuntank can ignite the spurts of liquid that they spray in order to ignite their enemies, much to the surprise of many opponents. Skuntank dig their nests into flat ground, marking the surrounding area to warn intruders of their presence.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Woodlands

**Evolution:** Stunky  Skuntank

**Proficiencies:** Dark / Fire / Poison




## Trubbish / Garbodor



Trubbish are found in polluted urban areas, especially in landfills and dumps where solid waste is abundant. They eat whatever trash they can find laying around and incorporate it into their bodies. They are a hardy species that can live nearly anywhere as long as they can find sufficient food. In forests where campers have left trash, for example, one may find groups of them gathered around abandoned campsites. Trubbish are also known to follow people who litter frequently. Despite their appearances, DNA analysis has revealed that Trubbish have organic origins, though their true histories are unknown. Their breath is putrid due to the garbage they eat; their burps can be toxic, depending on what they have eaten recently. The gas they expel when they belch can be knock a person out for a week, or even cause life-threatening issues in young children and Pokémon.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Pollutivore, Habitat - Urban Abandoned / Urban Plants

**Evolution:** Trubbish  Garbodor

**Proficiencies:** Poison / Elemental Attack E / Glutton / Stamping (Garbodor)

### Trubbish



**Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Repulsive (*repels others with a foul smell*)

**Passives:** Stench (*Whenever you are hit with a melee attack, roll 1d4. On 4, Stun the attacker*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Poison Gas** - Ranged(5ft burst) Poison Effect: 3/day. Poison Gas has -2 during Accuracy Check. On hit, all targets are Poisoned.

**Pound** - Melee Normal Attack: At-Will 2d6.

**Acid Spray** - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



### Garbodor



**Poison** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Repulsive

**Passives:** Amnesia (+2 Special Defense), Aftermath (*When knocked out by a melee attack, the attacker loses 1d20 HP.*), Stench, Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Body Slam** - Melee Normal Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Sludge Bomb** - Ranged(25ft, 5ft blast) Poison Special Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, all targets are Poisoned.

**Toxic** - Melee Poison Effect: 1/day. Toxic has -3 during Accuracy Check, unless you are Poison type. On hit, the target is Toxified.



This Pokémon has a Gigantamax form in PHB2.





Garbodor consume vast amounts of refuse daily. Their bodies contain potent unquantifiable toxins, developed from the rancid waste they eat; Garbodor poisonous cocktails will change daily based on its last meal. They have adapted to consume garbage so efficiently that they do not even have to chew; they simply inhale and swallow trash whole. Though peaceful, Garbodor are more than capable of defending themselves when threatened. They will grab foes with their left hands, spray them with virulent poison from the fingertips on their right hands, and then belch in their faces to knock them unconscious with poison gases. Due to their unpleasant smells and appearances, Garbodor are maligned by many. Some cities have even tried to remove them from their landfills. Despite this vitriol, Garbodor are in fact integral residents of urban areas; they consume waste far more cleanly than any machine, and without them many cities would become exceedingly filthy.



Koffing live in smog-heavy areas, such as in highly polluted urban cities and above active volcanoes. They contain dozens of different poisonous fumes inside their bodies. Their skin is very thin, even transparent in certain lighting. In warmer climates, such as near volcanoes, the gases in their bodies can expand, stretching their skin and making them prone to exploding. Koffing also tend to produce more gas when warm, making detonations all the more likely. Their gaseous mixtures are lighter than air, allowing them to float. Koffing can also expel these gases when threatened, inducing teary eyes, stuffy noses, and coughing in those exposed to even the most minute amounts. They can also poison attackers; the gases Koffing expel become smellier and more toxic when they are stressed. In cities where they are plentiful, Koffing can create dangerous smog that shrouds the metropolises.





## Koffing / Weezing

### / Weezing (Heavy Pollution)



In the wild, two Koffing can merge together where two different toxic gases meet into a Weezing, or a Koffing can develop a sort of growth that resembles another Koffing. Each of their heads contains a different poisonous gas. By inflating their heads in an alternating manner, they mix their gases together to form stinkier, more dangerous compounds. They can also worsen the smell and toxicity of their gases by inhaling fumes from industrial waste or absorbing the dust, gases, and germs from garbage. Weezing will make their homes in dirty houses, hiding in attics until the residents leave or fall asleep, at which point they will emerge to feast on their garbage. They also make their homes near factories with large amounts of industrial waste or near the toxic gases above active volcanoes. Though the stench from a thriving Weezing can knock a person out, by diluting it to nearly imperceptible amounts, some companies have been able to create a top-grade perfume. The gas is also highly volatile, meaning their explosive tendencies essentially make them dangerous, floating mines.

#### Koffing



**Poison** - Medium (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 10    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Flight (*can fly*), Repulsive (*repels others with a foul smell*)

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

#### Moves (Attack +3, Special Attack +3, Effect +2)

**Poison Gas** - Ranged(5ft burst) Poison Effect: 3/day. Poison Gas has -2 during Accuracy Check. On hit, all targets are Poisoned.

**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

**Assurance** - Melee Dark Attack: 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.

#### Weezing



**Poison** - Medium (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Flight, Repulsive

**Passives:** Levitate, Neutralizing Gas (*Ability passives other than your own do not work within 10ft of you.*), Stench (*Whenever you are hit with a melee attack, roll 1d4. On 4, Stun the attacker*)

#### Moves (Attack +4, Special Attack +4, Effect +3)

**Gyro Ball** - Melee Steel Attack: 3/day 3d10. Gyro Ball can only target faster targets.

**Sludge Bomb** - Ranged(25ft, 5ft blast) Poison Special Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, all targets are Poisoned.

**Self-Destruct** - Ranged(30ft burst) Normal Attack: 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.





## Weezing (Heavy Pollution)



Poison / Fairy - Medium (Size), Light (Weight)

Hit Points: 42    Defense: 12    Special Defense: 7

Speed: 6 (30 ft.)    Attack: 9    Special Attack: 9

Skills: Flight, Repulsive

**Passives:** Levitate, Neutralizing Gas, Misty Surge (As a free action you may deplete one use of Misty Terrain and use Misty Terrain.)




**Moves (Attack +4, Special Attack +4, Effect +3)**

**Strange Steam** - Ranged(10ft burst) Fairy Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, any targets are Confused.

**Double Hit** - Melee Normal Attack: 3/day 1d20. Double Hit is a Scatter attack. It has two attacks.

**Misty Terrain** - Fairy Field Effect: 3/day. You create a circle of Misty Terrain with a 60ft diameter. Within the Misty terrain, Dragon-type attacks are resisted by anyone who is not already resistant to Dragon-type attacks and afflictions cannot be given to anyone. This terrain disappears after 2 mins.

**Biology:** Egg Group - Amorphous / Mineral, Egg Hatch Rate - 10 Days, Diet - Pollutivore, Habitat - Urban Abandoned / Urban Plants

**Evolution:** Koffing  Weezing,   From Heavily Polluted habitat Heavy Pollution Weezing

**Proficiencies:** Dark (Weezing) / Fairy (Heavy Pollution Weezing) / Fire / Poison



Some Weezing populations greatly benefit from being in such pollution heavy environments that they become something that benefits the space they live in. When factories burn enormous volumes of coal and spew tremendous amounts of noxious fumes, it can attract swarms of Koffing to these industrial areas. While these Pokémon naturally consume toxic gases and incorporate them into their own poisons, these Weezing have evolved a way to sequester toxic compounds from the air in order to more efficiently store them within their bodies. As a miraculous byproduct, these Pokémon then spew out purified air, as they have no longer have any use for it. These Weezing suck in much more air than normal Weezing, emitting clean air from specialized pipes out of the tops of their heads so it doesn't dilute the pollution they are breathing in at mouth level. Though their toxins are less potent than that of other Weezing, the fumes they do produce linger around their heads and are still strong enough to completely stun opponents.





Seviper are covered in scars from feuds with their arch-nemeses Zangoose. Though Zangoose may be more agile, Seviper are more well-defended; both their fangs and tails can secrete a brutal, incapacitating venom. Their tails are as sharp as swords, capable of slashing into foes while simultaneously injecting their venom. When not hunting or battling with Zangoose, Seviper whet their tail-blades on rocks to sharpen them. Seviper coil their long bodies around prey to crush and suffocate them before slitting their throats with their venomous tails. They can also sink their teeth into the necks of more resilient foes. In battle, they will wield their tails like poisonous daggers. From years of bitter conflict with Zangoose, Seviper have developed regenerative properties that enable them to recover quickly from even the worst slashes. They can heal grazes almost instantly by shedding their skin; deeper gashes take longer to recover from, but still heal very quickly when compared to another Pokémon.



## Seviper



**Poison** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 13    **Special Attack:** 10

**Skills:** Stealth (*can make stealth skill checks*), Swimmer (*can swim*), Tracker (*can follow scents*)

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Swords Dance (+2 Attack), Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*), Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

**Moves (Attack +6, Special Attack +5, Effect +3)**

**Swagger** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Poison Fang** - Melee Poison Attack: 3/day 1d20. On hit, if you got 10 or higher on Accuracy Check, the target is Toxified.

**Night Slash** - Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.



**Biology:** Egg Group - Field / Dragon, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Grasslands

**Proficiencies:** Poison / Blades / Fangs / Glutton





## Abra / Kadabra / Alakazam



### Abra



**Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 2    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 2    **Special Attack:** 11

**Skills:** Hover (*can hover*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

**Passives:** Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, the offender is also given the same affliction.*)

**Moves (Attack +1, Special Attack +5, Effect +4)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Teleport** - *Ranged(50ft) Psychic Effect:* 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4<sup>th</sup> the damage you would have taken from the attack.

### Kadabra



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 3    **Special Defense:** 8

**Speed:** 11 (55 ft.)    **Attack:** 4    **Special Attack:** 13

**Skills:** Telekinetic, Telepath

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Inner Focus (*You are immune to being Stunned.*), Synchronize

**Moves (Attack +2, Special Attack +6, Effect +5)**

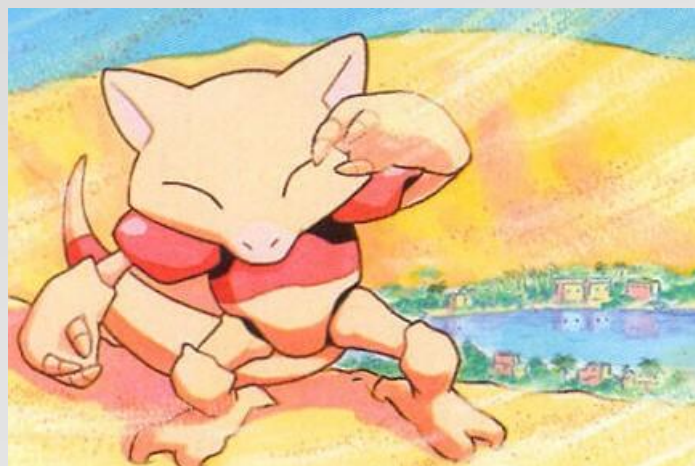
**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Disable** - *Ranged(20ft) Normal Effect:* 1/day. For 1 minute, the attack last used by the target may not be used again.

**Reflect** - *Melee Psychic Effect:* 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.



Abra are notorious for being difficult to catch. They teleport around, and will not hesitate to do so when confronted, teleporting away from potential threats to safety. Trainers must either throw their Poké Balls immediately or prevent their escapes to catch them. This requires great effort and concentration of psychic energy, often tiring them out. As a result, Abra will sleep up to 10 hours a day. If they do not get enough rest, their psychic powers may be weakened. Even when Abra are asleep, their bodies can still sense impending attacks or danger and warp them away without waking up. They may consequently awaken bewildered by their locations as a result.





Kadabra no longer need to rest for long periods of time. Their psychic powers increase with adrenaline, so a Kadabra in danger may be able to perform more powerful attacks than usual. These Pokémon emit strange alpha waves from their brains, which can induce headaches in those around them and cause electronics to malfunction. By staring at their silver spoons, they can focus their energy; without one, their strength is halved. Curiously, this only seems to work with silver, with no other metals being of any use to them. Kadabra alpha waves can cause clocks to run backwards and shadows to appear on televisions. When Kadabra focus on their spoons or close their eyes, the strength of their psychic powers increases.



Alakazam are highly intelligent Pokémon that are capable of unleashing devastating psionic attacks. Their brain cells multiply indefinitely, allowing them to remember everything and calculate difficult equations at speeds rivaling supercomputers. Their huge brains weigh so much that their necks can no longer support them; they must use their psychic powers to support them instead. Older Alakazam have larger heads. Alakazam can close their eyes to increase their strength. They exude so much psychic energy from their brains that those nearby may develop headaches. Their spoons are thought to have been created purely of this energy. An Alakazam can recognize its own spoons from another's; each pair is completely unique. These Pokémon will gift one of their spoons as a sign of utmost affection. In battle, Alakazam use their intellects to their advantage. They quickly calculate variables.



### Alakazam



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 11

**Speed:** 12 (60 ft.)    **Attack:** 5    **Special Attack:** 15

**Skills:** Intelligence (*very smart*), Telekinetic, Telepath

**Passives:** Calm Mind, Inner Focus, Magic Guard (*You can only take damage from attacks that deal damage. You are unaffected by damage from afflictions, coats, hazards, weather or any passives.*), Synchronize

### Moves (**Attack +2, Special Attack +7, Effect +6**)

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Future Sight** - *Ranged(30ft) Psychic Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Urban / Ruins

**Evolution:** Abra Kadabra Alakazam

**Proficiencies:** Psychic / Energy Blast / Pulse



This Pokémon has a Mega Evolution in PHB2.



## Gothita / Gothorita / Gothitelle



### Gothita



**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 4    **Special Attack:** 8

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Fake Tears (+2 *Special Attack*), Tickle (+1 *Attack*, +1 *Defense*), Competitive (*If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.*)

**Moves** (*Attack +2, Special Attack +4, Effect +2*)

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Double Slap** - *Melee Normal Attack:* At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

### Gothorita



**Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Telekinetic

**Passives:** Fake Tears, Tickle, Competitive

**Moves** (*Attack +3, Special Attack +5, Effect +3*)

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Shadow Tag** - *Ranged(10ft) Psychic Effect:* 1/day. On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Shadow Tag.

**Feint Attack** - *Melee Dark Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.



Gothita are odd Pokémon found primarily in run-down areas of human towns and cities. Gothita have extremely long attention spans; when they notice something new, they will stare at it intently for minutes or even hours on end. Gothita sometimes forget to blink as they stare and occasionally even fail to notice when they are being attacked in battle due to how closely they are examining their opponents. Sometimes, these Pokémon will even stare out into thin air, focusing on what appears to be nothing to most onlookers. They have also been observed mumbling in muted, inaudible tones when doing so. Groups of Gothita are known to congregate around and fixate upon the same spot in the air, leading some to suggest that these Pokémon may be able to see and talk to things that no other beings can. No scientific studies have successfully proven this theory, however. The bow-like feelers that adorn their heads amplify their psychic powers. If these feelers are disturbed while Gothita are examining something, they will lose their concentration and snap out of their trances.





Gothorita are feared in many rural communities due to the many urban legends surrounding their behavior. Gothorita are nocturnal and are said to derive their psychic powers from starlight and constellations. These Pokémon will arrange stones to match the positions of the stars overhead and then levitate them in the air. Gothorita sometimes lead people away from their homes and into forests in this manner, wiping their memories along the way. Some anecdotes tell of lonely Gothorita will hypnotize young children while they lay asleep on starry nights, manipulating them to play with the Gothorita as friends.



Gothitelle are respected by people and Pokémon alike because of their tremendous psychic capabilities. These Pokémon are amazingly adept at reading star charts and examining the night sky, observing the positions and movements of celestial bodies in order to predict the future. Because of their foresight, people in ancient times used to consult Gothitelle for warnings. Gothitelle are also capable of momentarily showing cryptic images of their predictions to onlookers by projecting them onto the empty space surrounding them. They can predict the lifespans of other living creatures, including those of themselves and their friends. As a result, despite their great power, Gothitelle are often seen sad or crying because of what they know is ultimately inevitable for both themselves and their loved ones.



### Gothitelle



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 11    **Special Defense:** 11

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 12

**Skills:** Telekinetic

**Passives:** Fake Tears, Tickle, Competitive

#### **Moves (Attack +3, Special Attack +6, Effect +3)**

**Flatter** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.

**Heal Block** - Ranged(30ft burst) Psychic Effect: 1/day. All affected targets cannot be healed or heal for 1 minute.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Urban Abandoned / Urban

**Evolution:** Gothita Gothorita Gothitelle

**Proficiencies:** Electric / Psychic / Tricky / Weird





# Hatenna / Hattrem / Hatterene



## Hatenna



**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 3    **Special Attack:** 6

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Play Nice (+1 Defense), Healer (*After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.*)

**Moves (Attack +1, Special Attack +3, Effect +2)**



**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



**Disarming Voice** - Ranged(10ft) Fairy Special Attack: At-Will 1d12. You can't miss targets with less than 15 Special Defense.



**Life Dew** - Ranged(20ft burst) Water Effect: 1/day. You and any allies in range are each healed HP equal to 1/6<sup>th</sup> of your Max HP.



## Hattrem



**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 4    **Special Attack:** 9

**Skills:** Telekinetic

**Passives:** Play Nice, Healer, Magic Bounce (*If you are hit by an attack that does not deal damage, the attacker is instead affected by the effects of their own attack.*)

**Moves (Attack +2, Special Attack +4, Effect +2)**



**Aromatherapy** - Melee Grass Effect: 3/day. Target an ally or yourself. Target is cured of all afflictions.



**Psybeam** - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.



**Heal Pulse** - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Hatenna make their homes deep within secluded woodlands, preferring isolation whenever possible. This is because the protrusions on their heads can sense emotions like radars, causing the Pokémon great distress when near sources of intense feeling. This sensory system helps them detect predators who mean them harm well before they draw near. Hatenna seem especially sensitive to the feelings of people, and even more so towards hostile emotions. This has historically made them excellent warning systems for other woodland Pokémon to signal the approach of human trappers and hunters. When cornered, these Pokémon will release a burst of psychic energy to stun attackers before fleeing deeper into the wilderness.





Hattrem are highly sensitive to the emotions of surrounding beings. When faced with a surge of passionate emotion, will seek out the source and pummel it violently with their braids. Hattrem also dislike noise and will similarly seek out loudmouths and get them to pipe down, with force if necessary. They can be commonly seen using these braids to support them like legs. They create a quiet, peaceful environment around themselves through such policing action.



Hatterene are mysterious creatures that only dwell in the deepest parts of the most secluded woodlands. These Pokémon prefer peace and quiet; while not as sensitive to noise and emotions as Hattrem, they still strongly dislike loud noises and passionate feelings. Pokémon that dwell near Hatterene know to keep themselves in check, lest they find themselves being ripped into by the claw that grows out of a Hatterene head. Hatterene constantly emit a low-level of psychic energy to induce headaches in strangers that come too close to their territory. An unnatural quiet and a tingling sensation in the head is a good sign that a Hatterene is near. If a Hatterene shows a willingness to bargain, one should never renege on the deal. Hatterene will exact terrible vengeance on those that betray them.



### Hatterene



**Psychic / Fairy** - Medium (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 11

**Speed:** 3 (15 ft.)    **Attack:** 9    **Special Attack:** 15

**Skills:** Telekinetic

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Play Nice, Healer, Magic Bounce

#### Moves (Attack +4, Special Attack +7, Effect +1)

**Magic Powder** - *Melee Psychic Effect:* 3/day. On hit, put a Weird Coat on the target. The Coat has the following ability: You lose your current Types and become only Psychic-type for 10 mins.

**Psycho Cut** - *Ranged(20ft) Psychic Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Fairy, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Woodlands

**Evolution:** Hatenna Hattrem Hatterene

**Proficiencies:** Fairy / Psychic / Healer / Spellcraft / Weird





# Solosis / Duosion / Reuniclus

## Solosis

**Psychic** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 5

**Speed:** 2 (10 ft.)    **Attack:** 3    **Special Attack:** 11

**Skills:** Hover (*can hover*), Telekinetic (*can move things with their mind*)

**Passives:** Overcoat (*You are immune to damage from weather.*)

**Moves (Attack +1, Special Attack +5, Effect +1)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Light Screen** - *Ranged(30ft) Psychic Effect:* 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

## Duosion

**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 4    **Special Attack:** 13

**Skills:** Hover, Telekinetic

**Passives:** Charm (+1 *Defense*), Magic Guard (*You can only take damage from attacks that deal damage. You are unaffected by damage from afflictions, coats, hazards, weather or any passives.*), Overcoat

**Moves (Attack +2, Special Attack +6, Effect +1)**

**Reflect** - *Melee Psychic Effect:* 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

**Psyshock** - *Ranged(20ft) Psychic Special Attack:* 3/day 3d10. Psyshock's Accuracy Check is made against the target's Defense.

**Pain Split** - *Melee Normal Effect:* 1/day. On hit, you and target's current HPs are added together and halved, assigning both you and the target that new value. Neither can have their new HPs be more than their Max.

Solosis are a very primitive species, having remained unchanged for thousands, perhaps even millions, of years. They are enormous single-celled organisms that have developed specialized organelles analogous to the more complex organs of multicellular Pokémon. Their cell membranes enclose their green, gelatinous cytoplasm; the two substances guard Solosis from a staggering range of conditions, allowing them to survive virtually anywhere. Their membranes shield them from radiation and harsh weather, while their cytoplasm regulates their temperature and internal pressure. Solosis have highly-developed, spiral-shaped organelles on the left sides of their heads that function like brains. They allow Solosis to wield moderate psychic powers and also enable them to communicate telepathically with others of their kind.





Duosion are still technically a single cell, but because of their arrested development, they sometimes seem to act as two separate beings. This is because they quite literally have two separate brains. The two structures often act independently from one another, forcing Duosion to attempt to execute both actions simultaneously. This usually renders their movements jerky and erratic. Occasionally, both of their brain-like organelles will have the same thought, often due to experiencing a shared threat or initiating an innate reflex. The psychic powers of Duosion are strongest when this occurs as both organelles are able to act in unison rather than independently in order to focus their abilities.



Reuniclus are unique in that though they are single-celled organisms, their organelles have developed so exceptionally that they are able to consciously shape their cell membranes, cytoplasm, and nuclei at will. The brain-like organelles they had as Solosis and Duosion have developed into networks similar to the nervous systems of multicellular beings. By connecting hands with other Reuniclus, these Pokémon can also connect their organelle networks and greatly amplify their psychic powers. Their pseudo-nervous systems enable them to manipulate their membranes and cytoplasm like quasi-muscular systems; they can grasp objects with their "hands" that, with the aid of psychic power, are strong enough to crush boulders. They seem to prefer fighting in this pseudo-physical way, with reinforced punches, rather than relying solely on psychokinesis. Reuniclus are capable of regenerating torn cell membranes and lost cytoplasm over time; however, damage to their nuclear membranes or their contents, as well as the organelles floating in their arms, is almost always permanent. Their cytoplasm is designed to cushion these vital structures.



### Reuniclus



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 9    **Special Defense:** 9

**Speed:** 3 (15 ft.)    **Attack:** 7    **Special Attack:** 13

**Skills:** Hover, Telekinetic

**Passives:** Charm, Magic Guard, Overcoat, Regenerator (When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.)

**Moves (Attack +3, Special Attack +6, Effect +1)**

**Dizzy Punch** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Urban Abandoned / Urban

**Evolution:** Solosis Duosion Reuniclus

**Proficiencies:** Psychic / Munition / Punches





## Mime Jr. / Mr. Mime



## / Mr. Mime / Mr. Rime (Icy Mountain)

### Mime Jr.



**Psychic / Fairy** - Small (Size), Medium (Weight)

**Hit Points:** 12    **Defense:** 5    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Meditate (+1 Attack), Soundproof (*You are immune to sound-based attacks.*)

#### Moves (Attack +2, Special Attack +3, Effect +3)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Double Slap** - Melee Normal Attack: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.



Mime Jr. can be found wandering through crowded streets in urban areas. They are notable for relying heavily on humans, performing in front of audiences in exchange for food. They are can be mimics, potentially able to perfect copying the facial expressions and body movements of people and Pokémon. By doing so, they are also able to gain insight into their emotions; Mime Jr. may take advantage of this by focusing on more benevolent, compassionate spirits during their performances in hopes of earning more food. However, they make mistakes often, which will break the illusion. If attacked, they will mimic foes to confuse them, fleeing before they have a chance to react. One may occasionally find Mime Jr. scavenging through dumpsters in search of food; these Pokémon are known to raid trash bins when they fail to earn enough through performing.

### Mr. Mime



**Psychic / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 9    **Special Defense:** 12

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 10

**Skills:** Telekinetic

**Passives:** Barrier (+2 Defense), Meditate, Filter (*Super-effective attacks against you deal -4 damage after applying weakness.*), Soundproof, Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

#### Moves (Attack +3, Special Attack +5, Effect +4)

**Light Screen** - Ranged(30ft) Psychic Effect: 3/day. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

**Reflect** - Melee Psychic Effect: 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

**Psybeam** - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Mr. Mime are masters in the art of pantomiming. They can often be seen performing in the streets of cities and towns, where they mime in exchange for food. Mr. Mime are exceptionally adept at creating false walls, pretending to be trapped behind invisible barriers using their hands. However, they have the ability to solidify these walls with a peculiar force emitted from their fingertips, all the while keeping them transparent. Their fingers can vibrate, slow, and then stop air, creating completely invisible walls. Interrupting a performing Mr. Mime is extremely rude; they will not hesitate to discipline troublemakers by using slapping them.

**Mr. Mime (Icy Mountain)****Ice / Psychic** - Medium (Size), Medium (Weight)**Hit Points:** 30    **Defense:** 7    **Special Defense:** 9**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 9**Skills:** Freezer (*can create ice*), Telekinetic (*can move things with their mind*)**Passives:** Screen Cleaner (*Whenever you move through a Wall, Hazard, or adjacent to someone with a Coat, destroy all Walls, Hazards and Coats.*), Vital Spirit (*You are immune to being put to Sleep.*)**Moves (Attack +3, Special Attack +4, Effect +5)****Icy Wind** - Ranged(10ft) Ice Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.**Double Kick** - Melee Fighting Attack: 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

In chilly regions, Mr. Mime take advantage of slippery ice in their performances. These Mr. Mime instead have wide feet. Their soles chill the ground beneath them to create slick sheets of ice that they can tap-dance on. These Pokémon are commonly seen performing for food in large cities. In the winter months, they will visit towns that are experiencing snow as traveling troupes, much to the delight of children. Mr. Mime can kick up their ice sheets to use them as attacks in combat. They use their quick footwork to nimbly evade opponents as they freeze the ground beneath them, causing foes to lose their footing and skid on the slippery ice.

**Mr. Rime****Ice / Psychic** - Medium (Size), Medium (Weight)**Hit Points:** 48    **Defense:** 8    **Special Defense:** 10**Speed:** 7 (35 ft.)    **Attack:** 9    **Special Attack:** 11**Skills:** Freezer, Telekinetic**Passives:** Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*), Screen Cleaner, Vital Spirit**Moves (Attack +4, Special Attack +5, Effect +3)****Freeze-Dry** - Ranged(10ft) Ice Special Attack: 3/day 3d8. Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.**Sucker Punch** - Melee Dark Attack: 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 13 Days, Diet - Omnivore, Habitat - Mountain / Urban**Evolution:** Mime Jr. → Mr. Mime, → From Icy Mountain habitat Mr. Mime (Icy Mountain) → Mr. Rime**Proficiencies:** Fairy (Mr. Mime) / Ice (Mr. Mime Icy Mountain / Mr. Rime) / Psychic / Weird





Mr. Rime are famous for their incredible talent. When a popular wild Mr. Rime visits a city, residents will flock to see it perform. Both children and adults alike are entertained by their nimble footwork and amusing dancing. Mr. Rime wave their icy canes in time with their steps, and their audiences feel compelled to clap along to the beat as well. The patterns on their bellies exude psychic energy that smoothen their movements and lightens their footsteps; they also have a second sets of eyes to help Mr. Rime stay alert to how the audience is feeling. Mr. Rime can wave their canes to freeze moisture in the air around them, creating sparkling flurries that enrapture onlookers. The horns on their heads act like feelers that sense the audience's anticipation, letting Mr. Rime know how to best thrill them with their next moves.



Ralts live in urban areas around humans. The horns on their heads allow them to sense the emotions of those around them. They are extremely timid, rarely appearing to people and spending most of their time in hiding. Ralts emulate the emotions they sense around them; if they feel happiness, they also become happy. If they feel anger or fear, they begin feeling similarly as well, and will flee to prevent such negative emotions from overpowering them. As such, Ralts will only appear in front of cheerful people and Pokémon. Their body temperatures also slightly correlate with the feelings around them, warming up when around joy but cooling down around anger. When Ralts experience strong emotions, they may begin to visibly shiver. The horns on their heads may also glow slightly.





## Ralts / Kirlia / Gardevoir

### / Gallade



Kirlia draw their power from positive emotions. They become more graceful and powerful the more often they are exposed to positive feelings. When happy, they will dance and twirl to amuse those around them. Kirlia are highly intelligent, with well-developed brains capable of harnessing respectable psychokinetic powers from the emotions around them. The horns on their heads concentrate their powers, allowing them to distort the space around them and create visual mirages. When around particularly happy individuals, Kirlia can even rip small holes in time itself and discern brief glimpses of the future; such a task, however, requires great skill and very passionate emotions, making it difficult for them to pull it off repeatedly.

#### Ralts



**Psychic / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 4    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 3    **Special Attack:** 5

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Growl (+1 Defense), Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, the offender is also given the same affliction.*)

#### Moves (Attack +1, Special Attack +2, Effect +2)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Teleport** - Ranged(50ft) Psychic Effect: 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4<sup>th</sup> the damage you would have taken from the attack.

**Magical Leaf** - Ranged(25ft) Grass Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

#### Kirlia



**Psychic / Fairy** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Telekinetic

**Passives:** Growl, Synchronize

#### Moves (Attack +2, Special Attack +3, Effect +2)

**Heal Pulse** - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Draining Kiss** - Melee Fairy Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Hypnosis** - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.



## Gardevoir



**Psychic / Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 12

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 13

**Skills:** Flight (*can fly*), Telekinetic, Telepathy (*can read minds*)

**Passives:** Growl, Synchronize, Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

**Moves (Attack +3, Special Attack +6, Effect +4)**

**Wish** - *Melee Normal Effect:* 1/day. Target an ally or yourself. After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Moonblast** - *Ranged(20ft) Fairy Special Attack:* 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.



Gardevoir are oddly not affected by gravity, using their psychic powers to counteract it; though they have legs, they float rather than walk. They are enormously loyal to their allies and will do everything in their power to protect them. They are able to see into the future, but the image they view is not always clear. Their attacks strengthen with the need they feel to protect their allies; thus, their strongest techniques can only be used in dire situations. Gardevoir are very wary of trusting strangers, but will develop the same loyalty they show to their family or trainers they bond with to those who show similar compassion and optimism.



This Pokémon has a Mega Evolution in PHB2.

## Gallade



**Psychic / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 12

**Speed:** 8 (40 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Telekinetic, Telepath

**Passives:** Growl, Justified (*When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.*), Steadfast (*When you are Stunned, your Speed is +1 for 10 mins.*)

**Moves (Attack +6, Special Attack +3, Effect +4)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Psycho Cut** - *Ranged(20ft) Psychic Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

**Close Combat** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Human-Like / Amorphous, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Ralts → Kirlia → Gardevoir,



Dawn Stone Gallade

**Proficiencies:** Fairy (*Gardevoir*) / Fighting (*Gallade*) / Psychic / Blades (*Gallade*) / Energy Blast (*Gardevoir*)



This Pokémon has a Mega Evolution in PHB2.



Gallade are known for their combative capabilities and chivalry. Many refuse to attack foes weaker than them unless they have some sort of handicap to make the fights fair. They hold honor in the highest regard and will graciously accept losses as long as they fought courageously. Gallade will always fight for what they believe is right, no matter what the cost. They are very loyal and will gladly lay down their lives to protect their allies. In combat, they extend the blades on their elbows and brandish them like swords. They can use these blades to both slash at foes and parry incoming attacks. They can read their opponents' thoughts, allowing them to fiercely strike at any given opportunity. They will fight most valiantly when defending someone they love. Due to their gallantry, Gallade will never slay foes in combat under normal circumstances. Should their honor be sullied, however, they may challenge offenders to duels to the death, going to great lengths to ensure that participants will be on even footing during such matches. Wild Gallade will roam the land, searching for opportunities to defend those in need.



Chingling can be found hopping around on the ground or in the treetops. They have orbs in the backs of their mouths that they can use to produce a ringing sound. As they move about, the orbs collide with the sides of their mouths, creating the distinctive, high-pitched ring recognized as their cries. Due to their body structure, they can resonate sound for long periods of time; once they begin crying, they will continue ringing for over fifteen minutes. By altering the shape of their mouths, Chingling can change the pitch of their cries. The sound can be melodious and pleasing when they are happy, but earsplittingly sharp if they feel threatened. In battle, Chingling cry loudly at very high frequencies to disorient foes. They can reach ultrasonic pitches that the human ear cannot detect. Chingling communicate through different volumes and pitches of their cries. The sound of many Chingling crying at once in a large squabble is said to be one of the most discordant sounds known to man.





## Chingling / Chimecho



### Chingling



**Psychic** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 3    **Special Attack:** 7

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Growl (+1 Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

#### Moves (Attack +1, Special Attack +3, Effect +2)

**Wrap** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



Chimecho become active in warm weather, flying around on gentle breezes. In cooler temperatures, they rest by using the suction cups on their heads to attach to the undersides of tree branches or the eaves of buildings. They also do this in strong winds to prevent themselves from blowing away. Thanks to their light weight, they can travel far distances on the wind alone. Chimecho defend themselves from enemies by letting loose psychic waves to knock foes away. To deter attackers, they emit cries that echo inside their bodies and sound like beautifully ethereal wind chimes. The sound unsettles foes with its unnaturalness, keeping them at bay. Their tails are prehensile; they use them to pick up nuts and Berries from bushes to eat. They communicate using seven different tones of their signature cry. They have an affinity for areas said to have high levels of supernatural activity. Chimecho have the power to heal others with their psychic powers in combination with their beautiful songs.

### Chimecho



**Psychic** - Small (Size), Featherweight (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 10

**Skills:** Flight. Telekinetic

**Passives:** Growl, Levitate


#### Moves (Attack +2, Special Attack +5, Effect +3)

**Extrasensory** - *Ranged(10ft) Psychic Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Heal Bell** - *Ranged(10ft burst) Normal Effect:* 1/day. You and all allies within range are cured of all afflictions.

**Healing Wish** - *Melee Psychic Effect:* 1/day. Your HP is set to 0, then target ally is healed to Max HP and cured of any afflictions.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 13 Days, Diet - Herbivore, Habitat - Grasslands / Mountains / Urban Burial

**Evolution:** Chingling  Chimecho

**Proficiencies:** Psychic / Healing / Sound




## Drowzee / Hypno



Drowzee consume dreams--especially those of young children and Pokémon. For this reason, they can sometimes be found lurking outside daycares or kindergartens during naptime. They are also skilled in hypnotism, putting people and Pokémon to sleep to consume their dreams. Drowzee rarely live near people, however, preferring to feed on the dreams of Pokémon in the grasslands that they call home. They get sick from bad dreams, so they use their noses to differentiate between good dreams and nightmares.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore / Psitroph, Habitat - Forests / Grasslands / Jungles / Savannas

**Evolution:** Drowzee  Hypno

**Proficiencies:** Psychic / Hexwork / Weird

### Drowzee



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Mind Lock (*mind can't be read*), Telekinetic (*can move things with their mind*)

**Passives:** Insomnia (*You are immune to being put to Sleep.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Hypnosis** - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

**Pound** - Melee Normal Attack: At-Will 2d6.

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



### Hypno



**Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 12

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Mind Lock, Telekinetic

**Passives:** Inner Focus (*You are immune to being Stunned.*), Insomnia

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Disable** - Ranged(20ft) Normal Effect: 1/day. For 1 minute, the attack last used by the target may not be used again.

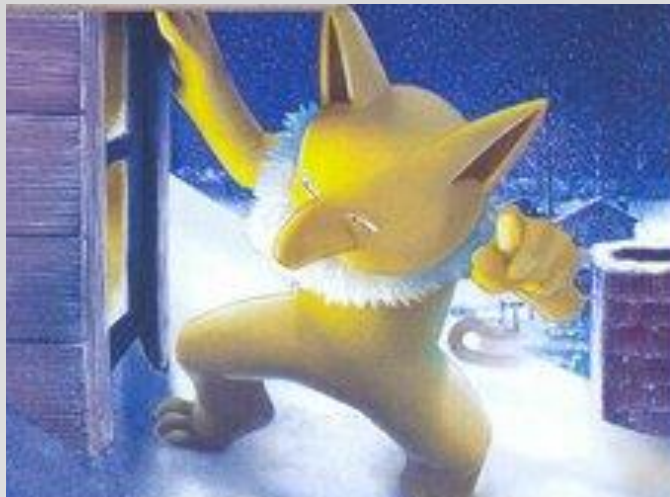
**Zen Headbutt** - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.







Tales of Hypno hypnotizing and kidnapping children run rampant. Luckily, Hypno only prey on dreams, so captives generally return physically unharmed. Their swinging pendulums cause drowsiness even in onlookers that have just awoken. The longer one stares at the mesmerizing oscillations, the longer the effect last. Hypno polish their pendulums constantly with their manes. The swinging of a Hypno pendulum transfixes all that see it. As a result, it oftentimes takes an outside force, such as another person, to push victims away.



Elgyem are the focus of many conspiracy theories involving space travel and extraterrestrials. Many connect their original discovery in the early 1950s to a purported terrestrial crash. While many amateur UFO enthusiasts have took it upon themselves to research the origins of Elgyem, no concrete evidence has been found pointing to them originating from outer space. These Pokémon appear to communicate by flashing the lights on their hands. They seem to be highly inquisitive about novel objects, examining and playing with them using their psychokinetic powers. Though not inherently aggressive, Elgyem will use their powerful psychic abilities to give foes crippling headaches when threatened. Those afflicted often wake up with no memory of what had occurred.






## Elgyem / Beheeyem



Beheeyem are very rarely reported in the wild; they tend to be reclusive and shy away from human contact. It is difficult for researchers to even estimate the number of wild Beheeyem—using their psychic powers in tandem with the flashing lights on their hands, these Pokémon are able to manipulate the recent memories of others; they appear to erase the memories of those that encounter them. Beheeyem are fond of visiting rural areas, especially wheat fields and pastures; it is said that when a lone Pokémon disappears from a farm, a Beheeyem is the culprit.

**Biology:** Egg Group - Human-Like, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Deserts / Ruins

**Evolution:** Elgyem  Beheeyem

**Proficiencies:** Psychic / Energy Blast / Weird

### Elgyem



**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 9

**Skills:** Flight (*can fly*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

**Passives:** Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

**Moves (Attack +3, Special Attack +4, Effect +1)**

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Heal Block** - Ranged(30ft burst) Psychic Effect: 1/day. All affected targets cannot be healed or heal for 1 minute.

**Headbutt** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Beheeyem



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 11

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 14

**Skills:** Flight, Telekinetic, Telepath

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Analytic (*When attacking a foe who has already acted this round, deal +4 damage.*), Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, the offender is also given the same affliction.*), Telepathy

**Moves (Attack +4, Special Attack +7, Effect +2)**

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

**Wonder Room** - Psychic Field Effect: 3/day. You create a circle of Wonderful Terrain with a 60ft diameter. Anyone who attacks within the Wonderful terrain makes Attack Accuracy Checks against Special Defense and Special Attack Accuracy Checks against Defense. This terrain disappears after 2 mins.



# Munna / Musharna



## Munna



**Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 6

**Speed:** 2 (20 ft.)    **Attack:** 3    **Special Attack:** 7

**Skills:** Hover (*can hover*)

**Passives:** Defense Curl (+1 Defense), Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxified by a foe, the offender is also given the same affliction.*)

### Moves (Attack +1, Special Attack +3, Effect +2)



**Psybeam** - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.



**Lucky Chant** - Ranged(30ft burst) Normal Effect: 3/day. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 mins.



**Yawn** - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.



Munna feed on the dreams of people and Pokémon alike. They rest in abandoned buildings during the day, cloaking themselves in soporific mists as protection. At night, they wander about houses in search of sleeping individuals, siphoning their dreams into the holes on their snouts. Their floral patterns light up as they feed. This process is entirely harmless, though these individuals will wake up unable to remember exactly what they dreamt of. Once Munna consume what they can of the dreams, they then process the remaining substance into a sleep-inducing fog that they use to protect themselves from predators. If the dreams they consumed were pleasant, then the mist will be bright pink in color and dissipate fairly quickly once released. Munna that siphon nightmares, however, will expel thick, grayish-purple or black mist and will likely become ill.

## Musharna



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 72    **Defense:** 10    **Special Defense:** 10

**Speed:** 3 (20 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Hover, Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

**Passives:** Defense Curl, Synchronize, Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

### Moves (Attack +3, Special Attack +5, Effect +2)



**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



**Dream Eater** - Melee Psychic Special Attack: 1/day 5d12. Dream Eater can only hit Sleeping targets. On hit, you regain HP equal to half of the damage dealt.



**Moonblast** - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore / Psittroph, Habitat - Urban Abandoned / Urban

**Evolution:** Munna  Moon Stone Musharna

**Proficiencies:** Psychic / Energy Blast



Musharna sleep through the day, only becoming active in the moonlight. Even then, they seem to float in states of half-consciousness, with their eyes remaining closed as they wander about. They very much dislike being disturbed from their slumbers. Musharna consume the dreams of people and Pokémon through the holes on their forehead. However, their mist is far more powerful and concentrated than that of Munna. Gazing closely at their mist will reveal fragments of the dreams the Musharna had consumed. Depending on the dreams eaten, their mists can take a variety colors, though pink is the most common. Dark, sooty Dream Mist is said to be especially dangerous. When threatened, Musharna can manipulate their mist to create illusory manifestations of the objects, people, and Pokémon within the dreams they had eaten. The figures created are often indistinguishable from real ones, though they last for only moments.



Because their wings are not yet fully developed, Natu are unable to fly, spending most of their time hopping and skipping around on the ground. They forage for food in shrubs and bushes, occasionally climbing onto branches to peck at shoots. Natu are also fond of cactus plants and can deftly hop between spines to reach the fruit of these plants without injuring themselves. They have surprisingly powerful legs and can launch themselves from the ground into the branches of trees. Natu never blink; they have the habit of staring at objects motionlessly for long periods of time until the objects stir. Natu are also very cautious Pokémon. Some believe that this is due in part to their supposed future-seeing, prophetic abilities. When large flocks of Natu flee from an area, people will begin preparing for imminent flash floods or earthquakes.





# Natu / Xatu



## Natu



**Psychic / Flying** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Leer (+1 Attack), Early Bird (*You roll twice during checks to wake from Sleep and use the higher result.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Peck** - Melee Flying Attack: At-Will 2d6.

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Teleport** - Ranged(50ft) Psychic Effect: 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4<sup>th</sup> the damage you would have taken from the attack.

## Xatu



**Psychic / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Flight (*can fly*), Telekinetic

**Passives:** Leer, Early Bird, Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, the offender is also given the same affliction.*)

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Future Sight** - Ranged(30ft) Psychic Special Attack: 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.



Xatu are mystic Pokémon that have played prominent roles in the myths involving their ability to see through time. Xatu are believed to see the past through their left eyes and the future through their right ones. These Pokémon often remain motionless, peering into the past and future of whatever place they have posted themselves. On the rare occasions that Xatu do move, they simply will raise their wings in patterns to communicate. When moving, they rise and glide with little effort of their wings, instead using their psychic powers to move from place to place.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Deserts / Forests / Jungles

**Evolution:** Natu Xatu

**Proficiencies:** Flying / Ghost / Psychic / Avian / Winged



## Ponyta / Rapidash (Forest Glade)



Isolated Ponyta populations sheltered in quiet forest glades have very vibrant and colorful manes. Ponyta are thought to absorb life energy from the world around them, storing it in their manes; these manes will shimmer with colorful sparkles once they hold enough energy. These Pokémon congregate in areas imbued with life energy. Ponyta can share their energy by rubbing their horns on others, healing them of injuries and curing them of poisons. However, they are said to be able to see right into the hearts of others by looking into their eyes. They will flee from those who possess impure hearts, and only heal those who are virtuous in mind and spirit.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forest / Woodlands

**Evolution:** Ponyta  Rapidash

**Proficiencies:** Fairy / Fire / Psychic / Horned / Spellcraft

### Ponyta (Forest Glade)



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 7

**Speed:** 10 (50 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Growl (+1 Defense), Run Away (+1 Speed), Tail Whip (+1 Attack), Pastel Veil (You and your allies within 10ft of you are immune to being Poisoned or Toxicified.)

**Moves (Attack +5, Special Attack +3, Effect +5)**

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Fairy Wind** - Ranged(20ft) Fairy Special Attack: At-Will 1d12.



### Rapidash (Forest Glade)



**Psychic / Fairy** - Large (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 8

**Speed:** 13 (65 ft.)    **Attack:** 11    **Special Attack:** 8

**Skills:** Telekinetic

**Passives:** Agility (+2 Speed), Growl, Tail Whip, Pastel Veil

**Moves (Attack +5, Special Attack +4, Effect +6)**

**Heal Pulse** - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Dazzling Gleam** - Ranged(15ft, 10ft wave) Fairy Special Attack: 3/day 3d8.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.







Rapidash dwell only in the deepest parts of woodlands imbued with life energy and untouched by civilization. Rapidash are known for their pride and bravery. Storing psychic energy in their manes and fetlocks, they empower their steps so that they barely even touch the ground while galloping; it is said these Pokémon appear as if they are running on air. Rapidash are said to only appear to two types of people and Pokémon. To those who are pure of heart, they will show themselves in moments of peril to heal them of their wounds and aid them on their quests. To those who have dark souls and intend to cause the woodlands harm, however, they will use their energy-infused horns to swiftly cut them down; it is said that their powerful horns can punch holes through metal.



Spink are found in mountainous areas near the sea. They wear discarded pearls that have washed ashore. Spink use their pearls to focus their psychokinetic powers; the larger the pearls, the more power they can harness. Thus, they are constantly searching for bigger pearls. Spink use their tails as springs to bounce around. The shocks from their rhythmic bouncing force their hearts to pump blood through their bodies. Spink even will bounce in place when sleeping. Their favorite food is underground truffles. However, they are physically ill-suited for digging them out. Luckily for them, Spink possess mild powers of manipulation, persuading other Pokémon to dig them for them in return for a share of the meal. If Spink drop their pearls, they grow tired and lose their abilities. They also will bounce more erratically without the extra weight. They will compulsively steal round objects and place them on their heads until they can find



new pearls.




## Spoink / Grumpig



Grumpig can sometimes be seen bouncing on their tails. Grumpig possess the ability to slightly manipulate another Pokémon. Using the black pearls on their bodies to focus their powers, Grumpig can make others nearby dizzy and disoriented. While doing so, they also perform strange, exotic step-dances of sorts that involve hopping from foot to foot and spinning around. They can focus their energy from their pearls, with only one or two glowing when not using a lot of power, and all three glowing when using a lot of psychic power. Without their three pearls, Grumpig are powerless, so they will defend their pearls with their lives.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Mountains

**Evolution:** Spoink  Grumpig

**Proficiencies:** Psychic / Elemental Attack E

### Spoink



**Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 4    **Special Defense:** 8

**Speed:** 6 (30 ft.)    **Attack:** 3    **Special Attack:** 7

**Skills:** Telekinetic (*can move things with their mind*)

**Passives:** Own Tempo (*You are immune to being Confused.*)

**Moves (Attack +1, Special Attack +3, Effect +3)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.



### Grumpig



**Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 11

**Speed:** 8 (40 ft.)    **Attack:** 5    **Special Attack:** 9

**Skills:** Telekinetic

**Passives:** Own Tempo, Thick Fat (*You take -4 damage from Fire-type attacks and Ice-type attacks.*)

**Moves (Attack +2, Special Attack +4, Effect +4)**

**Teeter Dance** - *Ranged(30ft burst) Normal Effect:* 1/day. On hit, all targets are Confused.

**Zen Headbutt** - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.





## Woobat / Swoobat

### Woobat



**Psychic / Flying** - Small (Size), Featherweight (Weight)

**Hit Points:** 42    **Defense:** 4    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Flight (*can fly*), Telekinetic (*can move things with their mind*)

**Passives:** Cute Charm (*Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.*)

#### Moves (Attack +2, Special Attack +3, Effect +3)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Gust** - Ranged(20ft) Flying Special Attack: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Assurance** - Melee Dark Attack: 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.



Woobat have very poor eyesight; shaggy fur covers their near-useless eyes as a result. Instead of sight, Woobat rely on echolocation to find their way around. Curiously, they emit ultrasonic waves from their noses rather than their mouths, as they have sound-producing organs used exclusively for echolocation located within their heart-shaped nostrils. Woobat roost by attaching their noses to the walls of caves, using their nostrils as suction cups. When they fly away, they leave behind distinctive heart-shaped marks on walls. Woobat are friendly Pokémon, and curious ones as well. Many of them can be seen flitting around spelunkers that enter their caverns, probing the travelers with their sound waves and noses.

**Biology:** Egg Group - Field / Flying, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Forests

**Evolution:** Woobat Swoobat

**Proficiencies:** Flying / Psychic / Winged

### Swoobat



**Psychic / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 7

**Speed:** 11 (55 ft.)    **Attack:** 6    **Special Attack:** 9

**Skills:** Flight, Telekinetic

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Cute Charm

#### Moves (Attack +3, Special Attack +4, Effect +5)

**Heart Stamp** - Melee Psychic Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Attract** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Infatuated with you.



Swoobat have sound-producing organs in their noses that can produce a large range of frequencies. Depending on the situation, they can alter the pitch and volume of their sound waves to achieve a variety of effects. Most of the time, these Pokémon use their waves to navigate; however, when threatened, they can instead produce frequencies capable of slashing through the air. Releasing such strong sound pulses tires them out quickly, however, rendering them temporarily unable to fly. By shaking their tails vigorously, they can further increase the power of their waves. Despite their destructive potential, however, Swoobat rarely ever need to resort to using such attacks. They are very friendly Pokémon that are almost always found in pairs. In battle, Swoobat are known to use their innocent demeanors to their advantages, using their suction cup-like noses to attack foes while their guards are lowered.



Wynaut are constantly smiling regardless of how they are feeling. Rather than frowning to express anger, they will slap their tails repeatedly on the ground to show displeasure. They live in large herds, traveling while huddled as close together as possible. They only become active at night, spending the day sleeping in dark caves. When the sun sets, they will emerge from their caves to play in the moonlight. They enjoy squeezing up against other Wynaut to increase their own endurance. Wynaut enjoy eating fruit, picking them off of trees using their ear-like arms.





# Wynaut / Wobbuffet



## Wynaut

**Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 6    **Special Defense:** 5

**Speed:** 2 (10 ft.)    **Attack:** 2    **Special Attack:** 2

**Skills:** -

**Passives:** Charm (+1 Defense), Telepathy (Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.)

**Moves (Attack +1, Special Attack +1, Effect +1)**

**Encore** - Ranged(10ft) Normal Effect: 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Splash** - Melee Normal Effect: At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Safeguard** - Ranged(10ft burst) Normal Effect: 1/day. Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

## Wobbuffet

**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 114    **Defense:** 7    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 3    **Special Attack:** 3

**Skills:** -

**Passives:** Charm, Telepathy

**Moves (Attack +1, Special Attack +1, Effect +1)**

**Counter** - Melee Fighting Effect: 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

**Mirror Coat** - Ranged(40ft) Psychic Effect: 1/day. Mirror Coat is used as a Reaction. After an enemy hits you with a ranged Special Attack move that deals damage, use Mirror Coat to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

**Destiny Bond** - Ranged(50ft) Ghost Effect: 1/day. If you are knocked out before your next turn, the offender who caused you to get knocked out has its HP set to 0.

**Biology:** Egg Group - Amorphous, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Caves / Forests

**Evolution:** Wynaut  Wobbuffet

**Proficiencies:** Weird / No moves from Any



Wobbuffet almost never attack foes without provocation. In fact, they prefer to avoid confrontation entirely, sheltering themselves away from most other Pokémon. They hate light and shock, living in dark caves and forests that receive almost no light at all. When Wobbuffet are attacked, they inflate themselves and counter; even so, they won't attack again unless their foes are unwise enough to attack twice. Their un confrontational natures can have rather humorous side effects. Wobbuffet are territorial Pokémon, but will refuse to attack unless struck first. Thus, when two Wobbuffet meet, they will have a stand-off of sorts, refusing to budge before the other. Such duels quickly become fasting contests. One notable exception to their passiveness is when it comes to defending their tails. They will ferociously attack anyone who threatens them and will go to great lengths to keep them concealed in darkness.



## Espurr / Meowstic

Espurr prefer to live alone, away from other Pokémon and people, even fellow Espurr and Meowstic. For this reason, they tend to inhabit abandoned human settlements or the tall grass of fields, where they can remain hidden. These Pokémon are rather quiet and unassuming, saving for their unnerving glares; however, their ears disguise two eye-like psychic organs that can potentially unleash enough energy to attack everything around them. Espurr cannot control this power, which is automatically let loose when they raise their ears. When frightened, though, Espurr may raise their ears in shock.



Meowstic exhibit dimorphism, with males being mostly blue and females being primarily white. These Pokémon also attack in different ways, with males tending towards defensive moves and females gravitating towards offensive ones. Upon evolution from Espurr, Meowstic gain full control over their eye-like psychic organs. By unfolding their ears, they can unveil these organs and unleash enough energy to pulverize foes. Meowstic must keep a close eye on their ears and keep them sealed as tight as possible, as even a slight relaxation can allow a significant amount of energy to leak out. Though they have better control of their powers, Meowstic still tend to avoid contact with others in fear of causing unnecessary harm. Their fingertips conceal sharp claws. These Pokémon partner for life; females venture out in search for food while males stay behind to care for the young— fitting based upon their varying battle styles. Males tend to be protective and easygoing, while females generally are more aggressive and short-tempered; female Meowstic are known to be vindictive towards those that anger them.

### Espurr



**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Mind Lock (*mind can't be read*), Telekinetic (*can move things with their mind*)

**Passives:** Leer (+1 Attack), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Scratch** - *Melee Normal Attack:* At-Will 2d6.

**Covet** - *Melee Normal Attack:* 3/day 2d8. On hit, steals the target's held item, if any.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.





## Meowstic

**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 8

**Speed:** 10 (50 ft.) **Attack:** 6    **Special Attack:** 8

**Skills:** Mind Lock, Telekinetic

**Passives:** Charm (+1 Defense), Leer, Infiltrator (*Hindering terrain and Walls do not affect you or your attacks.*), Keen Eye, Prankster (*Your attacks that do not deal damage on hit have Priority.*)



**Moves (Attack +3, Special Attack +4, Effect +5)**



**Reflect** - *Melee Psychic Effect:* 3/day. Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.



**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.



**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



**Moves (Attack +3, Special Attack +4, Effect +5)**



**Shadow Ball** - *Ranged(20ft) Ghost Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



**Signal Beam** - *Ranged(15ft beam) Bug Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.



**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Fields / Urban Abandoned

**Evolution:** Espurr  Meowstic

**Proficiencies:** Psychic / Weird



Slowpoke are rather dim and slow; in fact, it can sometimes take them over five seconds to react to pain. These Slowpoke spend most of their lives foraging leaves and roots from spice bushes. The spices mix together within Slowpoke making their bodies taste very unappealing to predators. This is an effective defense mechanism, as they have a hard time escaping pursuit. The brighter the colors on Slowpoke foreheads, the healthier they are and the more potent their latent psychic powers are.



As Slowpoke, their general repulsive taste repels most potential Shellder partners, but once attached, the Shellder changes Slowbro in a unique way. By mixing internal Shellder venoms with the Slowbro diet, Slowbro produces a powerful poisonous projectile that Slowbro can attack others with. Shellder permanently merges onto a Slowbro arm and although it may throw off the balance of a Slowbro, a new way to physically defend itself from others is well worth the lopsided waddle it walks. It can combine both a poisonous projectile with its own psionic prowess. Slowbro is not much brighter than it was as a Slowpoke and still may take a while to realize it should be deploying its defenses.





## Slowpoke / Slowbro (*Spice Diet*)

### / Slowking (*Spice Diet*)



**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches / Wetlands

**Evolution:** Slowpoke Superior Defense Slowbro,  
 Superior Special Defense Slowking

**Proficiencies:** Poison (*Slowbro and Slowking*) / Psychic / Water/  
Glutton / Weird

#### Slowpoke (*Spice Diet*)



**Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 6    **Special Defense:** 6

**Speed:** 2 (10 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Swimmer (*can swim*), Telekinetic (*can move things with their mind*)

**Passives:** Oblivious (*You are immune to Infatuation.*), Own Tempo (*You are immune to being Confused.*)

**Moves (*Attack +3, Special Attack +2, Effect +1*)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.

#### Slowbro (*Spice Diet*)



**Poison / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 11    **Special Defense:** 9

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Swimmer, Telekinetic

**Passives:** Amnesia (*+2 Special Defense*), Withdraw (*+1 Defense*), Oblivious, Own Tempo, Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (*Attack +5, Special Attack +5, Effect +1*)**

**Shell Side Arm** - *Ranged(20ft) Poison Variable Attack:* 3/day 3d10. Shell Side Arm's Accuracy Check is made against the target's Defense or Special Defense and Shell Side Arm's Accuracy Check is made with your Attack or Special Attack, both chosen before Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Poisoned.

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



### Slowking (Spice Diet)



**Poison / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 13

**Speed:** 3 (15 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Intelligence (*very smart*), Swimmer, Telekinetic

**Passives:** Amnesia (+2 *Special Defense*), Withdraw (+1 *Defense*), Oblivious, Own Tempo, Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

#### Moves (**Attack +4, Special Attack +5, Effect +1**)

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Slack Off** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

**Eerie Spell** - Ranged(30ft) Psychic Special Attack: 3/day 3d8. On hit, the attack last used by the target may not be used again for 1 minute.

As Slowpoke, their general repulsive taste repels most potential Shellder partners, but once attached, the Shellder changes Slowking in a unique way. By mixing internal Shellder venoms with the Slowking diet, Slowking has its latent intelligence drawn out when Shellder poison races through its brain. While other kinds of Slowking become telepathically capable of communication, this Slowking insists on using its voice, even though others may not understand it. This means that even though Slowking can solve almost any problem presented to it, but no one can understand a thing Slowking says.



Trained Indee-dee are commonly employed in various positions of the service industry. These Pokémon feed on positive emotions, sending and absorbing them through their horns. As such, they find it quite convenient that humans tend to congregate in cities and experience relief and gratitude when services are performed for them. In the wild, Indee-dee will partner with other species to take care of nests while their owners are away. Indee-dee are quite intelligent and know when they are being taken advantage of. Individuals can touch horns with one another to exchange information. This makes them highly efficient at warning others of unsavory employers and ungrateful customers. Thus, treating one Indee-dee poorly can easily result in Indee-dee across the city refusing to assist a person in all manners of tasks.



## Indeedge



**Psychic / Normal** - Medium (Size), Medium (Weight)



**Stats**

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 11

**Speed:** 10 (50 ft.)    **Attack:** 7    **Special Attack:** 12



**Stats**

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 12

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 11

**Skills:** Intelligence (*very smart*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

**Passives:** Calm Mind (+1 Special Attack, +1 Special Defense), Play Nice (+1 Defense), Inner Focus [Male](*You are immune to being Stunned.*), Own Tempo [Female](*You are immune to being Confused.*), Psychic Surge (*As a free action you may deplete one use of Psychic Terrain and use Psychic Terrain.*)

**Moves (Attack +3, Special Attack +6/+5, Effect +5/+4)**

**Helping Hand** - *Melee Normal Effect:* 3/day. Target ally's next attack during this round will deal +1d20 damage.

**Psychic Terrain** - *Psychic Field Effect:* 3/day. You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain, Psychic-type attacks deal an additional 8 damage This terrain disappears after 2 mins.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Fairy / Field, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Urban

**Proficiencies:** Fairy / Psychic / Healer



## Sigilyph



**Psychic / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 8

**Speed:** 12 (60 ft.)    **Attack:** 6    **Special Attack:** 10

**Skills:** Flight (*can fly*), Guster (*can produce wind*)

**Passives:** Tailwind (+2 Speed), Magic Guard (*You can only take damage from attacks that deal damage. You are unaffected by damage from afflictions, coats, hazards, weather or any passives.*), Tinted Lens (*Your resisted attacks deal +4 damage.*), Wonder Skin (*Your stats cannot be lowered by a foe's effects.*)

**Moves (Attack +3, Special Attack +5, Effect +6)**

**Whirlwind** - *Ranged(20ft) Normal Effect:* 3/day. On hit, moves the target 60ft away.

**Air Cutter** - *Ranged(15ft) Flying Special Attack:* At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Biology:** Egg Group - Flying / Amorphous, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Ruins

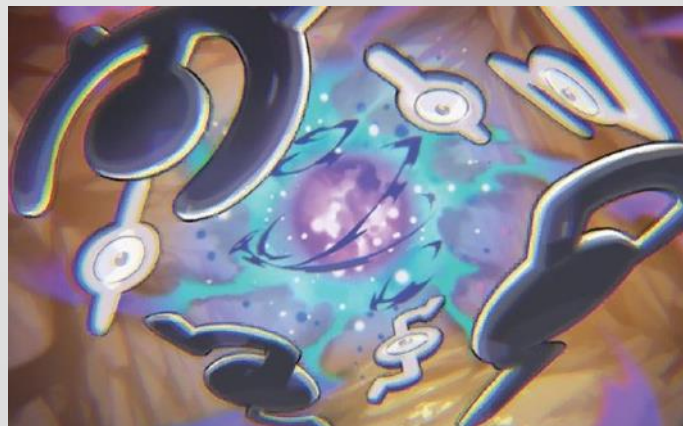
**Proficiencies:** Flying / Psychic / Weird / Winged







Sigilyph are ancient Pokémon that are believed to have lived alongside humans thousands of years ago. Carvings found in different deserts depict these Pokémon flying around the perimeters of ancient buildings and cities. A Sigilyph will always fly back and forth along the same route, as if constantly patrolling. They will attack objects blocking their patrol paths, attempting to blast holes into them for them to pass through. Sigilyph possess psychic powers that they use against those that approach them, perhaps as a reflexive attempt to defend their patrols.



Unown are very odd Pokémon. They are often found stuck to the walls of ancient ruins, flying off and orbiting each other when touched or otherwise disturbed. Unown comes in at least twenty-eight different forms, each somewhat resembling a letter of the Latin alphabet as well as two resembling punctuation marks; it is unknown whether Unown or the written language came first. Ancient hieroglyphs found in ruins seem to indicate the former, as the carvings appeared to mimic the body shapes of the different forms of Unown. There are hundreds of other lesser common forms as well. Unown appear to act with a hive mind, though researchers are not yet sure how they communicate, though electromagnetic waves and telepathy seem to be the most likely candidates. A single Unown is rather weak alone, but when two or more are near each other, strange phenomena begin to occur. Reports of reality warping and other bizarre activities have been traced back to large swarms of Unown. These Pokémon are believed to be connected with many elusive legendary Pokémon, as well as the mysterious secrets of the universe itself.





## Unown



**Psychic** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Flight (*can fly*), Invisibility (*can turn invisible*), Mind Lock (*mind can't be read*), Phasing (*can move through solid objects*), Telekinetic (*can move things with their mind*), Unown Melding (*Up to six Unown bodies can constitute one single entity, capturable as a whole. When this happens, one of the group's base stats are randomly and permanently raised by +1 for every two Unown in the group. For every three Unown in the group, it gains an additional instance of the Hidden Power attack.*), Unown Symbols (*Unown have hundreds of unique forms that resemble letters, petroglyphs, hieroglyphs, and scripts from all around the world. While many may be identical in appearance, it's impossible to know how many unique forms there are.*)

**Passives:** Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Teleport** - *Ranged(50ft) Psychic Effect:* 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4<sup>th</sup> the damage you would have taken from the attack.

**Hidden Power** – *Ranged(25ft) (Variable) Special Attack:* 3/day 3d8. When Hidden Power is added to a move list, assign a random Type to it (*Type can't be changed by relearning this move*).

**Biology:** Egg Group - Amorphous / Mineral, Egg Hatch Rate - 25 Days, Diet - Nullivore, Habitat - Ruins

**Proficiencies:** No moves from Any





## Geodude / Graveler / Golem

### Geodude



**Rock / Ground** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 11    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 3

**Skills:** Hover (*can hover*)

**Passives:** Defense Curl (+1 Defense), Rock Polish (+2 Speed), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +4, Special Attack +1, Effect +2)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Rock Throw** - *Ranged(20ft) Rock Attack:* At-Will 2d6.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.



Geodude are extremely common Pokémon in rocky places, sometimes representing nearly half of the total Pokémon in the area. They can almost perfectly disguise themselves as normal stones and hide in plain sight, spending most of their time like this. Geodude bury themselves halfway into the dirt to sleep; if stepped on, they may not even stir. However, awakening a sleeping Geodude may anger it and cause it to swing its fists at the assailer. They roll down mountainsides in search of food. Once satisfied, they hoist themselves back up with their arms in slow ascents. As Geodude age, their rough bodies begin to smoothen as their daily rolls chip away at their exteriors. The oldest Geodude may even have completely smooth bodies; such individuals tend to be calmer and less ornery than their younger relatives as well. They are prideful of the toughness of their bodies; two Geodude will slam against each other to see which has the harder exterior. Due to their electromagnetic makeup, they can levitate upwards and seemingly fly, an ability they will eventually lose.

### Graveler



**Rock / Ground** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Groundshaper (*can manipulate the ground*), Sinker (*can't swim*)

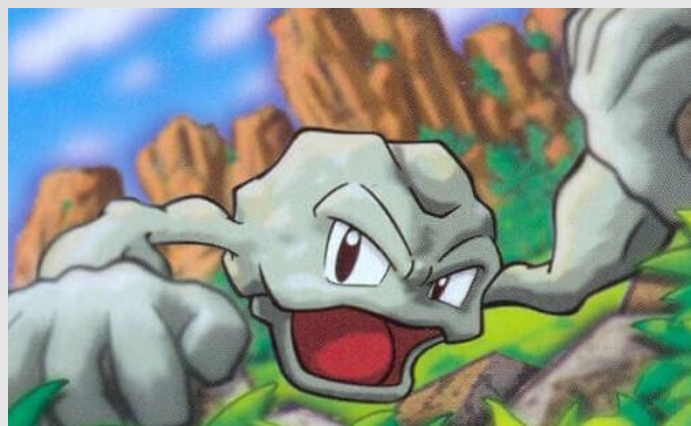
**Passives:** Defense Curl, Rock Polish, Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*), Sturdy

**Moves (Attack +5, Special Attack +2, Effect +3)**

**Smack Down** - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

**Bulldoze** - *Ranged(20ft burst) Ground Attack:* 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

**Rock Blast** - *Ranged(10ft) Rock Attack:* At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.





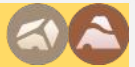
Though Graveler are carefree and not at all aggressive Pokémon, they are one of the main dangers trainers face while hiking in the mountains. The main hazard with Graveler is that they roll down mountainsides, smashing trees, boulders, and anything else standing in the way—including unwary travelers—until they reach the bottom. They are very difficult to stop once they pick up momentum from their tumbles, and can appear almost out of nowhere due to the high speeds they can reach. The best way to avoid rolling Graveler is to stay alert. If one hears rumbling in the distance on a mountain, one should try to locate its source and steer clear of the direct line below it. Graveler actively enjoy rolling down mountains and will climb to their peaks simply to tumble back down. Sometimes, these Pokémon may lose chunks of their bodies due to the rough terrains they roll on, though they do slowly regenerate; the broken chunks may fly off as debris, so one must make sure to take cover as well. When not rolling down mountains, Graveler consume rocks, especially enjoying those covered in moss.



Golem are rarities in the wild, so it is rare to see one tumbling down a mountainside. They are very dangerous to be near, because they often propel themselves down mountains while making small quakes. Such actions can set off rockslides in the immediate vicinity. Golem shed their skins annually to grow larger; their shells almost immediately crumble away into the soil, enriching it. Their bodies are whitish and tender for a short period of time, but new shells will quickly harden upon contact with the air. Golem eventually stop shedding with age, and particularly old individuals may even start growing moss on their carapaces after some time. Earthquakes will sometimes send groups of Golem rolling down, endangering alpine homes. When Golem roll, they tuck in their limbs and heads, rendering them temporarily unable to see. A rolling Golem may cause a small rockslide due to its weight, triggering others to roll as well.



### Golem



**Rock / Ground** - Large (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 14    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Groundshaper, Sinker

**Passives:** Defense Curl, Rock Polish, Rock Head, Sand Veil (*While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.*)

#### Moves (Attack +6, Special Attack +3, Effect +3)

**Heavy Slam** - *Melee Steel Attack:* 3/day 3d10. Heavy Slam can only target lighter targets.

**Stealth Rock** - *Ranged(5ft) Rock Effect:* 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - terravore, Habitat - Caves / Mountains

**Evolution:** Geodude Graveler Golem

**Proficiencies:** Ground / Rock / Magnetism / Stamping (Graveler / Golem)





## Geodude / Graveler / Golem (Iron-rich)

### Geodude (Iron-rich)



**Rock / Electric** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 11    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 3

**Skills:** Hover (*can hover*), Zapper (*can produce electricity*)

**Passives:** Defense Curl (+1 Defense), Rock Polish (+2 Speed), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

#### Moves (Attack +4, Special Attack +1, Effect +2)

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Rock Throw** - *Ranged(20ft) Rock Attack:* At-Will 2d6.

**Spark** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.



Geodude in found in iron dominated mountainsides have bodies of magnetized stone; as Geodude incorporate minerals from their diets into their bodies, they naturally draw iron out of their rocky surroundings. Their magnetic minerals are not homogeneously distributed within their bodies, however, so this iron tends to clump in specific locations. Geodude spend much of their time disguised as ordinary stones. They can also wield their electromagnetic abilities to defend themselves, however. When Geodude are stepped on, they headbutt the offenders and then release electricity to shock those above them. This is usually accompanied with a distinct crunching sound that hikers in these regions have come to easily recognize. Since Geodude tend to congregate in areas rich in magnetic minerals, their presence in large numbers can help miners locate veins of specific ores. Geodude will headbutt one another to establish dominance; the individual with stronger magnetism will draw the iron out from its competitor.

### Graveler (Iron-rich)



**Rock / Electric** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** Sinker (*can't swim*), Zapper

**Passives:** Defense Curl, Rock Polish, Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*), Sturdy

#### Moves (Attack +5, Special Attack +2, Effect +3)

**Smack Down** - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

**Thunder Punch** - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

**Rock Blast** - *Ranged(10ft) Rock Attack:* At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.





A quick-tempered Pokémon, Graveler have gradually accumulated more magnetic minerals through their diets over time holding a charge that always wants to be released. These Pokémon especially enjoy the gemstone dravite, a magnetically-attracted species of tourmaline. As Graveler consume dravite, the mineral begins to collect and crystallize within their bodies, eventually rising to the surface in crystals large enough to see with the naked eye. Graveler love dravite so much that they will fight with one another over it. When two of these creatures roll into one another, the collision releases a flash of light and a loud booming noise. Sparks can also sometimes be seen flying from the two combatants, shocking anything that draws too near.



The crystallized dravite and magnetized iron Golem attracted forms cannon-like structures above their heads upon evolution. Golem load rocks into this protrusion and electrizes them between their dravite crystals. Though they do not have very good aim, their projectiles can easily electrify foes if they even so much as graze them, causing numbness or even fainting; such projectiles will release a burst of electrical energy radiating from the point of impact. These Pokémon must find rocks to reload between each shot, making their attacks rather slow. If their opponents draw too near while they are reloading, they may try to electrocute them directly with their cannons. These irritable Pokémon can emit crackling electricity from the surface of their bodies when angered to growl with the sound of an approaching thunderstorm.



### Golem (Iron-rich)



**Rock / Electric** - Large (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 14    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Sinker, Zapper

**Passives:** Defense Curl, Rock Polish, Galvanize (*Normal-type moves performed by you are treated as Electric-type moves.*), Rock Head

### Moves (Attack +6, Special Attack +3, Effect +3)

**Heavy Slam** - *Melee Steel Attack:* 3/day 3d10. Heavy Slam can only target lighter targets.

**Stealth Rock** - *Ranged(5ft) Rock Effect:* 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Discharge** - *Ranged(10ft burst) Electric Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Caves / Mountains

**Evolution:** Geodude Graveler Golem

**Proficiencies:** Electric / Rock / Magnetism / Stamping (Graveler / Golem)





## Larvitar / Pupitar / Tyranitar



### Larvitar



**Rock / Ground** - Small (Size), Heavy (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 5

**Skills:** Sinker (*can't swim*)

**Passives:** Screech (+2 Attack), Guts (*While afflicted, your Attack is +2.*)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Chip Away** - *Melee Normal Attack:* 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

**Endure** - *Self Normal Effect:* 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.



### Pupitar



**Rock / Ground** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Sinker

**Passives:** Screech, Guts, Shed Skin (*After acting, you may roll 1d4. On 4, you are cured of any afflictions.*)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Dark Pulse** - *Ranged(10ft) Dark Special Attack:* 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Upon hatching, infant Larvitar find themselves buried under a pile of dirt and rock, then instinctively begin eating the soil around them, constantly consuming dirt without rest. They will eventually manage to burrow their way through the entire mound, a process that can take anywhere from weeks to months depending on how much dirt they were buried under. Once Larvitar reach the surface, they almost immediately begin preparing for evolution and continue to find dirt and rock to continue to consume. Using the large storages of energy gained from their giant meals, Larvitar will find crevices in mountain-sides to hide. There, they will wait until they evolve.





Pupitar are limbless, but they are not immobile. When threatened, they will thrash about violently in hopes of bludgeoning or piercing foes with various parts of their bodies. Even if they fail to make contact, their sudden movements often topple unstable portions of their mountainous homes, trapping foes in rock-slides. Such occurrences don't harm Pupitar; their shells are as hard as sheet rock. Additionally, the carapaces of these Pokémon contain highly pressurized gas. By venting this gas out of their shells in a controlled manner, they can propel themselves at high speeds towards attackers. The force of these launches can dent steel without even scratching their shells. They can also use this gas to find new places to hide. However, Pupitar cannot replenish this gas once released, so they do not practice this method of defense and locomotion often. Inside their shells, new arms and legs are beginning to develop as these Pokémon prepare for evolution. Pupitar do not eat, relying on the energy they had stored as Larvitar for survival. Even when not in danger, these Pokémon will thrash about in order to relieve themselves of stored gases, leading to the common belief that they are temperamental and impatient for evolution.



Tyranitar can be very devastating, as they are aggressive and care little for other life around them. Their armor is tough, making it difficult to stop these Pokémon when they are enraged; this makes Tyranitar eager to fight others, as they are unlikely to get hurt. Extend battle between multiple Tyranitar can level entire lots of land, forcing cartographers to redraw maps after their rampages. Even when not angered, Tyranitar can still be destructive; they are known to cause earthquakes as they topple mountains while searching for nest-building locations. Though powerful, wild Tyranitar are also rare. Furthermore, they generally live in remote areas away from most people, and do not intentionally approach foes that they do not see as comparable competitors.



### Tyranitar



**Rock / Dark** - Large (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 11    **Special Defense:** 10

**Speed:** 6 (30 ft.)    **Attack:** 15    **Special Attack:** 10

**Skills:** Groundshaper (*can manipulate the ground*), Sinker

**Passives:** Screech, Guts, Sand Stream (*As a free action you may deplete one use of Sandstorm and use Sandstorm.*)

**Moves (Attack +7, Special Attack +5, Effect +3)**

**Sandstorm** - *Rock Field Effect:* 3/day. You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Earthquake** - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 20 Days, Diet - Omnivore / Terravore, Habitat - Badlands / Mountains

**Evolution:** Larvitar Pupitar Tyranitar

**Proficiencies:** Dark (*Tyranitar*) / Dragon (*Tyranitar*) / Ground / Rock / Draconian / Stamped (*Tyranitar*)



This Pokémon has a Mega Evolution in PHB2.



## Roggenrola / Boldore / Gigalith

### Roggenrola

Rock - Small (Size), Medium (Weight)

Hit Points: 36    Defense: 10    Special Defense: 3

Speed: 2 (10 ft.)    Attack: 8    Special Attack: 3

**Skills:** Burrow (moves through earth easily), Sinker (can't swim)

**Passives:** Harden (+1 Defense), Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

**Moves (Attack +4, Special Attack +1, Effect +1)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack:* At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Rock Blast** - *Ranged(10ft) Rock Attack:* At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

### Boldore

Rock - Medium (Size), Heavy (Weight)

Hit Points: 42    Defense: 13    Special Defense: 4

Speed: 2 (10 ft.)    Attack: 11    Special Attack: 5

**Skills:** Burrow, Sinker

**Passives:** Iron Defense (+2 Defense), Sturdy, Weak Armor (When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.)

**Moves (Attack +5, Special Attack +2, Effect +1)**

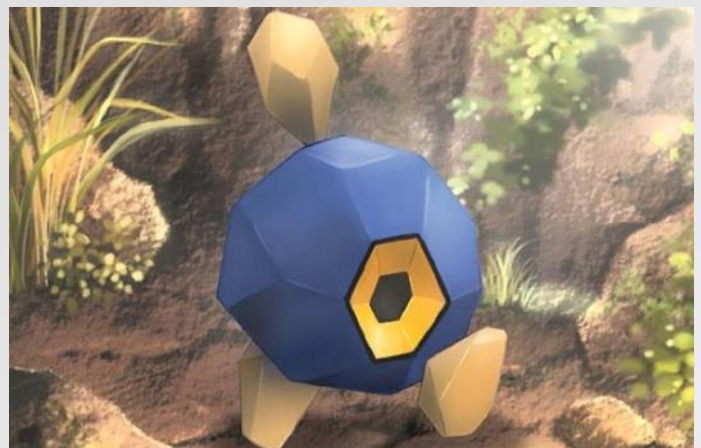
**Smack Down** - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.

**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



Roggenrola require immense pressure in order to develop properly, so their eggs are almost exclusively found deep within the earth. The crushing pressure of the underground allows them to develop dense bodies as hard as steel, with mysterious energy cores that provide them with energy. Occasionally, older Roggenrola may make their way to deep caves closer to the surface, perhaps out of curiosity. They must return back into the earth, though, as their cores require pressure to run. The holes on their bodies are not eyes, but ears. They allow Roggenrola to hear sounds that reverberate in the rocks around them, alerting them to potential dangers like running water, which can cool their cores and erode their bodies; a long soak can even leave them soft and vulnerable for weeks. They follow sounds intently, toppling over from surprise if they stop abruptly. These ears also connect to and vent their energy cores, and these Pokémon will get quite angry if these orifices are messed with.





Boldore still spend most of their time deep below, but they can now spend extended periods of time in caves near the surface thanks to improved core stability. The orange crystals jutting from their bodies are hardened growths of their cores, which sometimes leak from cracks in their forms when they store too much energy. These outgrowths are signs of healthy Boldore, as they signal a surplus of energy. These orange growths are also harder than diamond. Boldore cannot turn, so they scuttle back and forth or left and right. They use their ears to detect echoes and vibrations around them. Boldore use their ears to find rather than avoid water; since their radioactive cores are now much stronger, they are also more prone to overheating. For this reason, Boldore must occasionally drink water to cool themselves down to prevent potential meltdowns, though they still dislike getting their exteriors wet. These Pokémon are easily spooked and will charge straight forwards towards unfamiliar sounds. When Boldore crystals begin to glow, it is preparing to launch an energy attack.



Though they spend most of their time deep underground, Gigalith will make their way to the surface to bask in the sun's rays. The crystals on their bodies can convert sunlight into energy in their radioactive cores, allowing them to effectively survive off of nothing but the sun. Gigalith can also fire stored light from their mouths in balls of energy. Despite their destructive potential, Gigalith are peaceful Pokémon, as their nigh-indestructible bodies keep them safe without the need to retaliate. When some Gigalith fire off particularly powerful attacks, they crack their bodies with thousands of tiny fissures from the recoil, and must hide themselves away until they recover.

### Gigalith

**Rock** - Large (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 15    **Special Defense:** 8

**Speed:** 3 (15 ft.)    **Attack:** 14    **Special Attack:** 6

**Skills:** Burrow, Sinker

**Passives:** Iron Defense, Sand Force (*While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.*), Sturdy, Weak Armor

**Moves (Attack +7, Special Attack +3, Effect +')**

**Stealth Rock** - *Ranged(5ft) Rock Effect:* 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Stone Edge** - *Ranged(25ft) Rock Attack:* 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

**Self-Destruct** - *Ranged(30ft burst) Normal Attack:* 1/day 7d20. Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Phototroph / Terravore, Habitat - Caves / Mountains

**Evolution:** Roggenrola  Boldore  Gigalith

**Proficiencies:** Ground / Rock / Stampeding (*Gigalith*)



## Rolycoly / Carkol / Coalossal

### Rolycoly

**Rock** - Small (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 5    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** Sinker (*can't swim*)

**Passives:** Rock Polish (+2 Speed), Heatproof (*Fire-type attacks are resisted by you. If you are already resistant to Fire-type, you are shielded from Fire-type attacks.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Rapid Spin** - *Melee Normal Attack:* At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

**Smack Down** - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

**Smoke Screen** - *Ranged(10ft) Normal Effect:* 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.



### Carkol

**Rock / Fire** - Medium (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 9    **Special Defense:** 7

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Firestarter (*can create fire*), Sinker

**Passives:** Rock Polish, Heatproof, Steam Engine (*When a foe hits you with a Fire-type or Water-type attack, your Speed is +2 for 10 mins.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Flame Charge** - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Ancient Power** - *Ranged(10ft) Rock Special Attack:* 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Stealth Rock** - *Ranged(5ft) Rock Effect:* 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

Rolycoly dwell within mountains rich in coal. Their bodies are composed almost entirely of the black mineral, which also makes up their entire diets. Rolycoly burn coal to power their wheel-like feet. Their rough shape enables them to zoom across rocky terrain with ease. The heat they produce by doing so makes their eyes glow a reddish-orange, lighting up dark areas. They shed coal from their bodies as they zip from place to place. Though Rolycoly are afraid of water, they will undergo a quick burst of speed when crossing through a puddle of it as their internal engines convert it to steam.





Carkol love coal, but do not rely solely upon it for survival. Instead, they can consume other minerals as well as organic matter, primarily plant material, in order to synthesize their own coal. They store their production on their backs as a fuel reserve, much as mammals store excess calories as fat. When Carkol produce too much coal, bits of it will simply begin falling off of their reserve piles. Some gather this discarded coal to use as fuel. Carkol can combust their coal to produce flames. They can also power their rolling legs in this way to pick up speed.



Despite their stature, Coalossal are gentle giants. They are exclusively herbivores and terravores, consuming plant matter and minerals and compressing it within their bodies. They serve as protectors of coal-rich mines and caverns, as well as of the Rolycoly and Carkol that dwell within. They will become enraged at those who threaten these coal deposits, defending them with flames. When Coalossal are fighting, their mountains of coal will glow bright red and radiate an immense heat. Sparks flying from their piles can ignite fires in more flammable areas. The anthracite that Coalossal produce is valued for its high quality and ease of harvest. However, because Coalossal must eat more in order to produce this high-grade mineral, it is generally not as cost-efficient as harvesting the coal that Carkol produces. Coalossal anthracite still has its uses in applications where high quality is necessary, though.



### Coalossal



**Rock / Fire** - Large (Size), Superweight (Weight)

**Hit Points:** 66    **Defense:** 12    **Special Defense:** 9

**Speed:** 5 (25 ft.)    **Attack:** 8    **Special Attack:** 8

**Skills:** Firestarter, Sinker

**Passives:** Rock Polish, Flash Fire (*You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.*), Steam Engine

### Moves (**Attack +4, Special Attack +4, Effect +2**)

**Rock Blast** - *Ranged(10ft) Rock Attack: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.*

**Tar Shot** - *Ranged(20ft) Rock Effect: 3/day. Put a Tar Coat on the target. The Coat has the following ability: Your Speed is -2. If you are hit by a Fire-type attack, you take +8 damage. This Coat lasts for 2 mins.*

**Heat Crash** - *Melee Fire Attack: 3/day 3d10. Heat Crash can only target lighter targets.*

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Caves / Mountains / Volcanoes

**Evolution:** Rolycoly  Carkol  Coalossal

**Proficiencies:** Fire / Rock / Stampeding (*Coalossal*)



This Pokémon has a Gigantamax form in PHB2.



## Amaura / Aurorus



### Amaura



**Rock / Ice** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 5    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Freezer (*can create ice*)

**Passives:** Refrigerate (*Normal-type moves performed by you are treated as Ice-type moves.*)

#### Moves (**Attack +**, **Special Attack +**, **Effect +**)

**Powder Snow** - Ranged(5ft burst) Ice Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Thunder Wave** - Ranged(20ft) Electric Effect: 1/day. On hit, the target is Paralyzed.

**Rock Throw** - Ranged(20ft) Rock Attack: At-Will 2d6.



### Aurorus



**Rock / Ice** - Huge (Size), Superweight (Weight)

**Hit Points:** 72    **Defense:** 7    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Freezer

**Passives:** Refrigerate, Snow Warning (*As a free action you may deplete one use of Hail and use Hail.*)

#### Moves (**Attack +4**, **Special Attack +5**, **Effect +3**)

**Freeze-Dry** - Ranged(10ft) Ice Special Attack: 3/day 3d8. Freeze-Dry is also Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Hail** - Ice Field Effect: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

Alive approximately one-hundred million years ago, Amaura can now be revived from ancient fossils, though they have also been successfully resurrected from frozen tissue preserved in glaciers. Amaura were unique amongst most prehistoric Pokémon in that they lived in freezing, icy tundra rather than warm jungles or seas. In these areas, they did not face predation from carnivores. The crystals on either side of their bodies emanate freezing cold air that allow them to freeze water in the atmosphere to use Ice-type attacks. They can create effects similar to that of magnetic auroras by suspending tiny ice crystals in the air. Though Amaura were able to survive the ice age that wiped out most of their contemporaries, they likely went extinct in the following warming period; as the modern world is much warmer than that of the ice age.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Glaciers / Tundra

**Evolution:** Amaura Aurorus

**Proficiencies:** Ice / Rock / Elemental Attack E



Aurorus are large Pokémon that once inhabited frozen tundra. Because of their harsh environments, they did not have to fear most predators, who could not survive the cold; Aurorus have antifreeze proteins in their blood that enable them to endure freezing temperatures. The crystals on these Pokémon chill the surrounding air allowing them to instantly freezing moisture in the air. When threatened, Aurorus use this ability to try to encase their foes in ice. These Pokémon can also create aurora-like lights by diffracting light through tiny ice crystals in the air. Because Aurorus relied primarily on the bitter cold to keep predators away from them, they likely went extinct during an ancient warming period in which much of the world's ice melted. Such an event allowed many predators, who saw the large, yet slow and relatively defensive Aurorus as easy prey, to venture further north into once-icy regions.



Anorith can be revived from fossils found in limestone rocks. It is believed to have existed one-hundred million years ago, in a habitat of warm ocean reefs. Their wings appear to be feet modified for swimming; most other ancient Pokémon adapted aquatic appendages for land, rather than vice versa. Anorith travel using these wings to keep aloft in water, undulating their bodies in an S-shape to swim surprisingly quickly. To hunt, they hide themselves between rocks on the sea floor, darting out to capture passing prey between their claws. Their mouths are located on their undersides. Scientists still debate why Anorith went extinct, considering that it is was more than capable of following migrating prey. The most likely explanation is that over time, Anorith simply became outclassed by more specialized hunters, dying out from their inability to compete with other predators.





## Anorith / Armaldo



### Anorith



**Rock / Bug** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 10    **Special Attack:** 4

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Battle Armor (*Critical hits are treated as normal hits against you.*)

#### Moves (Attack +5, Special Attack +2, Effect +4)

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Fury Cutter** - Melee Bug Attack: At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.



### Armaldo



**Rock / Bug** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 11    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Harden, Battle Armor, Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

#### Moves (Attack +6, Special Attack +3, Effect +2)

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**X-Scissor** - Melee Bug Attack: 3/day 3d10.

**Rock Blast** - Ranged(10ft) Rock Attack: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

Armaldo adapted to survive both on water and on land; though they spend most of their time walking on two legs terrestrially, they dove into the water to hunt for aquatic prey, swimming using the two carapace wings on their backs. The smaller, feather-like wings were used for fine-tuning their direction while in the water. Armaldo stab prey with their claws, which are strong enough to punch through stone. These claws are retractable, allowing them to streamline their shape while swimming. Their bodies are clad in tough, armor-like plates of chitin that protect them from most attacks. It is not entirely clear why Armaldo went extinct, given their ability to hunt and move around amphibiously. It is likely that their slow speed was the main culprit; though they were versatile in their habitat ranges, their prey likely evolved to become faster with time; other, quicker predators were able to keep up, but the slow Armaldo were not able to match them.

**Biology:** Egg Group - Water 3 / Bug, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Floors / Ocean Reefs

**Evolution:** Anorith  Armaldo


**Proficiencies:** Bug / Rock / Water / Claws / Stampeding (Armaldo)

## Archen / Archeops



Archen are once-extinct Pokémon that can be revived from fossils. The discovery of these fossils sparked an uproar in the scientific community because they presented the first known evidence of ancient feathered Pokémon that, unlike other known avian Pokémon, also had scales and developed tails. Many scientists even thought that their fossils were merely hoaxes, perhaps the fossilized footprints of Pokémon mistaken for feathers. With DNA testing and the subsequent revival of Archen themselves, however, their existence was finally, undoubtedly, proven. Today, Archen are widely believed to be the ancestors of all modern bird Pokémon. They dwell in the treetops of warm jungles; despite their wing-like arms, however, Archen are unable to fly for sustained periods of time. Instead, they hop from branch to branch to get around. They are known to be very cowardly; though aggressive at first, they will quickly retreat when threatened. Archen are thought to have gone extinct as more adept fliers evolved and outcompeted them for resources.

**Biology:** Egg Group - Flying / Water 3, Egg Hatch Rate - 10 Days,  
Diet - Omnivore, Habitat - Forests / Jungles

**Evolution:** Archen  Archeops

**Proficiencies:** Flying / Rock / Avian / Winged

### Archen



**Rock / Flying** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Flight (*can fly*)

**Passives:** Scary Face (+2 Speed), Defeatist (When your HP is below half of your max hit points, your stats are all -2.)

**Moves** (**Attack +5, Special Attack +3, Effect +4**)

**Quick Attack** - *Melee Normal Attack:* At-Will 2d6. Quick Attack has Priority.

**Wing Attack** - *Melee Flying Attack:* At-Will 2d8.

**Rock Throw** - *Ranged(20ft) Rock Attack:* At-Will 2d6.

### Archeops



**Rock / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 7

**Speed:** 13 (65 ft.)    **Attack:** 14    **Special Attack:** 11

**Skills:** Flight

**Passives:** Scary Face, Defeatist

**Moves** (**Attack +7, Special Attack +5, Effect +6**)

**Acrobatics** - *Melee Flying Attack:* 1/day 3d12. Acrobatics cannot be used if you have a held item.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Dragon Claw** - *Melee Dragon Attack:* 3/day 3d10.







Archeops are relatively poor flyers. They can stay aloft for short periods of time leaping as high as they can, but they are unable to travel more than a few hundred meters in this fashion. Archeops are far faster on land than in the air. Unfortunately, they are still very clumsy terrestrially, as their numerous feathers and heavy, wing-like arms make it difficult for them to stay balanced. Archeops compensate for their lack of agility with their ability to cooperate in flocks. Groups of Archeops will work together to surround and take down prey or gather fruit; they are able to innovate unique strategies in order to do so. Because of their clumsiness, though, any prey that do manage to outsmart them are almost guaranteed to escape. This likely was downfall of these Pokémon; though smart and cooperative, their ungainly movements made it difficult for them compete as faster, more agile predators evolved.



Binacle can be found on rocky beaches and in tide pools. They have two independent heads on each end of their body. Though they appear sessile, Binacle can in fact move, albeit laboriously, by contracting and then extending their bodies to leap forwards. This motion requires two individuals to work together in unison, which is likely why Binacle bodies have two distinct heads. Still, cooperation is imperative for both attacking and defending, and bickering Binacle are unlikely to survive for long. These creatures attach themselves to rocks by excreting a special cement that glues them to stones; even the strongest forces cannot pull them off once attached. When threatened, Binacle contract themselves and hide the vulnerable portions of their bodies, exposing only their bare heads and sharp claws. These Pokémon feed on seaweed and algae that washes onto the shore, making the most of each high tide.





## Binacle / Barbaracle



Binacle gain an additional five heads upon evolution into Barbaracle. All the heads of a Barbaracle are connected by a single nervous system, but each individual head has its own independently-functioning brain. This enables each limb to think for itself, which is valuable in critical emergencies; however, in order to work most efficiently, the other six limbs will normally follow the orders of the head, which functions as the leader of the seven. While the individuals serving as the arms and legs of a Barbaracle have rather obvious purposes, the two units on the shoulders possess fewer clear jobs. They are known as the scout individuals, who use their eyes to help Barbaracle scan the entire area around them; though all eyes of a Barbaracle are fully functional, the scouts are entirely dedicated to keeping watch. These two scout limbs, along with the other appendages as well as the heads, can be used to brutally assail opponents with barages of sharp claws and the equivalent strength of seven individuals.

**Biology:** Egg Group - Water 3 / Water 1, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches

**Evolution:** Binacle  Barbaracle

**Proficiencies:** Rock / Water / Claws

### Binacle



**Rock / Water** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 8    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Withdraw (+1 Defense), Tough Claws (*Your slashing attacks deal +4 damage.*)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Fury Swipes** - Melee Normal Attack: At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

### Barbaracle



**Rock / Water** - Large (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 13    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 12    **Special Attack:** 5

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Rock Polish (+2 Speed), Withdraw, Sniper (*When you land a critical hit, you deal an additional 8 damage.*), Tough Claws

**Moves (Attack +6, Special Attack +2, Effect +4)**

**Slash** - Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Razor Shell** - Melee Water Attack: 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Stone Edge** - Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.



## Bonsly / Sudowoodo



### Bonsly

**Rock** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 5

**Speed:** 1 (5 ft.)    **Attack:** 8    **Special Attack:** 1

**Skills:** Sinker (*can't swim*)

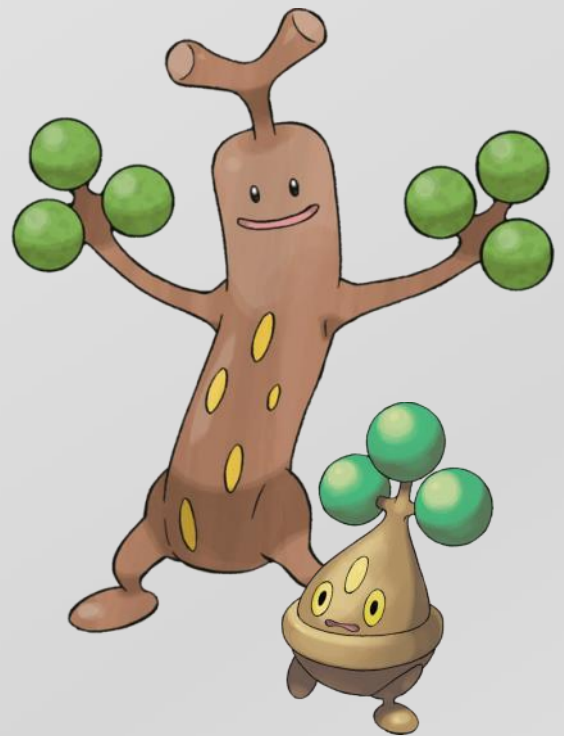
**Passives:** Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +4, Special Attack +0, Effect +0)**

**Flail** - *Melee Normal Attack:* 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

**Low Kick** - *Melee Fighting Attack:* 3/day 3d10. Low Kick can only target heavier targets.

**Rock Throw** - *Ranged(20ft) Rock Attack:* At-Will 2d6.



### Sudowoodo

**Rock** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 10    **Special Attack:** 3

**Skills:** Sinker

**Passives:** Rattled (*When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.*), Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*), Sturdy

**Moves (Attack +5, Special Attack +1, Effect +1)**

**Slam** - *Melee Normal Attack:* 3/day 3d10. Slam has -2 during Accuracy Check.

**Hammer Arm** - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Head Smash** - *Melee Rock Attack:* 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.

Bonsly thrive in arid environments, as their bodies cannot tolerate much moisture. However, they stand out starkly against dull backgrounds, so they tend to camouflage with trees in wooded areas, albeit away from streams,. They sometimes wander into parks for similar reasons; one may occasionally see Bonsly fleeing from gardens when sprinkler systems turn on. Bonsly are often found crying; they are not upset, but rather regulating their moisture levels by excreting excess fluids out of their eyes. The more humid their surroundings, the more they will weep. In battle, this skill also goads enemies into letting their guards down. Bonsly are relatively skilled at mimicking trees, capable of remaining still for long periods of time. They dig small holes in the ground and bury themselves halfway, posing as small saplings. When threatened, Bonsly will try to flee, but may throw themselves at foes as a last resort. Due to their weight, this can be a very painful maneuver. The dull luster of their green orbs increases as they dry out, acting as a sign of their moisture level.

**Biology:** Egg Group - Mineral / Grass, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Forests

**Evolution:** Bonsly  Sudowoodo

**Proficiencies:** Grass (*Melee Attacks*) / Rock / Punches / Stamping (*Sudowoodo*)



Sudowoodo are often mistaken for trees or Grass-types—this is their greatest defense. Sudowoodo mimic trees to camouflage in forests. Their disguises can fool Grass-, Ground-, and Water-types into overlooking them. Additionally, they are also resistant to Flying-, Fire-, and Poison-types, which true Grass-types are weak to. They can be found blending in with trees in forests and parks. Despite their mimicry, however, a few key tell-tale signs can help trainers distinguish ordinary trees from hidden Sudowoodo. On windless days, trees whose branches shudder erratically are often Sudowoodo. After a fresh fall of winter snow, trees that are oddly bare while their surroundings are blanketed in white are also likely Sudowoodo. Finally, Sudowoodo are very hydrophobic—they are deathly afraid of water. They will charge out of hiding if exposed to the substance. If they even sense rain, they will immediately seek shelter elsewhere. Their arms are quite strong, yet flexible, allowing them to hold them up for incredibly long periods of time.



Cranidos can be revived from fossils, found primarily in sandstone. They dwelled in ancient tropical jungles about one-hundred million years ago. Their skulls are as hard as steel; as they travel through forests, they simply headbutt trees in their way rather than going around them; fossilized trunks are plentiful in rock layers where their fossils are found. Cranidos also tackle prey headfirst to take them down. They are omnivorous—when not hunting, they can often be found eating ferns and other low-growing plants. They also forage the Berries knocked out of the trees and shrubs they destroy while charging. Cranidos live in herds of fifteen to twenty members, consisting both of Cranidos and their evolutions Rampardos. While not the smartest Pokémon these herds find strength in numbers, using their heads to fend off attackers from all directions. While able to attain high speeds, Cranidos require lots of room in order to accelerate properly. In cramped areas, they become vulnerable due to their inability to headbutt at full speed. Cranidos likely went extinct due to an extended glacial period that killed off most of the plants that made up over half of their diets.





# Cranidos / Rampardos



## Cranidos

Rock - Medium (Size), Medium (Weight)

Hit Points: 42    Defense: 4    Special Defense: 3

Speed: 7 (35 ft.)    Attack: 14    Special Attack: 3

Skills: -

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Leer (*+1 Attack*), Scary Face (*+2 Speed*), Mold Breaker (*Your attacks ignore any passives that would redirect, negate or weaken your attacks.*)

**Moves (Attack +7, Special Attack +1, Effect +3)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

## Rampardos

Rock - Large (Size), Heavy (Weight)

Hit Points: 60    Defense: 6    Special Defense: 5

Speed: 8 (40 ft.)    Attack: 18    Special Attack: 7

Skills: -

**Passives:** Focus Energy, Leer, Scary Face, Mold Breaker, Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

**Moves (Attack +9, Special Attack +3, Effect +4)**

**Assurance** - *Melee Dark Attack:* 3/day 3d8. If the target was already attacked this round, Assurance deals +1d8 damage.


**Zen Headbutt** - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Head Smash** - *Melee Rock Attack:* 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.



Rampardos have skulls harder than industrial iron. They can pulverize even the sturdiest objects in single tackles. Their skulls are nearly a foot thick, enabling them to withstand nearly any cranial blow. Consequently, however, this leaves little room for brain growth; as a result, these Pokémon are not very intelligent. They will charge at anything they perceive to be threats. This occasionally even includes inanimate objects like boulders and trees; one modern incident involves a just-revived Rampardos pulverizing a truck. Rampardos charge recklessly through forests when pursuing prey, leaving trails of fallen trees behind. Rampardos will ram heads together to compete for dominance until one gives up; their thick skulls ensures that this process is a very arduous and time-consuming ritual. Archaeological evidence shows that some ancient cultures in fact unearthed Rampardos skulls and used them as helmets in combat. Though popular culture often portrays Rampardos as having gone extinct due to their low intellect, most scientists agree that they died out during an ice age that killed off much of the currently existing life at the time; a cooling climate destroyed most of the tropical plants that they relied upon for survival.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Jungles

**Evolution:** Cranidos  Rampardos

**Proficiencies:** Dark / Rock / Elemental Attack



## Kabuto / Kabutops



Scientists have successfully been able to revive Kabuto from fossils, which are often found in once-submerged oceanic caves. These Pokémon went extinct three-hundred million years ago. Kabuto have four eyes, two on their backs and two under their shells. Both pairs are functioning; they use their red eyes while searching for food on the sea floor and their smaller black eyes while hiding from predators in the sand, leaving these secondary pairs aboveground. When flipped over, Kabuto have great difficulty righting themselves, so they become easy targets for opportunistic predators that can attack their soft, exposed undersides. Kabuto feed by biting and draining fluids from their prey, a process that can be fatal for smaller victims. They tend to attack the heads of larger, slow-moving aquatic Pokémon, using their claws to dig into flesh and attaching themselves with ease. Kabuto have primitive lungs, which allow them to climb onto beaches for up to thirty minutes at a time. They must then return to the water afterwards, or risk drying out and being asphyxiated.

**Biology:** Egg Group - Water 1 / Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Floors / Ocean Reefs

**Evolution:** Kabuto Kabutops

**Proficiencies:** Rock / Water / Blades / Parasitic

### Kabuto



**Rock / Water** - Small (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 10    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Leer (+1 Attack), Battle Armor (*Critical hits are treated as normal hits against you.*)

**Moves (Attack +4, Special Attack +3, Effect +3)**

**Absorb** - *Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.*

**Mud Shot** - *Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.*

**Aqua Jet** - *Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.*



### Kabutops



**Rock / Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 12    **Special Defense:** 7

**Speed:** 8 (40 ft.)    **Attack:** 13    **Special Attack:** 8

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Harden, Leer, Metal Sound (+1 Special Attack), Battle Armor, Swift Swim (*While in Raining weather or in water, your Speed is +2.*), Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

**Moves (Attack +6, Special Attack +4, Effect +4)**

**Slash** - *Melee Normal Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.*

**Ancient Power** - *Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.*

**Night Slash** - *Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.*







Kabutops can tuck in their limbs and slither at high speeds through the water. They slash prey with their sharp, sickle-like arms and drain their body fluids. Kabutops can also leave the water and walk on land for extended periods of time, up to twelve hours in humid environments. This allowed them to thrive as apex predators for a long time, as they could hunt both aquatic and terrestrial prey. However, their lungs are still not developed enough to allow them to stray far away from the water. While it is not known for certain what could have caused their extinction, a popular theory states that some kind of event led to drastically fluctuating temperatures worldwide. Ice caps melted and refroze over and over again, causing sea levels to bounce back and forth. Kabuto and Kabutops were unable to survive completely on land when their shoreline habitats dried up. Additionally, many of the species they preyed on died out during this time, so most of the surviving individuals were likely starved to extinction.



Lileep can be resurrected from fossils, which are often found in limestone rocks. Lileep are mostly sessile; in ancient times, they rooted themselves onto rocks on the sea floor and waved their tentacles around to capture prey. The two yellow rings on their bells are false eyes; their real eyes are on the tops of their heads, where they intently scan the vicinity for prey. Lileep often hide within large swathes of seaweed, capturing unsuspecting prey swimming through and swallowing them whole. Their tentacles resemble undersea flowers of sorts, attracting victims with their bright coloration and mesmerizing undulations. Once a wild Lileep roots itself on a rock, it will remain there for the rest of its life, regardless of how strong the waves or currents get. They are believed to have gone extinct roughly one-hundred million years ago due to the rapidly-cooling climate. As an ice age approached, water temperatures dropped and prey began migrating southwards to warmer seas. Lileep, being unwilling to move, went extinct as their primary food sources depleted.





## Lileep / Cradily



Cradily were found rooted on rocks in warm seas. They have fake eye spots on their bells to deter predators, with their real eyes located on their true bodies. Their insides are very soft, held in place by the firmer green flesh surrounding it. Cradily can uproot themselves and slowly crawl around. They often nest in shallow waters, rooting to rocks and using their bodies to weigh themselves down and prevent themselves from being washed away by rough waves and tides. When the tide goes down, they roam around beaches to dig up prey from the sand. They can also crawl on the sea floor, using their tentacles to ensnare passing prey. Because Cradily lack teeth, they instead secrete acid from their tentacles to dissolve prey externally before feeding. When the weather grew cold during an ice age and their prey migrated south, Cradily were too slow to keep up and likely went extinct because of this.

**Biology:** Egg Group - Water 3 / Grass, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Floors / Ocean Reefs

**Evolution:** Lileep Cradily

**Proficiencies:** Grass / Rock

### Lileep



**Rock / Grass** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 9

**Speed:** 2 (10 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Suction Cups (*You cannot be moved by a foe's attacks.*)

**Moves (Attack +2, Special Attack +3, Effect +1)**

**Acid Spray** - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Mega Drain** - Melee Grass Special Attack: 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.



### Cradily



**Rock / Grass** - Large (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 13

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 8

**Skills:** Gilled, Swimmer

**Passives:** Amnesia (+2 Special Defense), Storm Drain (*Any foe's ranged Water-type attacks within 25ft or any adjacent foe's Water-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Water-type attack.*), Suction Cups

**Moves (Attack +4, Special Attack +4, Effect +2)**

**Energy Ball** - Ranged(20ft) Grass Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Giga Drain** - Melee Grass Special Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Brine** - Ranged(20ft) Water Special Attack: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.





## Nosepass / Probopass



### Nosepass



**Rock** - Medium (Size), Heavy (Weight)

**Hit Points:** 18    **Defense:** 15    **Special Defense:** 9

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Magnetic (*controls magnetic fields*), Zapper (*can produce electricity*)

**Passives:** Harden (+1 Defense), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

#### Moves



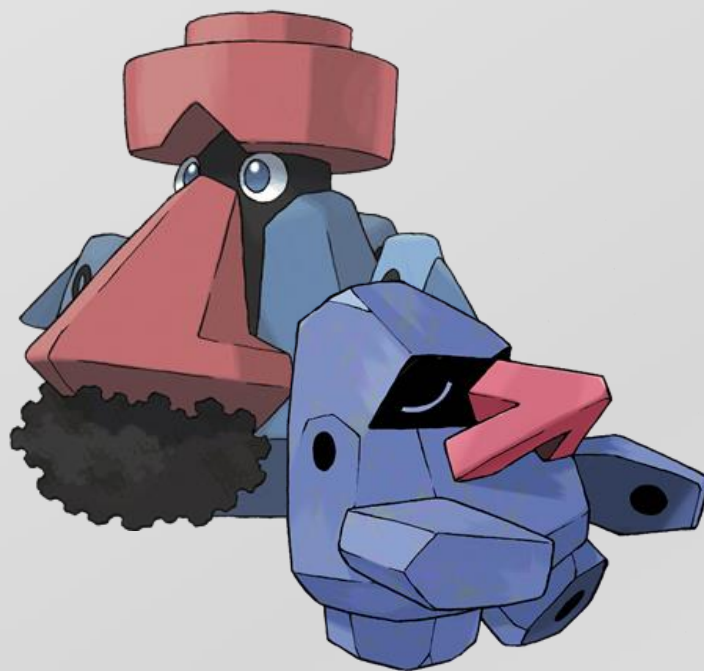
**Block** - *Melee Normal Effect:* 3/day. On hit, the target is bound to you for 1d6 rounds.



**Thunder Wave** - *Ranged(20ft) Electric Effect:* 1/day. On hit, the target is Paralyzed.




**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



Nosepass rarely move; at one time, it was thought that they were entirely immobile. When at rest, their noses always point north. Because of this, spelunkers find Nosepass immensely useful while traveling in caves. The reason for this peculiar trait is that their noses are magnetic. Two Nosepass cannot approach each other headfirst, because their noses will repel each other away. Thanks to their lack of movement, Nosepass rarely need to eat, but will feed primarily on stone and metal, drawing out iron from rocks. They will also pull Steel-type Pokémon directly towards themselves, where they can then feed at their own leisure--though they may occasionally run into trouble when they accidentally pull in predators. During emergencies, Nosepass can spin part of their bodies rapidly to drill below to safety, though they can only move straight down in this manner. By controlling the strength of the magnetic force their noses exert, they can draw iron objects towards their bodies to use as armor against attacks or to trap unwary foes in magnetized iron. Curiously, the strength of their magnetism seems to correlate with temperature, weakening in warm weather but strengthening on cooler days.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Beaches / Caves

**Evolution:** Nosepass  Probopass

**Proficiencies:** Electric / Rock / Steel / Magnetism / Stampeding (*Probopass*)

### Probopass



**Rock / Steel** - Large (Size), Superweight (Weight)

**Hit Points:** 36    **Defense:** 17    **Special Defense:** 15

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 8

**Skills:** Groundshaper (*can manipulate the ground*), Hover (*can hover*), Magnetic, Modular (*consists of 4 parts*), Zapper

**Passives:** Iron Defense (+2 Defense), Sand Force (*While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +1d8 damage. and you don't take damage from Sandstorming weather.*), Sturdy

#### Moves



**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.



**Discharge** - *Ranged(10ft burst) Electric Special Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.



**Earth Power** - *Ranged(15ft) Ground Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Probopass are very slow and remain immobile most of the time. Their mustaches are iron filings attracted to their magnetic noses, pulled from iron-rich rocks in their caves. Probopass consume metallic objects, pulling them close with magnetic force. Their magnetism also enables them to freely control the three units surrounding their bodies, known as Mini-Noses. Probopass use these units to scout their surroundings, as they are capable of sensing fluctuations in the local magnetic field. They can then use this information to determine where metal is most abundant and begin making their gradual ways to such areas. Probopass can also use these units to pester attackers and drive them away; since they can control each of their Mini-Noses individually, they can harass foes from three directions at once to make up for their own sluggishness. These units do almost all of the work for their main bodies, which primarily issue commands and do little else. However, they can get lost if they stray too far away, forcing Probopass to search, or send its remaining Mini-Noses to search, for them. Because of their powerful magnetic fields, electronics tend to malfunction around them especially when they are manipulating their own magnetic field to levitate and hover around.



Omanyte went extinct two billion years ago, but has since been revived from fossils found in caves that were once submerged in water. They store air in their shells, which they can regulate to float at different depths in the sea. They twist their two tentacles to swim about. When attacked, Omanyte can withdraw into their hard shells. Revived individuals have demonstrated puzzle-solving skills. They have also shown the ability to change their responses to stimuli over time. When randomly presented with boxes that were either circular or rectangular, Omanyte would first investigate both kinds. However, when the circular ones were filled with dried food, and the rectangular ones were left empty, they began ignoring square boxes in favor of circular ones. When the two were switched, the Omanyte switched their preferences as well.





## Omanyte / Omastar



### Omanyte



**Rock / Water** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 10    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 9

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Leer (+1 Attack), Shell Armor (*Critical hits are treated as normal hits against you*)

**Moves (Attack +2, Special Attack +4, Effect +2)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

### Omastar



**Rock / Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 13    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 12

**Skills:** Flopper, Fountain, Gilled, Swimmer

**Passives:** Leer, Shell Armor, Swift Swim (*While in Raining weather or in water, your Speed is +2.*), Weak Armor (*When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.*)

**Moves (Attack +3, Special Attack +6, Effect +3)**

**Spike Cannon** - *Ranged(10ft) Normal Attack:* At-Will 1d4. Spike Cannon has -2 during Accuracy Check. Spike Cannon is a Scatter attack. Up to 5 attacks.

**Rock Blast** - *Ranged(10ft) Rock Attack:* At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

**Hydro Pump** - *Ranged(30ft beam) Water Special Attack:* 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.



Omastar can regulate the pressure within their shells to sink and rise to varying depths. They generally only use this to travel from shallow reefs to deep sea floors, and vice versa; they conserve energy by walking rather than swimming when hunting. Omastar are hunters, once they latch onto their prey with their tentacles, they will never let go unless their arms are severed off. They can regenerate their tentacles over the course of a few weeks. Omastar crack open shells of prey using their beak-like mouths, sucking out the innards of their prey. Omastar can also launch the spikes on their shells at foes. It is believed that cooling oceans were the reason that Omastar became extinct. Their prey began moving to warmer equatorial waters, but their own heavy shells prevented them from keeping up with their food supply.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Floors / Ocean Reefs

**Evolution:** Omanyte Omastar


**Proficiencies:** Ice / Rock / Water / Prickly

# Shieldon / Bastiodon



Scientists have successfully resurrected Shieldon from fossils found in hardened clay. These fossils are remnants of their sturdy face plates; so far, no part of their softer torsos have been discovered in the fossil record. They lived approximately one-hundred million years ago. Their faces plates are very hard and are their main form of defense against attackers. They live in forests and woodlands, feeding on Berries and grasses in sunlit clearings. Their hard faces make them difficult targets for most predators, who generally avoid them due to their impervious armor, even their fossils are usually unscathed. Smarter predators likely noted that they were very vulnerable from behind and exploited that fact. They likely went extinct during an ice age that killed off most of the plants that they required for food.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Forests / Woodlands

**Evolution:** Shieldon  Bastiodon

**Proficiencies:** Ground / Rock / Steel / Elemental Attack

## Shieldon



**Rock / Steel** - Small (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 14    **Special Defense:** 9

**Speed:** 3 (15 ft.)    **Attack:** 4    **Special Attack:** 5

**Skills:** -

**Passives:** Iron Defense (+2 Defense), Metal Sound (+1 Special Attack), Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

**Moves (Attack +2, Special Attack +2, Effect +1)**

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

## Bastiodon



**Rock / Steel** - Large (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 19    **Special Defense:** 14

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** -

**Passives:** Iron Defense, Metal Sound, Soundproof (You are immune to sound-based attacks.), Sturdy

**Moves (Attack +2, Special Attack +3, Effect +1)**

**Block** - Melee Normal Effect: 3/day. On hit, the target is bound to you for 1d6 rounds.

**Metal Burst** - Ranged(40ft) Steel Effect: 1/day. Metal Burst is used as a Reaction. If you are hit by an enemy with an attack and the enemy is within range, deal exactly 1.5x the damage to the enemy that you received after taking damage. Do not apply weakness or resistances.

**Heavy Slam** - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.





Bastiodon, though slow, are very defensively strong. They are virtually invulnerable to frontal attacks, as their steel-hard faces can withstand immense damage. Though their rears and sides are not nearly as strong, they still are relatively tough compared to other species. Bastiodon live in herds of thirty or so members. They raise their young until adulthood. When their herds are threatened, Bastiodon will line up side by side and barricade their offspring; these impregnable walls easily defend Shieldon from most predators. This defense, however, is notably weak to aerial attacks. Their facial bones are so hard and oddly shaped that scientists once thought they were sort of horn or spike until the first Bastiodon was successfully resurrected. Despite their imposing size, Bastiodon are docile creatures. They spend most of their time traveling with their herds in search of Berries and grasses. They are thought to have died out due to an ice age; the cooling climate wiped out many plants, and their sluggishness and herd reliance made remaining lone Bastiodon easy targets for predators.



Tyrunt are prehistoric Pokémon that roamed around jungles about one-hundred million years ago. Today, they can be resurrected from excavated fossils. Tyrunt have extremely powerful jawbones that can crunch with enough pressure to flatten automobile parts. These strong bones make their heads very heavy, so it is very difficult for Tyrunt to stand upright; consequently, they often hold their heads very close to the ground. Tyrunt are extremely finicky Pokémon; they will throw wild tantrums when they are displeased by something. Commonly characterized as spoiled, they do not play well with others and often hurt smaller Pokémon when roughhousing. Tyrunt also despise doing practically anything on their own; in the wild, Tyrunt were cared for entirely by their parents, who would bring them food, bathe them, and even lull them to sleep. Consequently, orphaned Tyrunt rarely survived for long without their parents.






## Tyrunt / Tyrantrum



Tyrantrum were undoubtedly the apex predators of the jungles one-hundred million years ago. Their incredibly strong jaws can crush through solid metal like paper, and their vicious brutality made them a feared force. As the top of the food chain, Tyrantrum had little to worry about other than finding food and were believed to essentially rule ancient jungles like kings—they ate anything and travelled anywhere they wanted to. Greatly protective of their young, Tyrantrum would go to great lengths in order to please their incredibly picky children. Some believed that the Tyrantrum of ancient times were fully covered in feathers, and the feather collar that modern revived Tyrantrum possess is merely what can be salvaged by modern technology.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Jungles

**Evolution:** Tyrunt  Tyrantrum

**Proficiencies:** Dragon / Rock / Fangs / Stamped (Tyrantrum)

### Tyrunt



**Rock / Dragon** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 8    **Special Defense:** 5

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 5

**Skills:** -

**Passives:** Tail Whip (+1 Attack), Strong Jaw (Your biting attacks deal +4 damage.)

**Moves (Attack +5, Special Attack +2, Effect +2)**

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

### Tyrantrum



**Rock / Dragon** - Huge (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 12    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** -

**Passives:** Tail Whip, Rock Head (Your attacks that damage yourself on hit do not damage yourself.), Strong Jaw

**Moves (Attack +6, Special Attack +3, Effect +3)**

**Dragon Tail** - *Melee Dragon Attack:* 3/day 3d8. On hit, move the target 40ft away.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Head Smash** - *Melee Rock Attack:* 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.



# Rockruff / Lycanroc



## Rockruff



Rock - Small (Size), Light (Weight)

Hit Points: 30      Defense: 4      Special Defense: 4

Speed: 6 (30 ft.)      Attack: 8      Special Attack: 3

Skills: Tracker (can follow scents)

Passives: Howl (+1 Attack), Keen Eye (Your accuracy checks cannot be negatively affected by foes.)

### Moves (Attack +4, Special Attack +1, Effect +3)

Tackle - Melee Normal Attack: At-Will 2d6.

Bite - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Rock Throw - Ranged(20ft) Rock Attack: At-Will 2d6.



Rockruff will rub their stony collars onto their friends to greet them; though many find this uncomfortable or even painful, it is simply a sign of affection. Rockruff also have an uncanny ability to sense when their loved ones are upset and try their best to cheer them up; they are persistent in all aspects of life, including battle. As Rockruff near their evolution they will spend more and more time howling.

## Lycanroc (Day)



Rock - Medium (Size), Medium (Weight)

Hit Points: 48      Defense: 7      Special Defense: 7

Speed: 13 (65 ft.)      Attack: 13      Special Attack: 6

Skills: Tracker

Passives: Howl, Scary Face (+2 Speed), Keen Eye, Sand Rush (While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.), Steadfast (When you are Stunned, your Speed is +1 for 10 mins.)

### Moves (Attack +6, Special Attack +3, Effect +6)

Accelerock - Melee Rock Attack: At-Will 2d6. Accelerock has Priority.

Rock Slide - Ranged(20ft, 10ft wave) Rock Attack: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Crunch - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Rockruff evolves into different forms depending on the time of day. Solitary Day Form Lycanroc dislike needless fighting and stay away from others because of it. These Lycanroc are blisteringly fast, using their speed to bewilder foes before attacking them with the jagged rocks in their manes; their claws and fangs are also very sharp. Night Form Lycanroc are also solitary, and specialize in countering attacks; they will goad foes into striking by drawing close and taunting them before crushing them against their rocky manes with enough force to shatter bone. They do not mind pain; in fact, the fervor of battle against strong foes causes their eyes to glow red and their blood to boil. It is said these Lycanroc may begin to foster resentment towards trainers that restrict their tactics, but deeply trust those that capitalize on their strengths. Finally, the rare Dusk Form Lycanroc are quite calm and stoic, but become very heated in combat, almost a medium of the other two forms. This makes sense, since this rare form only occurs when a Rockruff evolves at dusk or dawn.

Rockruff are known for their friendliness as well as their ability to grow. Young Rockruff are initially gentle, easygoing creatures. As they grow, however, they gradually become brasher and more rambunctious. Rockruff are fiercely loyal no matter how old they are; they have great senses of smell and will never forget an odor, allowing them to find loved ones regardless of time or distance.

**Lycanroc (Dusk)****Rock** - Medium (Size), Medium (Weight)**Hit Points:** 48    **Defense:** 7    **Special Defense:** 7**Speed:** 13 (65 ft.) **Attack:** 13    **Special Attack:** 6**Skills:** Tracker**Passives:** Howl, Scary Face, Keen Eye, Own Tempo (You are immune to being Confused.), Tough Claws (Your slashing attacks deal +4 damage.)**Moves (Attack +6, Special Attack +3, Effect +6)****Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.**Lycanroc (Night)****Rock** - Medium (Size), Medium (Weight)**Hit Points:** 54    **Defense:** 8    **Special Defense:** 8**Speed:** 10 (50 ft.) **Attack:** 13    **Special Attack:** 6**Skills:** Tracker**Passives:** Howl, Scary Face, Keen Eye, No Guard (You cannot miss your attacks, and attacks made against you cannot miss.), Vital Spirit (You are immune to being put to Sleep.)**Moves (Attack +6, Special Attack +3, Effect +5)****Counter** - *Melee Fighting Effect:* 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Badlands / Deserts / Forests / Mountains**Evolution:** Rockruff Lycanroc Day Form, Lycanroc Night Form, During Dawn or Dusk Lycanroc Dusk Form**Proficiencies:** Rock / Claws (Lycanroc) / Fangs



# Aerodactyl



**Rock / Flying** - Huge (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 8

**Speed:** 13 (65 ft.) **Attack:** 11    **Special Attack:** 6

**Skills:** Flight (*can fly*)

**Passives:** Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*), Unnerve (*Foes within 25ft of you cannot consume food.*)

**Moves (Attack +5, Special Attack +3, Effect +6)**

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Sky Drop** - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself and an adjacent target 40 ft into the air, then you immediately end your turn. The target may only make melee attacks until your next turn. During your next turn, you return to the ground, letting go of the target and you may roll Sky Drop's Accuracy Check and damage.

Aerodactyl ruled prehistoric skies. They once glided through the air at high speeds, shrieking high-pitched cries that struck fear in the hearts of Pokémon everywhere. Their saw-like, serrated fangs can cut through flesh with ease. When Aerodactyl hunt, they aim for the throats of prey. They attack from above, tearing out the necks of victims with their teeth. Though superb fliers, they were quite slow and clumsy on land. Surprisingly, Aerodactyl are omnivores, eating various fruits and Berries in addition to meat. It is widely believed that a meteor impact caused the extinction of Aerodactyl.



**Biology:** Egg Group - Flying / Monster, Egg Hatch Rate - 20 Days, Diet - Carnivore, Habitat - Forests / Mountains

**Proficiencies:** Flying / Rock / Elemental Attack F / Fangs

Carbink live deep beneath the surface; sometimes, they can even be found lying dormant in solid rock, having been encased through the earth's slow geological processes. These creatures are believed to be hundreds of thousands of years old. They are rarely seen in the open because of their seclusion and are rumored to have been born out of the immense heat and pressure of the underground. Intense pressure has made them incredibly hard; some of the carbon within their bodies has even been compressed into diamond as a result. They can fire beams of energy from their gems. Carbink are most commonly seen above-ground when accidentally uncovered during construction projects or cave excavations, having been lying dormant. They are popular Pokémon for their beautiful gemstones, which are usually spotless; groups of them will rub their soft manes on one another to polish each other's gems. Occasionally, subterranean activity may unearth some Carbink into cave systems or near the bases of mountains.



This Pokémon has a Mega Evolution in PHB2.



## Carbink



**Rock / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 16    **Special Defense:** 15

**Speed:** 5 (25 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Hover (*can hover*)

**Passives:** Harden (+1 Defense), Sharpen (+1 Attack), Clear Body (*Your stats cannot be lowered by a foe's effects.*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

### Moves (Attack +3, Special Attack +2, Effect +2)

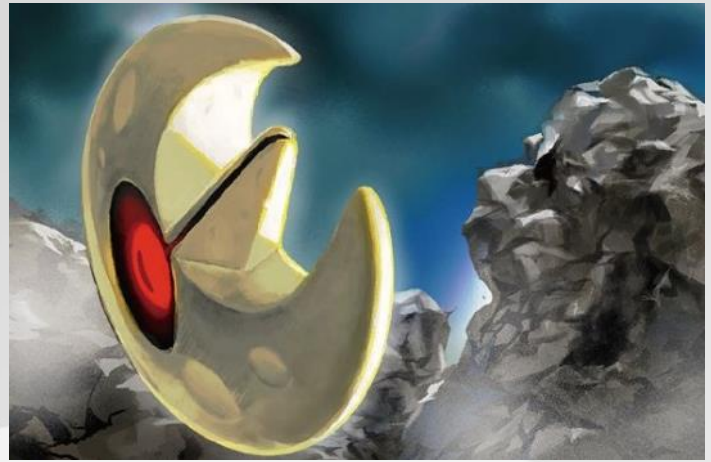
**Stealth Rock** - Ranged(5ft) Rock Effect: 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Power Gem** - Ranged(20ft) Rock Special Attack: 3/day 3d10.

**Moonblast** - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Fairy / Mineral, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Caves / Mountains

**Proficiencies:** Fairy / Rock / Weird



Lunatone are found near the sites of meteor crashes. They float using telekinetic powers, becoming active at night when the moon is bright. Their power appears to be connected with the lunar cycle, becoming strongest when the moon is full. It is during this time that Lunatone are most active and commonly seen. As the moon ebbs, so does their strength. When the new moon arrives, Lunatone lose all of their power and hide away until the moon waxes again. Their ominous, glowing red eyes can paralyze onlookers with fear. Staring into them for too long can put observers to sleep. During the day or a new moon, however, their eyes appear faded and dull.





## Lunatone



**Rock / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 10

**Skills:** Flight (*can fly*), Telekinetic (*can move things with their mind*)

**Passives:** Cosmic Power (+1 Defense, +1 Special Defense), Harden (+1 Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +3, Special Attack +5, Effect +3)**

**Hypnosis** - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Stone Edge** - Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 13 Days, Diet - Phototroph, Habitat - Caves / Mountains

**Proficiencies:** Fairy / Psychic / Rock



## Solrock



**Rock / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 11    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Flight (*can fly*), Telekinetic (*can move things with their mind*)

**Passives:** Cosmic Power (+1 Defense, +1 Special Defense), Harden (+1 Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Fire Spin** - Ranged(20ft) Fire Special Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Solar Beam** - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 13 Days, Diet - Phototroph, Habitat - Caves / Mountains

**Proficiencies:** Fire / Rock / Psychic

Solrock are always expressionless, but seem to be able to read what opponents are thinking in battle. Solrock appear to be closely related to the sun; they are active during the day from sunrise to sunset, for example. The more sunlight they are exposed to, the stronger they become. When the sun is obscured by clouds, Solrock weaken greatly. On sunny days, groups of them will line up and face the sun to soak in rays of sunlight. In battle, Solrock will spin their bodies rapidly. As they do so, they release bright flashes of light like miniature suns. The faster they spin, the brighter the light they release. Eventually, Solrock will run out of light to emit, at which point they will have to recharge by basking in sunlight again. Solrock radiate intense heat as they spin, even when not releasing light.



# Minior



**Rock / Flying** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 10

**Speed:** 8 (40 ft.)    **Attack:** 6    **Special Attack:** 6

**Minior Core Revealed** - Featherweight (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 6

**Speed:** 14 (70 ft.)    **Attack:** 10    **Special Attack:** 10

**Skills:** Flight (*can fly*)

**Passives:** Autotomize (+2 Speed), Defense Curl (+1 Defense), Shields Down (*When Minior's HP is below half of your max hit points, your form changes to Core Revealed form and your stats change. While Minior is not in its Core Revealed form, it is immune to afflictions.*)

**Moves (Attack +3/+5, Special Attack +3/+5, Effect +4/+7)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Confuse Ray** - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

**Power Gem** - *Ranged(20ft) Rock Special Attack:* 3/day 3d10.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 13 Days, Diet - Pollutivore / Terravore, Habitat - Mountains

**Proficiencies:** Psychic / Rock



Minior can be found living most of their lives in the stratosphere, being especially abundant in the ozone layer. They collect and eat dust in the air, gradually becoming heavier. Eventually, they become heavy enough to fall to the earth; when they land, their shells break away to reveal their cores. These cores can wildly range in color depending on the elements present in the dust the Minior ate. Strong impacts can also fragment Minior shells. Without their protection, Minior are faster, but they are also frailer; they will eventually die from exposure after landing. Minior can roll around on the ground to pick up dirt and reharden their shells to protect their core.





# Stonjourner



**Rock** - Huge (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 14    **Special Defense:** 2

**Speed:** 9 (45 ft.)    **Attack:** 13    **Special Attack:** 2

**Skills:** Sinker (*can't swim*)

**Passives:** Rock Polish (+2 Speed), Power Spot (*Attacks made within 10ft of you deal +4 damage, regardless if the attacker is friend or foe.*)

**Moves (Attack +6, Special Attack +1, Effect +4)**

**Stomp** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Stealth Rock** - *Ranged(5ft) Rock Effect:* 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Stone Edge** - *Ranged(25ft) Rock Attack:* 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 20 Days, Diet - Phototroph / Terravore, Habitat - Grasslands / Ruins

**Proficiencies:** Ground / Rock / Kicks



Stonjourner are mysterious Pokémon that, despite being Rock-types, are rarely found anywhere near actual sources of stone. Instead, they prefer to dwell on open grasslands and ancient ruins. Stonjourner have a peculiar habit of watching the sun for long stretches of time. All Stonjourner will at the very least observe the sun at its zenith as well as when it reaches horizon. Once a year, Stonjourner across the globe will journey to specific areas of the world and stand together, motionless, in circles. This event occurs at a specific date and time that all individuals seem to know regardless of time zones, weather, or other factors. They will remain this way until the sun sets, and then disperse as if nothing had happened. Though they initially appear immobile, Stonjourner can deliver very powerful kicks with their huge, stony legs; they dislike being interrupted from their sun-gazing and will retaliate this way if bothered.







# Aron / Lairon / Aggron

## Aron

Steel / Rock - Small (Size), Medium (Weight)

Hit Points: 30      Defense: 11      Special Defense: 4

Speed: 3 (15 ft.)      Attack: 7      Special Attack: 4

Skills: Sinker (can't swim)

Passives: Harden (+1 Defense), Sturdy (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

Moves (Attack +3, Special Attack +2, Effect +1)

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Rock Tomb** - Ranged(15ft) Rock Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



## Lairon

Steel / Rock - Medium (Size), Heavy (Weight)

Hit Points: 36      Defense: 16      Special Defense: 5

Speed: 4 (20 ft.)      Attack: 9      Special Attack: 5

Skills: Sinker

Passives: Iron Defense (+2 Defense), Rock Head (Your attacks that damage yourself on hit do not damage yourself.), Sturdy

Moves (Attack +4, Special Attack +2, Effect +2)

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Iron Head** - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Take Down** - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

Aron have carapaces of solid steel. They live deep within mountains, feeding on iron ore to strengthen their hides. As Aron grow, their periodically shed their armor to grow new sets. When iron grows scarce, herds of Aron may leave their mountain homes in search of food. This often takes them into urban towns and cities, where they can wreak havoc on iron structures. Aron will congregate around train tracks, bridges, and cars to feast on the abundant metals in them. Most iron mining operations will section off areas exclusively for Aron and their evolutions to feed, hoping to placate them and lessen the chances of them leaving their mountains to feed in urban areas.





Lairon are territorial. Lairon will fight for sole feeding rights in territories. They will bash heads with one another until one of them is defeated. The sound of their duels can be heard throughout their cavern homes. In addition to digging out iron ore for food, Lairon also drink spring water rich in minerals to fortify their armor. When they come across springs, they will often drink so much that they will be unable to eat for the rest of the day. Their affinity for iron has led to increasingly common encounters with human miners. As Lairon are highly aggressive Pokémon, miners are advised to abandon their work if approached by one because they will not hesitate to attack if they feel threatened. Once they are satiated with iron, they will generally leave without causing any more trouble. Lairon enjoy showing off their strength by bashing their heads against boulders. They gauge their power by the size and number of sparks that fly out upon contact.



Aggron are highly territorial, claiming entire mountains as their own. They are very protective of their mountains, going to great lengths to keep them safe. Most obviously, this means fending off intruders that attempt to trespass on their land. However, Aggron will also plant trees, divert streams, or rearrange boulders to clean up their domains. In particular, lone Aggron have been known to restore areas ravaged by rockslides and wildfires back to their former glory without any outside help. Their ages can be measured by the lengths of their horns. One can also estimate how many battles an Aggron has fought in by the number of scars it bears on its metallic hide. They are very proud of their scars, showing them off as mementos of their conquests. Aggron use their horns to dig deep into bedrock in search of iron. Though Aggron will relentlessly thrash those who deface their environments, they will leave travelers who treat the land with respect alone.

### Aggron



**Steel / Rock** - Large (Size), Superweight (Weight)

**Hit Points:** 42    **Defense:** 20    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Sinker

**Passives:** Autotomize (+2 Speed), Iron Defense, Rock Head, Sturdy

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Rock Slide** - Ranged(20ft, 10ft wave) Rock Attack: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Iron Tail** - Melee Steel Attack: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Heavy Slam** - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.

**Biology:** Egg Group - Monster / Dragon, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Caves / Mountains

**Evolution:** Aron Lairon Aggron

**Proficiencies:** Rock / Steel / Draconian / Elemental Attack / Punches / Stampeding (Aggron)



This Pokémon has a Mega Evolution in PHB2.



## Beldum / Metang / Metagross



### Beldum



**Steel / Psychic** - Small (Size), Heavy (Weight)

**Hit Points:** 24    **Defense:** 8    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Flight (*can fly*), Magnetic (*controls magnetic fields*)

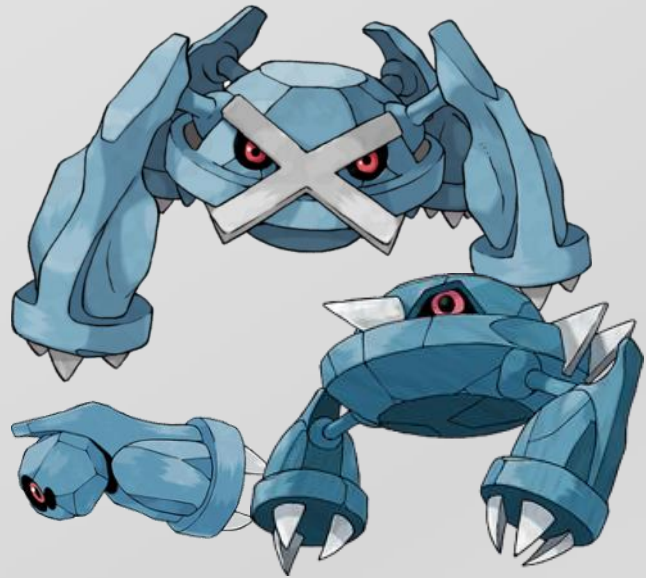
**Passives:** Clear Body (*Your stats cannot be lowered by a foe's effects.*)

**Moves** (**Attack +3, Special Attack +2, Effect +1**)

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Bide** - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.



Curiously, Beldum have no circulatory system in their bodies, instead using magnetism to transport minerals within themselves. They generate magnetic forces that repel them from the earth's natural poles, allowing them to float. All the cells in their bodies are magnetic, though they can control the strength of the magnetic forces they generate. They can communicate with each other over long distances by sending magnetic pulses. When close together, they can also use telepathy to converse. Because of this, Beldum in swarms will move together in perfect unison. They can sleep at any angle, even upside-down or sideways; they often anchor themselves to the faces of cliff when resting by using the claws on their rears. When threatened, Beldum will tackle foes head-on; their density and weight mean that their headbutts are usually more than enough to deter attackers. They will also use their magnetism to draw in and slash at metallic enemies, and will release a magnetic pulse if surrounded that can disrupt nearby electronics.

### Metang



**Steel / Psychic** - Medium (Size), Superweight (Weight)

**Hit Points:** 36    **Defense:** 12    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 8    **Special Attack:** 6

**Skills:** Flight, Magnetic, Telekinetic (*can move things with their mind*)

**Passives:** Iron Defense (+2 Defense), Clear Body

**Moves** (**Attack +4, Special Attack +3, Effect +2**)

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.





Metang uses their two brains to float above the ground using magnetic force. When they do so, they rotate their arms so that their claws face rearwards like thrusters, streamlining their silhouettes. These powerful claws can tear through thick iron sheets like silk. Their bodies are incredibly hard; crashing straight into stone walls wouldn't scratch them. Their two separate brains do not make them more intelligent than Beldum, but do make them think twice as fast; Metang are very useful for solving complex equations or cracking passwords through brute force, as they can use both of their brains to test possible solutions in half the time. They will chase down prey and then grasp them tightly with their two claws to bring them down.



Upon evolution into Metagross, they double their brain cores, granting them a total of four brains working in unison. This gives them more raw computational power than a supercomputer. They use this ability to analyze situations in battle, factoring in aspects such as accuracy, probability, and even physics to mathematically determine the best possible course of action. Physically, they aren't lacking, either, capable of pummeling foes down with their powerful arms. Their iron-hard bodies can weather many attacks with ease. They use their heavy bodies and sharp claws to pin down prey, consuming them with the mouths on their undersides. By tucking in their four legs, Metagross can hover in the air via magnetic force. Though this is faster than walking, it is also more tiring. The crosses on their faces grow with age; the larger the crosses, the older their owners are.



### Metagross



**Steel / Psychic** - Large (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 15    **Special Defense:** 9

**Speed:** 9 (45 ft.)    **Attack:** 14    **Special Attack:** 10

**Skills:** Flight, Intelligence (*very smart*), Magnetic, Telekinetic

**Passives:** Agility (+2 Speed), Iron Defense, Clear Body

**Moves (Attack +7, Special Attack +5, Effect +4)**

**Hammer Arm** - *Melee Fighting Attack: 1/day 5d12.* On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Zen Headbutt** - *Melee Psychic Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Meteor Mash** - *Melee Steel Attack: 3/day 3d10.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 20 Days, Diet - Terravore, Habitat - Badlands / Mountains

**Evolution:** Beldum Metang Metagross

**Proficiencies:** Psychic / Steel / Punches / Stampeding (*Metagross*)



This Pokémon has a Mega Evolution in PHB2.



## Honedge / Doublade / Aegislash



### Honedge



**Steel / Ghost** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 4

**Speed:** 5 (25 ft.)    **Attack:** 10    **Special Attack:** 4

**Skills:** Flight (*can fly*)

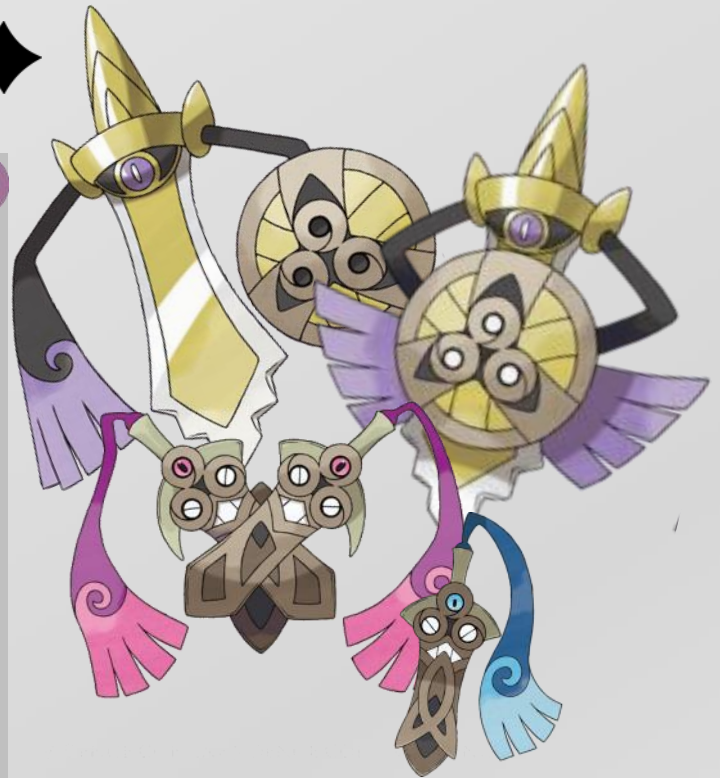
**Passives:** Autotomize (+2 Speed), Swords Dance (+2 Attack), No Guard (*You cannot miss your attacks, and attacks made against you cannot miss.*)

**Moves (Attack +5, Special Attack +2, Effect +2)**

**Fury Cutter** - *Melee Bug Attack:* At-Will 1d4. For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Pursuit** - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Shadow Sneak** - *Melee Ghost Attack:* At-Will 2d6. Shadow Sneak has Priority.



Honedge are often found near the ruins of medieval castles, protecting their old kingdoms. Usually, Honedge swords will remain in their sheaths to prevent their blades from becoming worn and rusted. When attacking, however, they will unsheathe themselves to reveal their sharpened blades, holding their sheaths in their tassels. A slash from a Honedge is believed to not only injure a being physically, but also damage its soul as well. Honedge feed on life energy by wrapping their tassels around another's appendage and draining its life force through its cloth; it will feed until its victim is completely exhausted.

### Doublade



**Steel / Ghost** - Medium (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 17    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 13    **Special Attack:** 5

**Skills:** Flight

**Passives:** Autotomize, Iron Defense (+2 Defense), Swords Dance, No Guard (*You cannot miss your attacks, and attacks made against you cannot miss.*)

**Moves (Attack +6, Special Attack +2, Effect +3)**

**Aerial Ace** - *Melee Flying Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Night Slash** - *Melee Dark Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.





Doublade has two blades that are able to communicate via telepathy and coordinate their attacks to viciously slash opponents twice as efficiently. The sheer speed at which Doublade can slash at makes their attacks nearly impossible to parry for even the most skilled swordsmen. These Pokémon can alternate nimbly to create an undefendable offense. They will rub their blades together prior to combat in order to unnerve foes with a scraping metallic sound. Like Honedge, Doublade feed by draining the life energy of beings by gripping their limbs with their tassels. The two blades cannot stray far from each other; for an unknown reason, if they are too far away from their plaque, they will fall to the ground as lifeless swords that can only be reanimated if they are somehow re-sheathed. There have been recorded incidents in which each sword of a Doublade had latched onto different beings within the same vicinity, or even both grabbed onto different limbs of the same unfortunate victim. If grabbed by a Doublade, one should run as far away as possible from the plaque, as the blades will not risk losing their own spirits by straying too far.



Wild Aegislash are thought to be able to identify the traits of people by examining their souls. They seek out those who are endowed with qualities of leadership and are said to possess and manipulate them for their own purposes while pretending to serve them. Trained Aegislash seem to only respect trainers who display signs of leadership themselves. In battle, Aegislash alternate between two forms—in their Sword Form, they are able to deliver powerful slashes at opponents with their heavy swords, while in their Shield Form, they can withstand the toughest of blows thanks to their sturdy shields and spectral barriers.



### Aegislash (Shield)



**Steel / Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 16    **Special Defense:** 14

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 5

### Aegislash (Sword)

**Steel / Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 7    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 16    **Special Attack:** 14

**Skills:** Flight

**Passives:** Autotomize, Iron Defense, Swords Dance, Stance Change (*Aegislash has two forms it constantly changes between. When you attack a foe, before making your accuracy check change into your Sword Form. When using a reaction move such as King's Shield or Protect, or a protective move like Safeguard or Light Screen, immediately change to Shield Form.*)

### Moves (Attack +3/+8, Special Attack +2/+7, Effect +4)

**Iron Head** - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**King's Shield** - *Self Steel Effect:* 1/day. King's Shield is used as a Reaction. If you are hit by a melee attack, ignore the damage and any effects of the attack and the attacker's Attack is -4 for 10 mins. This effect cannot be stacked.

**Sacred Sword** - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Psitroph, Habitat - Ruins / Urban Abandoned

**Evolution:** Honedge Doublade Dusk Stone Aegislash

**Proficiencies:** Ghost / Steel / Blades





## Klink / Klang / Klinklang



### Klink



**Steel** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 7    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Hover (*can hover*), Zapper (*can produce electricity*)

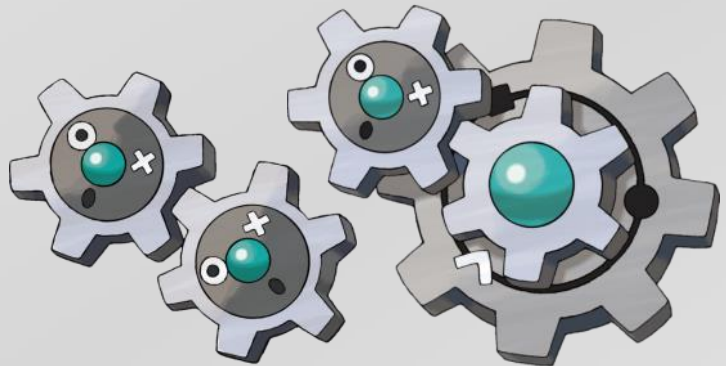
**Passives:** Minus (*If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Vice Grip** - *Melee Normal Attack: At-Will 2d8.*

**Thunder Shock** - *Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.*

**Gear Grind** - *Melee Steel Attack: 3/day 1d20. Gear Grind is a Scatter attack. It has two attacks.*



### Klang



**Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Hover, Zapper

**Passives:** Autotomize (+2 Speed), Screech (+2 Attack), Minus

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Charge Beam** - *Ranged(10ft beam) Electric Special Attack: At-Will 1d12. On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.*

**Mirror Shot** - *Ranged(20ft) Steel Special Attack: At-Will 2d8.*

**Discharge** - *Ranged(10ft burst) Electric Special Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.*

Klink can be found in industrial areas in addition to underground caves. The two units that comprise a Klink are each known as minigears. Though they appear identical, no two minigears are alike; each one fits into exactly one other minigear, while any others from other Klink that attempt to interlock are rejected. Klink spin effortlessly to generate energy, jumpstarted by magnetic force. The spin from one unit pushes the other, which pushes back, and so on as a perpetual motion system. If Klink become separated after interlocking, both minigears will enter an inert state. By interlocking them again and setting them in motion, however, they will reanimate as if nothing had happened. Some modern archaeologists believe that Klink inspired ancient peoples to design primitive gears based on recent evidence.





Klang gain third gears that spin in tandem with their first two. These additional gears give these Pokémon a greater range of abilities; by spinning each of their gears at varying speeds, Klang can communicate with each other. Direction appears to indicate emotions, while speed relates to the intensity of these feelings. Like Klink, Klang are powered by the perpetual spinning of their minigears. The loss of a gear will cause them to become inert; in the wild, this is essentially akin to death, as it is unlikely that minigears will be able to reattach themselves without the ability to move. In extreme situations, Klang will adjust their minigears such that all three connect and spin in tandem; this sharply increases their rotation speed and combat prowess.



Klinklang gain fourth gears upon evolution, which are not sentient. The red cores of these gears functions as energy tanks that stores the energy generated while these Pokémon spin. These additions enable Klinklang to stay active even when missing gears or not spinning. Their energy cores will glow weakly when they are nearly drained; if Klinklang lights go out, it means that it has exhausted all of its stored energy and will enter an inert state. The fourth gears also serve secondary purposes as weapons in battle. By spinning these gears quickly, Klinklang can rapidly charge their cores and cause them to glow brightly. Then, they can release the stored electrical energy through the spikes on their large gears to blast opponents. Though they appear unintelligent, Klinklang have demonstrated considerable ability to comprehend language and emotion, expressing this through changes in the spinning of their gears.

### Klinklang



**Steel** - Large (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 12    **Special Defense:** 9

**Speed:** 13 (75 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Hover, Zapper

**Passives:** Autotomize, Screech, Shift Gear (+1 Attack, +2 Speed), Clear Body (Your stats cannot be lowered by a foe's effects.), Minus

#### Moves (Attack +6, Special Attack +3, Effect +7)

**Lock-On** - Ranged(40ft) Normal Effect: 1/day. Your next attack against the same target will not miss.

**Zap Cannon** - Ranged(30ft) Electric Special Attack: 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

**Hyper Beam** - Ranged(25ft beam) Normal Special Attack: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Ergovore, Habitat - Caves / Urban Plants

**Evolution:** Klink Klang Klinklang

**Proficiencies:** Electric / Steel / Magnetism





## Bronzor / Bronzong



### Bronzor



**Steel / Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 9

**Speed:** 2 (10 ft.)    **Attack:** 2    **Special Attack:** 2

**Skills:** Hover (*can hover*), Telekinetic (*can move things with their mind*)

**Passives:** Iron Defense (+2 Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

#### Moves (Attack +1, Special Attack +1, Effect +1)

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Hypnosis** - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.



Bronzor are ancient Pokémon believed to have been around since man first formed a civilization. The herb-shaped pattern on their backs, is what hold their power. Researchers speculate that the plant-like design indicate that Bronzor had some connection with harvests and fertility. The shined back of a Bronzor will always reflect the truth, dispelling illusions or disguises, though the Pokémon dislike being polished. They float about taking in sun to charge themselves with energy.

### Bronzong



**Steel / Psychic** - Large (Size), Superweight (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 12

**Speed:** 3 (15 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Hover, Telekinetic

**Passives:** Iron Defense, Metal Sound (+1 Special Attack), Heat-proof (*Fire-type attacks are resisted by you. If you are already resistant to Fire-type, half any Fire-type attack's damage again.*), Levitate

#### Moves (Attack +4, Special Attack +4, Effect +1)

**Block** - Melee Normal Effect: 3/day. On hit, the target is bound to you for 1d6 rounds.

**Extrasensory** - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Heavy Slam** - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.

**Biology:** Egg Group - Mineral, Egg Hatch Rate - 10 Days, Diet - Ergovore / Phototroph, Habitat - Caves / Ruins

**Evolution:** Bronzor Bronzong

**Proficiencies:** Psychic / Steel / Stampeding (*Bronzong*)



The first Bronzong of modern times was discovered entirely accidentally, found dormant during construction of a high-rise building. It was buried deep beneath the surface, along with various other ancient artifacts. Upon further examination, scientists concluded that it had been asleep for about two thousand years. Ancient civilizations thought that by ringing their gong-like bells, Bronzong could open portals to other dimensions and summon rain clouds. People would leave out offerings and complete ritualistic dances in hopes of appeasing these Pokémon during poor weather. Different Bronzong appear to be able to create various effects on the weather when trained to do so. Bronzong appear to demonstrate an odd resistance to fire. Bronzong can undergo long periods of dormancy. When in this state, their eyes turn white, they stop floating, and they become immobile.



Cufant originate from the tropics, though they have been successfully brought over to more temperate regions. They prefer to spend their time near water on open savannas or jungle clearings. Where they are endemic, Cufant are famous for their spectacular load-bearing ability. They can carry half a ton of weight without even breaking a sweat. It is for this reason that they were imported into regions across the globe, with varying rates of success. Their bodies are made of solid copper. This means that they will tarnish a vibrant green color when in contact with water. Oftentimes, Cufant feet will be tarnished from walking near rivers, while its trunk will be similarly tarnished from drinking in watering holes. Their heads and backs may also sport a mottled green from rainstorms. These tarnished areas are less affected by further weather conditions, and Cufant are often ready for evolution when their entire bodies have turned green through this reaction. Cufant use their powerful trunks to dig through the earth in search of copper to eat.





## Cufant / Copperajah



### Cufant



**Steel** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Groundshaper (*can manipulate the ground*), Strength (*very strong*)

**Passives:** Growl (+1 Defense), Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Rock Smash** - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Bulldoze** - *Ranged(20ft burst) Ground Attack:* 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.



Copperajah dwell in herds near sources of fresh water. Though naturally endemic to the tropics, they have been imported to other regions in past centuries and now exist elsewhere as domesticated populations. Copperajah are valued for their immense strength, helping transport heavy loads across long distances. Copperajah also have powerful trunks that can crush stone into dust, allowing them to sift through the rubble in search of copper. Herds of them can be seen working together to pulverize entire mountains rich in the metal. Their copper skin has completely tarnished, rendering it impervious to water. These Pokémon are quite intelligent and protective of others in their herd. They are said to have long memories that will never forget a face.

### Copperajah



**Steel** - Huge (Size), Superweight (Weight)

**Hit Points:** 72    **Defense:** 9    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 13    **Special Attack:** 8

**Skills:** Groundshaper, Strength

**Passives:** Iron Defense (+2 Defense), Sheer Force

**Moves (Attack +6, Special Attack +4, Effect +1)**

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Iron Head** - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**High Horsepower** - *Melee Ground Attack:* 3/day 3d10.

**Biology:** Egg Group - Field / Mineral, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Jungles / Rivers / Savannas

**Evolution:** Cufant Copperajah

**Proficiencies:** Ground / Steel / Stampeding (*Copperajah*)



This Pokémon has a Gigantamax form in PHB2.



## Meowth (Cold Climate) / Perrserker



These Meowth were likely originally bred to simply have thicker coats to help them withstand frigid temperatures. However, they also developed sharper claws and sturdier bodies which both were desirable for battle. These Meowth possess both iron fur and claws. These Meowth sport hard black coins that they are very proud of; individuals with harder coins are held in higher regard by other Meowth, and harder coins also tend to be darker in appearance.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Forests / Urban

**Evolution:** Meowth  Perrserker

**Proficiencies:** Steel / Claws / Elemental Attack E / Tricky

### Meowth (Cold Climate)



**Steel** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 7    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Stealth (*can make stealth skill checks*)

**Passives:** Growl (+1 Defense), Tail Whip (+1 Attack), Tough Claws (*Your slashing attacks deal +4 damage.*)

#### Moves (Attack +4, Special Attack +2, Effect +2)

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Metal Claw** - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

### Perrserker



**Steel** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Stealth

**Passives:** Iron Defense (+2 Defense), Metal Sound (+1 Special Attack), Tail Whip, Battle Armor (*Critical hits are treated as normal hits against you.*), Steely Spirit (*Steel-type attacks used within 10ft of you by yourself or allies deal +4 damage.*), Tough Claws

#### Moves (Attack +6, Special Attack +3, Effect +2)

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Iron Head** - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Thrash** - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.





Perrserker have helmets of hardened fur and iron-hard beards that protect them from attacks. Their sharp claws can join together to form vicious daggers they use to claw at foes. Perrserker are infamous for their ruthlessness; they seem to relish taking down defenseless foes in combat. In the heat of battle, Perrserker enter trance-like states where they are numb to pain, mercy, and sometimes even the orders of their trainers. In the wild, their horns are used to test their strength against other Perrserker. Crashing helmets will make loud scratching clangs that are occasionally heard in the wild.



Onix spend most of their time burrowing through the earth, twisting and turning their massive bodies as they dig. They constantly eat while burrowing, consuming boulders, dirt, and whatever else they come across. These tunnels often later become homes and pathways for other subterranean Pokémon. Their roars can cause rumblings above that can be mistaken for earthquakes. Onix can regrow parts of their bodies if damaged, taking anywhere from a few days to a few weeks depending on the severity of their wounds. They also can rotate any of their rocky segments, including their heads. Their heads also contain magnetic components that function like compasses, ensuring that they never get lost while burrowing underground. As they dig, the great pressure of the earth and the roughness of the substrate they burrow in can smoothen and slowly compress parts of their bodies into a black, diamond-like material--onyx.





## Onix / Steelix



### Onix



**Rock / Ground** - Gigantic (Size), Superweight (Weight)

**Hit Points:** 24    **Defense:** 16    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Burrow (*moves through earth easily*)

**Passives:** Rock Polish (+2 Speed), Rototiller (+1 Attack, +1 Special Attack), Screech (+2 Attack), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +4, Special Attack +2, Effect +4)**

**Stealth Rock** - Ranged(5ft) Rock Effect: 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Slam** - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.

**Smack Down** - Ranged(25ft) Rock Attack: 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

### Steelix



**Steel / Ground** - Gigantic (Size), Superweight (Weight)

**Hit Points:** 48    **Defense:** 20    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 12    **Special Attack:** 7

**Skills:** Burrow, Hover (*can hover*)

**Passives:** Autotomize (+2 Speed), Rototiller, Screech, Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*), Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*), Sturdy

**Moves (Attack +6, Special Attack +3, Effect +2)**

**Dragon Breath** - Ranged(10ft) Dragon Special Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Iron Tail** - Melee Steel Attack: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Stone Edge** - Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Steelix have been recorded to dig out trails nearly half a mile underground. The immense pressure of the earth above at this level can crush most living organisms. However, their bodies are harder than diamond, compressed by the extreme pressure of their habitats. In the wild, age has little to do with their evolutions; Onix evolve into Steelix as they eat through rock and absorb the iron within. Combined with intense pressure, their bodies eventually turn dense and metallic. Their eyes are adapted to see in the dark, and their strong jaws can crunch through even the hardest boulders. Their bodies are speckled with thousands of tiny, reflective particles from the minerals they eat. These particles sparkle beautifully in the sun.

**Biology:** Egg Group - Mineral / Dragon, Egg Hatch Rate - 13 Days, Diet - Terravore, Habitat - Caves / Mountains

**Evolution:** Onix Steelix

**Proficiencies:** Ground / Rock / Steel (*Steelix*) / Draconian / Fangs / Magnetism



This Pokémon has a Mega Evolution in PHB2.





# Duraludon



**Steel / Dragon** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 12    **Special Attack:** 12

**Skills:** Sinker (*can't swim*)

**Passives:** Hone Claws (+1 Attack, +1 to accuracy checks), Iron Defense (+2 Defense), Leer (+1 Attack), Stalwart (Your attacks cannot be redirected by passives or any other ability, instead only hitting a target your attack was directed at.)

**Moves (Attack +6, Special Attack +6, Effect +4)**

**Dragon Claw** - *Melee Dragon Attack:* 3/day 3d10.

**Flash Cannon** - *Ranged(20ft) Steel Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Metal Burst** - *Ranged(40ft) Steel Effect:* 1/day. Metal Burst is used as a Reaction. If you are hit by an enemy with an attack and the enemy is within range, deal exactly 1.5x the damage to the enemy that you received after taking damage. Do not apply weakness or resistances.

**Biology:** Egg Group - Mineral / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore / Terravore, Habitat - Caves / Mountains

**Proficiencies:** Dragon / Steel / Draconian / Elemental Attack E / Stampeding



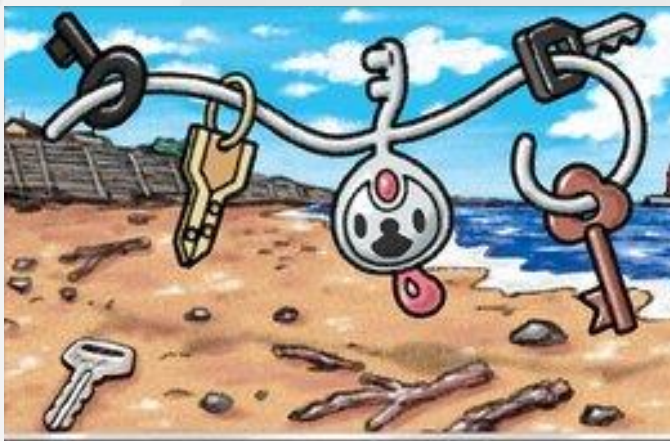
Duraludon are most well-known for their hard, shiny bodies. They are composed of a special lightweight metal alloy, allowing these large creatures to move with great agility while remaining very resilient to attacks. The alloy is also highly reflective, blinding opponents using the light of the sun. Its main drawback is that it rusts easily, meaning that Duraludon must take care to avoid water. Thus, they prefer to inhabit caves or mountains with large overhanging ridges they can hide under to stay dry from the rain. Duraludon use their two asymmetric hands to grind stone into rubble before consuming it. They must consume a variety of minerals in order to strengthen their bodies.



This Pokémon has a Gigantamax form in PHB2.



Klefki used to live primarily in mines before humans developed metalworking. These Pokémon spend their lives simply collecting keys; no one knows what purpose this serves them as a species. Regardless, Klefki will float around human settlements in search of keys. When they find abandoned ones they like, they will unhook their loops and add them to their collections before resealing their loops again. They will protect their keys with their lives, only releasing them to trusted allies and trainers. For this reason, some businesses train Klefki to protect valuable keys to safes and vaults. These Pokémon jingle their keys as a warning signal to foes, though this technique seems to be rather ineffective at warding off aggressors. Generally, when keys suddenly go missing, they were likely stolen by Klefki; they seem to very much prefer master copies, settling for lesser versions only if they are the only ones around.



## Klefki



**Steel / Fairy** - Tiny (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 9    **Special Defense:** 9

**Speed:** 8 (40 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Flight (*can fly*)

**Passives:** Metal Sound (+1 *Special Attack*), Magician (*When hitting with a melee attack, you steal the target's held item, if any.*), Prankster (*Your attacks that do not deal damage on hit have Priority.*)

### Moves (Attack +4, Special Attack +4, Effect +4)

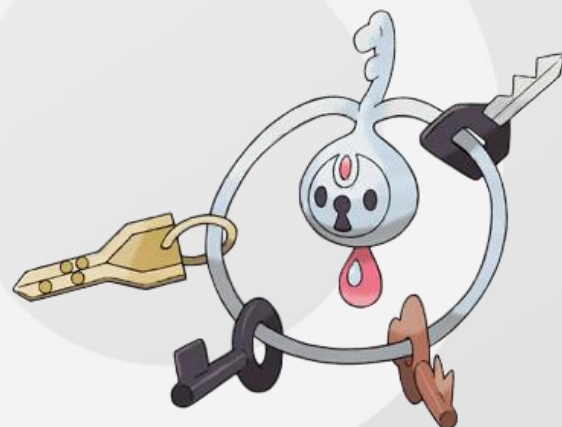
**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Draining Kiss** - *Melee Fairy Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Crafty Shield** - *Ranged(20ft burst) Fairy Effect:* 3/day. Put a Crafty Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted or have any stats altered by enemies. This Coat lasts for 2 rounds.

**Biology:** Egg Group - Mineral / Fairy, Egg Hatch Rate - 10 Days, Diet - Terravore, Habitat - Urban Abandoned

**Proficiencies:** Fairy / Steel / Weird





# Mawile



**Steel / Fairy** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 10    **Special Defense:** 6

**Speed:** 5 (25 ft.)    **Attack:** 9    **Special Attack:** 6

**Skills:** -

**Passives:** Intimidate (+1 Defense), Hyper Cutter (Your Attack cannot be lowered by a foe's effects.), Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

## Moves (Attack +4, Special Attack +3, Effect +2)



**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.



**Iron Head** - Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.



**Play Rough** - Melee Fairy Attack: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Field / Fairy, Egg Hatch Rate - 10 Days, Diet - Carnivore / Terravore, Habitat - Caves

**Proficiencies:** Dark / Fairy / Rock / Steel / Elemental Attack FI / Fangs / Glutton / Punches



Mawile approach foes facing forwards, luring them closer with coy and innocent expressions. Once they come too close, Mawile quickly lash around and attack with their enormous secondary jaws. These jaws are modified steel horns and are not connected to their digestive systems; rather, the iron-hard appendages, which are strong enough to chew through metal, simply incapacitate foes for Mawile to consume afterwards with their primary mouths. These horns also enable Mawile to consume some prey considered unpalatable to other predators, crushing them to tasteless mush before eating. In addition to eating organic material, Mawile must supplement their meals with iron and other minerals to maintain their hind jaws. They will use these steel mouths to pulverize rocks into powder to digest them more easily.



This Pokémon has a Mega Evolution in PHB2.



Skarmory make their nests in bramble bushes. Though born with soft skin, they quickly callous and harden through the constant scratching of their prickly nests. Their wings and bones are hollow, allowing them to fly. They are also razor-sharp; in the past, warriors used to brandish their fallen feathers as swords and knives. Even today, some chefs utilize artisanal knives sharpened from Skarmory feathers. These feathers grow back annually, replacing old ones bruised and battered from battle. Skarmory are highly aggressive and territorial, engaging in vicious battles over disputed land. They will rip off wings and feathers from foes with their sharp beaks or talons to send them plummeting to the ground. Skarmory are known to kidnap small, defenseless Pokémon from their trainers or parents in hopes of luring larger prey seeking to retrieve them back to their nests. They have even been observed tearing off the limbs of weaker creatures or chasing them off cliffs simply for fun. Because their water can rust their wings, Skarmory seek shelter in brambles during the rain.



## Skarmory



**Steel / Flying** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 9    **Special Attack:** 4

**Skills:** Flight (*can fly*)

**Passives:** Agility (+2 Speed), Leer (+1 Attack), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

**Moves (Attack +4, Special Attack +2, Effect +4)**

**Spikes** - Ranged(20ft burst) Ground Effect: 3/day. Place the Spikes Hazard in the area surrounding you. Spikes Hazard has the following ability: When a foe moves through Spikes Hazard during their turn and are on the ground, they lose 1/6th of their Max HP. This Hazard disappears after 2 mins.

**Steel Wing** - Melee Steel Attack: At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Flying, Egg Hatch Rate - 13 Days, Diet - Carnivore, Habitat - Badlands / Mountains

**Proficiencies:** Flying / Steel / Avian / Prickly / Winged





# Azurill / Marill / Azumarill

## Azurill

**Normal / Fairy** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 2 (10 ft.)    **Attack:** 2    **Special Attack:** 2

**Skills:** Fountain (can create water)

**Passives:** Charm (+1 Defense), Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Moves (Attack +1, Special Attack +1, Effect +1)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Water Sport** - *Melee Water Effect:* At-Will. Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.

## Marill

**Water / Fairy** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 6    **Special Defense:** 5

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 2

**Skills:** Fountain

**Passives:** Charm, Huge Power (+6 Attack), Thick Fat

**Moves (Attack +4, Special Attack +1, Effect +2)**

**Rollout** - *Melee Rock Attack:* At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Bubble Beam** - *Ranged(20ft beam) Water Special Attack:* 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Helping Hand** - *Melee Normal Effect:* 3/day. Target ally's next attack during this round will deal +1d20 damage.



Azurill use their tails as their main method of travel. Their tails are very rubbery; Azurill will sit on them and bounce from place to place. Alternatively, they may swing them around like lassos and toss them, pulling the rest of their bodies along with them. Their tails are packed with the nutrients they need to grow and also store the fat they obtain from food. A side effect of this is that their tails are very buoyant. This is helpful for Azurill, who are not very good swimmers, but enjoy playing in shallow water. On sunny days, groups of them can be seen splashing about at the water's edge. When threatened, they can swing their tails at opponents, buying time to escape. They are prone to crying and will wail when frightened or hungry. When one Azurill in a group cries, the rest will follow suit, even if they don't know why the initial Azurill was even crying in the first place. They feed primarily on algae, but will supplement their diets with tiny Water-types from time to time.





Marill can be found swimming in various bodies of freshwater as also well as frolicking on lakeshores and riversides. Their spherical tails contain an oil that is less dense than water. They act as buoys when Marill swim, helping them stay afloat even in the roughest currents. The amount of oil in their tails can be regulated to allow the Pokémon to swim at varying depths. Marill feed on algae and tiny Water-types at the bottoms of their habitats. Their tails can be seen floating above the surface in shallower bodies of water. Their fur is water-repellant, allowing them to swim with little resistance and therefore with high speed. Their tails are very flexible and stretchy, and their buoys can contract and expand at will. When fishing, these Pokémon will wrap their tails tightly around nearby trees and leap into the rushing rapids of rivers. After nabbing prey, Marill will pull themselves back onto land with their springy tails. Their ears are highly developed and can pick up minute sounds both above and below the surface of the water.



Azumarill have highly sensitive ears, able to discern sounds both on land and underwater. They can single out sources of noise while blocking out all other sounds- even that of rushing rivers. They can stay submerged for long periods of time, from 12 to 16 hours, as they can hold large volumes of air within their bodies. When Azumarill dive, they roll up their long ears to prevent water from getting into them. The bubble patterns on their bellies helps them camouflage while swimming; from above, they blend in with the water, while from below, they disappear into the foam. Azumarill can form durable air bubbles underwater when they spot drowning Pokémon, they will surround them with one of these bubbles to supply them with air as the Pokémon rise to the surface. If they are unable to swim, Azumarill will haul them back to shore in order to ensure their safety.

### Azumarill



**Water/Fairy** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 6

**Skills:** Fountain

**Passives:** Charm, Huge Power, Sap Sipper (*You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.*), Thick Fat

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.

**Play Rough** - *Melee Fairy Attack:* 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Aqua Ring** - *Self Water Effect:* 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

**Biology:** Egg Group - Water 1 / Fairy, Egg Hatch Rate - 4 Days, Diet - Herbivore, Habitat - Lakes / Ponds / Rivers

**Evolution:** Azurill Marill Azumarill

**Proficiencies:** Fairy / Water / Cutesy / Bruiser (*Azumarill*)





## Horsea / Seadra / Kingdra

### Horsea

**Water** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 7    **Special Defense:** 3

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Fountain (can create water), Flopper (treats dry land as special terrain), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Leer (+1 Attack), Swift Swim (While in Raining weather or in water, your Speed is +2.)

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Smoke Screen** - Ranged(10ft) Normal Effect: 3/day. Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.



### Seadra

**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 5

**Speed:** 11 (55 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Fountain, Flopper, Gilled, Swimmer

**Passives:** Agility (+2 Speed), Focus Energy (Attacks are critical hits on natural 18-20), Leer, Sniper (When you land a critical hit, you deal an additional 8 damage.), Swift Swim

**Moves (Attack +4, Special Attack +5, Effect +5)**

**Twister** - Ranged(15ft) Dragon Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Brine** - Ranged(20ft) Water Special Attack: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

Horsea nest in reefs, using their tails to grip onto rocks or growth in strong currents to prevent themselves from being washed away. They also use their tails to balance themselves while swimming. They can use their dorsal fins to swim in any direction while facing forwards, making them well adapted to. Horsea eat Bug-types and moss above the surface of the water. They locate targets and then shoots precise blobs of ink at them, knocking them below. When threatened, Horsea can also instinctively shoot ink into the water, turning it murky and buying themselves time to escape. They are playful Pokémon, often-times seen tangling their tails together as they swim about reefs and occasionally ocean caverns as well. They may also shoot ink at or race each other through the water for fun.





Seadra are often found in reefs and underwater caves. They hook their tail onto rocks or branches to rest, preventing them from being swept away. Seadra can also use their fins and tails to swim backwards. When Seadra lay eggs, they are fiercely protective of them. They will attack anyone who comes too close with streams of water or underwater vortexes. When hunting, Seadra create walls of bubbles to trap and disorient prey. They swallow food whole using their long snouts. Their fins are very sharp and can leak a poison that paralyzes muscles. Many divers unwittingly are stabbed by Seadra while examining reefs nearby.



Kingdra live near the sea floor away from most other Pokémon, hiding in caves or blending into reefs. They spend much of their time resting, and as such do not expend much energy. Kingdra have been known to create whirlpools when they yawn by quickly sucking in large amounts of water from beneath the ocean's surface, they can generate small vortexes that pull down food for them to consume. Kingdra become particularly active during and after storms, awakening in search of prey displaced by rough waters. Kingdra capitalize on these times, as Pokémon frantically swimming in search of shelter are more likely to get caught by their vortexes. After satisfying meals, Kingdra become dormant for up to months at a time; they only need to eat a few times a year, thanks to their rather inactive lifestyles; they sleep the rest of the time.



### Kingdra



**Water / Dragon** - Large (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 10    **Special Defense:** 10

**Speed:** 11 (55 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Agility, Focus Energy, Leer, Damp (*Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.*), Sniper, Swift Swim

#### Moves (Attack +5, Special Attack +5, Effect +5)

**Draco Meteor** - Ranged(20ft, 10ft blast) Dragon Special Attack: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Hydro Pump** - Ranged(30ft beam) Water Special Attack: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

**Biology:** Egg Group - Water 1 / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Ocean Reefs

**Evolution:** Horsea Seadra Kingdra

**Proficiencies:** Dragon (Seadra / Kingdra) / Water / Draconian / Elemental Attack I





## Lotad / Lombre / Ludicolo



### Lotad



**Water / Grass** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 5

**Speed:** 3 (15 ft.)    **Attack:** 3    **Special Attack:** 4

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +1, Special Attack +2, Effect +1)**

**Astonish** - *Melee Ghost Attack:* At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Absorb** - *Melee Grass Special Attack:* 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Bubble** - *Ranged(15ft) Water Special Attack:* At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



Lotad are amphibious Pokémon, but they spend virtually all of their time in the water. They primarily photosynthesize for energy, though they also feed on aquatic weeds from time to time as well. Because of their reliance on photosynthesis, studies have shown that the leaves on their heads have been growing steadily larger in surface area with every passing generation; many hypothesize that the reason why Lotad rarely exercise their terrestrial abilities is because these leaves have become too heavy for efficient land travel. Despite this, Lotad will occasionally leave the water to search for new ponds if their original ones become polluted; they must drink clean water routinely to prevent their pads from wilting. Lotad camouflage themselves underwater, leaving only their leaves exposed to blend in with lily pads. These leaves are buoyant enough to suspend them perfectly in this fashion. Lotad are docile and easygoing Pokémon. They are known to carry smaller Pokémon that can't swim over bodies of water, ferrying them over on their broad pads.

### Lombre



**Water / Grass** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Fountain, Swimmer

**Passives:** Growl, Rain Dish (*If in Raining Weather, you regain 4 HP after you act.*), Swift Swim

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Razor Leaf** - *Ranged(25ft) Grass Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Fury Swipes** - *Melee Normal Attack:* At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Fake Out** - *Melee Normal Attack:* At-Will 2d6. Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.





Lombre are nocturnal Pokémon, becoming active late in the evening. Their favorite pastime is playing tricks on unwary fishermen. Lombre will sometimes pop out of the water suddenly to startle nearby people and Pokémon, or may tug on submerged fishing lines to confuse anglers. Their skin is coated with a slippery, slimy mucus to keep them moist outside of the water. Touching their skin causes what is described as a “horribly unpleasant” sensation. Lombre spend most of the day near the water’s edge, sleeping on beds of reeds. They feed on aquatic moss growing on underwater rocks and also catch and eat some Water-types.



Ludicolo are very carefree, jolly Pokémon. Upon hearing a festive melody, they will begin to dance rhythmically, not stopping until the music ceases. Watching them do this can uplift the spirits of all who see them and encourage them to dance as well. When Ludicolo dance, their cells work much harder than they normally do, producing more energy and making them stronger. When there isn’t music, Ludicolo will seek to create their own rhythms, employing a variety of materials found in their habitats. Tools ranging from stone “drums” to reed pipes have been found near ponds where Ludicolo dwell. In battle, they will play these instruments and dance to the melodies produced in order to power up their attacks. Oftentimes, the sight of dancing Ludicolo is enough to placate aggressors, who may even begin dancing as well.



### Ludicolo



**Water / Grass** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 9

**Skills:** Fountain, Swimmer

**Passives:** Growl, Oblivious (*You are immune to Infatuation.*), Rain Dish, Swift Swim

**Moves** (*Attack +3, Special Attack +4, Effect +3*)

**Rain Dance** - *Water Field Effect:* 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

**Zen Headbutt** - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Uproar** - *Ranged(20ft burst) Normal Special Attack:* 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar’s range.

**Biology:** Egg Group - Water 1 / Grass, Egg Hatch Rate - 7 Days, Diet - Herbivore / Phototroph, Habitat - Ponds

**Evolution:** Lotad Lombre Water Stone Ludicolo

**Proficiencies:** Grass / Water / Punches (*Lombre / Ludicolo*)





## Tympole / Palpitoad / Seismitoad

### Tympole

**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Hydration (*While in Raining weather, you are cured of any afflictions.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Supersonic** - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Round** - Ranged(15ft burst) Normal Special Attack: 3/day 3d8. For every time anyone has used Round before you during this round of combat, Round deals +1d10 damage.

### Palpitoad

**Water / Ground** - Small (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Growl, Hydration, Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Mud Shot** - Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Aqua Ring** - Self Water Effect: 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.



Tympole live in large groups known as “circles.” The growths on either side of their heads can vibrate quickly in order to produce ultrasonic waves. These waves, though imperceptible to humans, are how Tympole communicate with one another. When threatened, a Tympole will emit a distinctive pattern and frequency of sound that only other Tympole can hear; once the rest of the circle hears the warning, they will all begin to produce the same sound. The circle will then, as a group, adjust the frequency of the sound waves they are emitting until they become audible at an earsplitting pitch to attackers. Curiously if a single Tympole is isolated and put under stress, it will emit an initial warning sound as usual, but will not attempt to stun the opponent with a subsequent deafening pitch, instead only holding the first note. This seems to indicate that Tympole will not attack until their warning calls are confirmed by allies, which occurs when other Tympole replicate the starting pitch. Resonating ripples on the surface of a pond are a sure sign of a Tympole circle singing below.





Palpitoad live in groups of anywhere from six to twelve members. They are amphibious Pokémon, capable of dwelling both on dry land and in fresh water. They cannot stray far from the water's edge, however, as they must keep their skin moist in order to breathe. Because they lack arms, Palpitoad rely primarily on their tails for balance. They use their long, sticky tongues to catch flying bug-types in midair; their saliva contains a substance that traps small prey on contact. By vibrating the bumps around their bodies, they can create small tremors on land or ripples in water; this helps scare out prey for them to catch. Palpitoad with larger bumps can produce a greater range of pitches, thus giving them an advantage in song composition.



Seismitoad are solitary Pokémon; they are generally not very territorial or aggressive, however. This is because they rarely need to actively defend themselves from foes, as most are wise enough to avoid angering them. By vibrating the circular growths around their bodies, Seismitoad can create tremors while on land and large waves while in the water. Additionally, by vibrating the bumps on their hands, they can deliver powerful punches that send shockwaves through the bodies of foes. Such attacks have the ability to pulverize boulders. Even when idle, Seismitoad generate minute, barely-palpable vibrations beneath them that can cause dizziness and nausea in those nearby. The bumps on their heads can also shoot out a paralyzing substance. Because their bodies are also coated in a thin layer of the same substance, touching Seismitoad skin can also induce a similar effect.



### Seismitoad



**Water / Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 9    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Growl, Hydration, Poison Touch (*Whenever you hit with a melee attack, you may roll 1d6. On 6, Poison the target.*), Swift Swim, Water Absorb (*When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.*)

### Moves (Attack +5, Special Attack +4, Effect +3)

**Acid Spray** - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Hyper Voice** - Ranged(30ft beam) Normal Special Attack: 1/day 3d12.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ponds / Wetlands

**Evolution:** Tympole Palpitoad Seismitoad

**Proficiencies:** Ground / Water / Sound / Stamping (Seismitoad)





# Poliwag / Poliwhirl / Poliwrath

## / Politoed

### Poliwag

**Water** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 9 (45 ft.)    **Attack:** 5    **Special Attack:** 4

**Skills:** Fountain (can create water), Flopper (treats dry land as special terrain), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Damp (Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.)

**Moves (Attack +2, Special Attack +2, Effect +4)**

**Hypnosis** - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Double Slap** - Melee Normal Attack: At-Will 1d4. Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

### Poliwhirl

**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 5

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Damp, Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Body Slam** - Melee Normal Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Mud Shot** - Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



Poliwag are amphibious Pokémon, capable of life both on land and in water. However, they are much better at swimming in the water with their tails than walking on dry land with their feet; terrestrially, they are very clumsy, often falling and rolling around helplessly. Still, they try to venture onto land in order to strengthen their legs, though they will flee into the water at the first sign of danger. Their skin is so thin that light can pass through it, rendering it transparent. Their skin must be kept moist at all times--when not in the water, they are in constant danger of drying out. As a result, they rarely stray too far from the water's edge. Their thin skin also leaves Poliwhirl particularly vulnerable to water pollution, which they can easily absorb. Their swirls will pale when they are ill. However, this skin is also very flexible and slippery, bouncing off the fangs and claws of attackers. Poliwhirl primarily feed on algae and lily pad roots. They are skittish Pokémon that hide from foes amongst aquatic plants.







Poliwhirl are amphibious, but still prefer to remain in the water, where they have fewer predators. Poliwhirl must constantly keep their skin moist. When out of water, they achieve this by sweating a slippery, oily fluid all over their bodies. This substance has the added effect of making Poliwhirl difficult to hold on to in battle, as they can easily slip and slide out of the grasps of opponents. By undulating the spirals on their bellies, Poliwhirl can perform illusions to lull opponents to sleep. This buys ample time for them to escape. Their hands are also developed enough to perform a variety of palm-based moves. Both Poliwhirl and Poliwhag are mesmerized and drawn to the cries of Politoed, and will cease whatever they are doing to locate and congregate around the source of such noises



Poliwrath are uncommon in the wild and can rarely be found in moist areas as Poliwrath must always keep their skin wet, including damp caverns. When dry, they will begin to sweat profusely in order to stay moist. Poliwrath prefer land over water. They are still very strong swimmers, however. Poliwrath can even briefly run across surfaces of water for moments using their strong arms and legs; their bodies are nearly all muscle and no fat. They can swim using similar strokes that humans use, like the butterfly and breaststroke. Different populations seem to have different preferences, though they enjoy teaching others their style. Their muscles are conditioned so that they do not get tired, letting them walk or swim nearly indefinitely. Poliwrath are also more confrontational than Poliwhirl in that they will not shy away from conflicts, though they are by no means aggressive.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Caves / Ponds / Lakes

**Evolution:** Poliwhag  Poliwhirl  Water Stone Poliwrath, Dawn Stone Politoed

**Proficiencies:** Fighting (Poliwhirl / Poliwrath / Politoed) / Water / Punches (Poliwrath) / Sound (Politoed)

## Poliwrath



**Water / Fighting** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 9

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Damp, Swift Swim (While in Raining weather or in water, your Speed is +2.), Water Absorb

**Moves (Attack +5, Special Attack +3, Effect +3)**

**Submission** - *Melee Fighting Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Dynamic Punch** - *Melee Fighting Attack:* 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

**Mind Reader** - *Ranged(40ft) Normal Effect:* 1/day. Your next attack against the same target will not miss.



## Politoed



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 8    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Damp, Drizzle (As a free action you may deplete one use of Rain Dance and use Rain Dance.)

**Moves (Attack +4, Special Attack +4, Effect +3)**

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack:* 1/day 3d12.







Politoed are jovial Pokémon, often seen clapping and hopping around ponds. They congregate in triplets or quartets and sing together; their harsh croaking sounds like rumbling bellows or even screaming when they do so. Lone Politoed are often the heads of local communities of Poliwhag and Poliwhirl, commanding them sternly with their croaks. The curls on their heads are symbols of dominance. When their positions are challenged by intruding or recently-evolved Politoed, the ones with larger curls ultimately become the leaders. Politoed with short curls or curls lost in battle have been observed to command little to no respect from their peers; their bellows will simply be ignored. Politoed are equally adept in the water as they are on land. Because of their porous skin, they must return into the water at least once every 24 hours in order to rehydrate themselves. When choruses of least four Politoed are observed singing together, it is said that rainstorms are imminent.

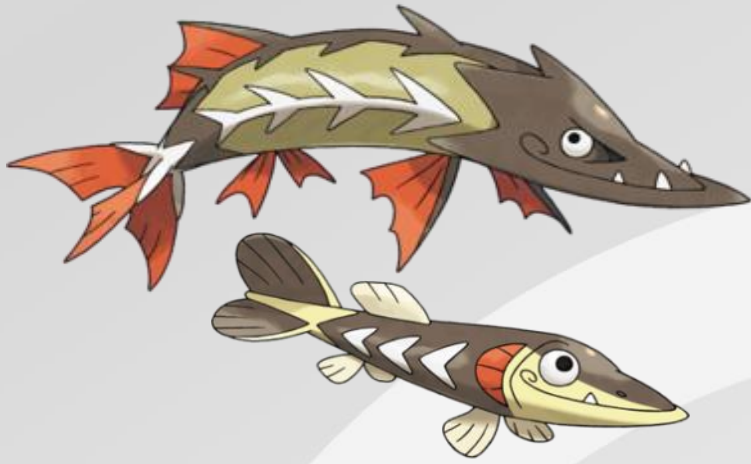


Arrokuda are a hardy species that can tolerate both fresh and salt water. Though they seem to prefer the sea, sizable populations can be found in fast-moving rivers and large lakes as well. Arrokuda are notable for their odd hunting strategy; rather than biting prey with their teeth, they instead prefer to skewer them with their closed jaws. Arrokuda will lie in wait until they sense movement before rushing towards the first sign of prey, hoping to impale them on their sharp jaws. Arrokuda are very proud of the sharpness of these structures and will show them off to other Arrokuda to assert dominance. These Pokémon are not the brightest and commonly cause issues for boats when they accidentally pierce holes into their hulls and get stuck. Anglers will wave wooden planks through the water to entice Arrokuda to skewer themselves onto them, making them easy catches. After Arrokuda eat their fill, their movements slow considerably, and they are content drifting along with the currents. This makes satiated Arrokuda a prime target for hungry predators scanning the water from above.






## Arrokuda / Barraskewda



Barraskewda are the bane of fishermen everywhere because of their uncanny habit of stealing hooked fish just before they are reeled in. These hunters are attracted to movement—such as that of a struggling fish—and can swiftly swim in to impale catches right off of their hooks. Barraskewda can spin their propeller-like tails to reach high underwater speeds. Their jaws are as sharp as spears, letting them pierce cleanly through prey with ease. Unlike Arrokuda, these Pokémon rarely get themselves stuck thanks to their improved strength, and also seem to be better at distinguishing moving animate and inanimate objects than Arrokuda. Though they are solitary hunters, multiple Barraskewda attracted to the same large quarry can independently skewer the victim to bring it down; though they may fight over who gets to claim the carcass afterwards.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Lakes / Ocean Reefs / Ocean / Rivers

**Evolution:** Arrokuda  Barraskewda

**Proficiencies:** Water / Fangs / Piscian

### Arrokuda



**Water** - Small (Size), Featherweight (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 9 (45 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Agility (+2 Speed), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +3, Special Attack +2, Effect +4)**

**Peck** - *Melee Flying Attack:* At-Will 2d6.

**Aqua Jet** - *Melee Water Attack:* At-Will 2d6. Aqua Jet has Priority.

**Fury Attack** - *Melee Normal Attack:* At-Will 1d4. Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.



### Barraskewda



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 6    **Special Defense:** 5

**Speed:** 16 (80 ft.)    **Attack:** 12    **Special Attack:** 6

**Skills:** Flopper, Fountain (*can create water*), Gilled, Swimmer

**Passives:** Agility, Swift Swim, Propeller Tail (*Your attacks cannot be redirected by passives or any other ability, instead only hitting a target your attack was directed at.*)

**Moves (Attack +6, Special Attack +3, Effect +8)**

**Laser Focus** - *Ranged(30ft) Normal Effect:* 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Liquidation** - *Ranged(10ft) Water Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.





## Barboach / Whiscash



### Barboach



**Water / Ground** - Small (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 4    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Fountain (can create water), Flopper (treats dry land as special terrain), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Amnesia (+2 Special Defense), Oblivious (You are immune to Infatuation.)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Mud Sport** - Melee Ground Effect: At-Will. Put a Mud Coat on the target or yourself. The Coat has the following ability: Reduce damage from Electric attacks that hit you by 10. This Coat lasts for 2 mins.



Barboach dwell in muddy water, burying themselves in the muck. Their bodies are covered in a slippery mucus. It makes it difficult for foes to grasp them, which especially important because Barboach often live in shallow water where they can easily be spotted by aerial predators. If this film dries, they will become weak and lethargic. Barboach are usually submerged in mud, leaving only their whiskers poking out. Their whiskers are extremely sensitive, acting like radars to help them navigate murky waters. The barbs can also sense passing prey, and can detect smell and taste at the same resolution as the human tongue. Barboach are not very picky eaters and will consume nearly anything they find. They can be seen scavenging the remains of the meals of other Pokémon or eating rotting plant material if food is scarce.

### Whiscash



**Water / Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 7    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 8    **Special Attack:** 8

**Skills:** Fountain, Flopper, Gilled, Swimmer

**Passives:** Amnesia, Hydration (While in Raining weather, you are cured of any afflictions.), Oblivious


**Moves (Attack +4, Special Attack +4, Effect +3)**

**Thrash** - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Aqua Tail** - Melee Water Attack: 1/day 3d12.

**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Marshes / Ponds / Rivers / Swamps

**Evolution:** Barboach  Whiscash

**Proficiencies:** Ground / Water / Piscian



Whiscash are highly territorial, often claiming entire ponds as their own. They are nocturnal, burying into the mud to sleep during the day. At night, they emerge to eat whatever they can find, waiting patiently at the bottoms of their ponds; as long as it is alive, Whiscash will eat try to it, along with a healthy gulp of muck from beneath as well. They make their nests by carving out shallow bowls in mud. Whiscash have poor eyesight and instead use their highly sensitive whiskers to navigate their murky surroundings. They are so sensitive, in fact, that they can sense minute vibrations of the earth and alert Whiscash of earthquakes before they even occur. Due to their territoriality, they become very hostile when foes enter their land. When threatened, they will go berserk and thrash about wildly to generate quakes nearby. They will also generate smaller tremors to scare out potential prey from the silt.



Buizel live in fast-moving rivers. The collars around their necks are adjustable, air-filled flotation sacs. When inflated, they let Buizel rest with their heads above water, allowing them to sleep without fear of drowning. Buizel can hold their breaths for long periods of time, but must still surface to breathe. They also inflate their sacs to keep their heads afloat as they scan for prey. When Buizel dive, they deflate their sacs so they won't rise back to the surface. They swim by spinning their two tails around like propellers. This method enables them to swim very quickly and cut through weeds that would normally slow them down. Young Buizel are very playful; they can often be seen splashing together in the water. They outgrow this behavior as they age, but still remain very friendly. On land, though not as agile as they are in the water, Buizel are still relatively fast; they will sometimes venture onto shore should their sacs become damaged. They wrap their tails around reeds when sleeping to stay anchored.





## Buizel / Floatzel



### Buizel



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 3

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 6

**Skills:** Fountain (can create water), Swimmer (can swim)

**Passives:** Growl (+1 Defense), Swift Swim (While in Raining weather or in water, your Speed is +2.)

**Moves (Attack +3, Special Attack +3, Effect +4)**

**Sonic Boom** - Ranged(5ft) Normal Special Attack: At-Will 10. On hit, the target loses exactly 10 HP.

**Quick Attack** - Melee Normal Attack: At-Will 2d6. Quick Attack has Priority.

**Aqua Jet** - Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.



### Floatzel



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 5

**Speed:** 14 (70 ft.)    **Attack:** 11    **Special Attack:** 9

**Skills:** Fountain, Swimmer

**Passives:** Agility (+2 Speed), Growl, Swift Swim, Water Veil (You are immune to being Burned.)

**Moves (Attack +5, Special Attack +4, Effect +7)**


**Pursuit** - Melee Dark Attack: At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Razor Wind** - Ranged(30ft, 10ft wave) Normal Attack: 3/day 3d10. When you use this attack you immediately end your turn. During your next turn you may roll Razor Wind's Accuracy Check and damage. On hit, if you got 18 or higher on Accuracy Check, Razor Wind is a critical hit.

**Aqua Tail** - Melee Water Attack: 1/day 3d12.

Floatzel have highly-developed flotation sacs, letting them carry more than twice their body weight while still remaining above the water's surface. They are often seen lounging lazily down rivers, floating on their backs. Floatzel are very swift, capable of using speed-based techniques in battle. They deflate their flotation sacs to dive and use their twin tails to propel themselves. They can move around perfectly well on land, though they prefer to be in the water. Floatzel are often found around fishing ports, where they are seen as both nuisances and aids. On one hand, they sometimes snatch prey straight from the hooks of anglers. On the other, they can be helpful Pokémon, known to rescue drowning people and Pokémon by inflating their raft-like flotation sacs and carrying them to shore on their backs. Generally, most anglers leave Floatzel alone because of this.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Rivers

**Evolution:** Buizel  Floatzel

**Proficiencies:** Water / Fangs




## Carvanha / Sharpedo



Carvanha swim in schools in large tropical rivers. Known for their savagery, they have strong, sturdy jaws that can tear apart boat hulls with enough of them. Indeed, schools of Carvanha are famous for sinking many river-going ships attempting to make it to the sea. Carvanha schools mark their territory distinctly, leaving bite marks on the stones surrounding their swathes of rivers. They will only attack ships, people, and Pokémon that enter their territories, but will do so viciously and relentlessly. Carvanha are driven into feeding frenzies upon smelling blood, recklessly attacking anything around them that moves-including other Carvanha. It should be noted that in the unfortunate event of being caught in a Carvanha feeding frenzy, pinching their mouths shut will prevent them from biting; though they can shut their mouths with great power, they cannot open them with nearly as strong of a force. Additionally, Carvanha are only aggressive when in large schools, particularly in groups of five or more. Lone Carvanha are very timid and meek, swimming away from danger rather than attacking.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Ocean

**Evolution:** Carvanha  Sharpedo

**Proficiencies:** Dark / Water / Fangs / Piscian



### Carvanha



**Water / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 2    **Special Defense:** 2

**Speed:** 9 (45 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Scary Face (+2 Speed), Screech (+2 Attack), Rough Skin (*Whenever you are hit with a melee attack, the attacker takes 4 damage.*)

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Aqua Jet** - *Melee Water Attack:* At-Will 2d6. Aqua Jet has Priority.

**Swagger** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

### Sharpedo



**Water / Dark** - Large (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 4    **Special Defense:** 4

**Speed:** 12 (60 ft.)    **Attack:** 14    **Special Attack:** 10

**Skills:** Fountain, Flopper, Gilled, Swimmer

**Passives:** Agility (+2 Speed), Focus Energy, Screech, Rough Skin

**Moves (Attack +7, Special Attack +5, Effect +6)**

**Slash** - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Ice Fang** - *Melee Ice Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



This Pokémon has a Mega Evolution in PHB2.





Throughout the vast oceans of the world, there are no aquatic Pokémon feared more than Sharpedo. Sharpedo are notorious for attacking boats, submarines, and even divers who dare venture into their territories. Their jaws are strong enough to rip apart metal. When their teeth fall off, new ones will sprout up almost immediately in their place. Their skin is unique in texture; rubbing in the direction of rear to mouth, it feels as rough as sandpaper and can cut skin simply by brushing past. In the opposite direction, though, it is as smooth as steel. This quality along with their hydrodynamic body shape allows them to reach high speeds underwater by jetting water through their bodies. Though they can only do this for short periods of time, it is more than enough to ram holes into boats or slam into larger prey.



Chewtle are easy to spot when they surface from the water due to their oversized heads. In fact, most of their heads are dedicated to supporting their jaw muscles, giving these Pokémon an incredible bite strength. Chewtle are always teething, which creates an uncomfortable itching in their mouths. These Pokémon are always seeking something to bite on in order to alleviate this. After Chewtle bite something, it takes some time for them to reset their mouths into a normal position and bite again. For this reason, they prefer to use their horns first in combat to charge at foes. It is only when they see their enemies flinch and give them an opening that Chewtle will chomp down with all of their might. Both their horns and their shells are rock-hard. However, their huge heads make Chewtle unable to retreat back into their shells like some other shelled Pokémon. Instead, these Pokémon will choose fighting over hiding when it comes to danger, fearlessly biting those who try to harm them.






## Chewtle / Drednaw



Drednaw are infamous for being cranky, irritable inhabitants of otherwise peaceful ponds. These Pokémon are highly territorial, chasing down intruders as soon as they notice their approach. They give no warning signs prior to attacking, either, immediately charging at potential threats. Despite their heavy, rock-hard shells, they have well-developed leg muscles that can carry them surprisingly quickly. Drednaw sport incredible jaws that can crack steel rods in two thanks to their jagged edges. To the surprise of unfortunate victims, Drednaw have extendable necks that they can launch forwards to chomp down on fleeing prey. Between their sharp horns, terrifying jaws, and unexpected agility, Drednaw can easily turn popular swimming destinations into abandoned sites merely with their presence.

**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ponds / Rivers

**Evolution:** Chewtle  Drednaw

**Proficiencies:** Rock / Water / Fangs / Stampeding (Drednaw)

### Chewtle



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 4

**Skills:** Fountain (can create water)

**Passives:** Shell Armor (Critical hits are treated as normal hits against you)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

### Drednaw



**Water / Rock** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 12    **Special Attack:** 5

**Skills:** Fountain

**Passives:** Rock Polish (+2 Speed), Shell Armor, Strong Jaw (Your biting attacks deal +4 damage.), Swift Swim (While in Raining weather or in water, your Speed is +2.)

**Moves (Attack +6, Special Attack +2, Effect +4)**

**Head Smash** - Melee Rock Attack: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.

**Jaw Lock** - Melee Dark Attack: 3/day 3d8. On hit, the target is bound to you for 1d6 rounds.

**Liquidation** - Ranged(10ft) Water Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



This Pokémon has a Gigantamax form in PHB2.



## Chinchou / Lanturn



### Chinchou



**Water / Electric** - Small (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 4    **Special Defense:** 6

**Speed:** 7 (35 ft.)    **Attack:** 4    **Special Attack:** 6

**Skills:** Fountain (can create water), Flopper (treats dry land as special terrain), Gilled (can breathe underwater), Glow (can produce light), Swimmer (can swim), Zapper (can produce electricity)

**Passives:** Volt Absorb (When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +2, Special Attack +3, Effect +3)**

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Thunder Wave** - Ranged(20ft) Electric Effect: 1/day. On hit, the target is Paralyzed.

**Electro Ball** - Ranged(15ft) Electric Special Attack: 3/day 3d10. Electro Ball can only be used against targets slower than you.



### Lanturn



**Water / Electric** - Medium (Size), Medium (Weight)

**Hit Points:** 78    **Defense:** 6    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 6    **Special Attack:** 8

**Skills:** Fountain, Flopper, Gilled, Glow, Swimmer, Zapper

**Passives:** Volt Absorb, Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +3, Special Attack +4, Effect +3)**


**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Discharge** - Ranged(10ft burst) Electric Special Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

Chinchou are most well-known for the two dangling bulbs, their highly-developed fins, sprouting from their heads. These bulbs help them attract prey in the deep ocean, luring them in with bright light and then electrocuting them when they come too close. They constantly release large amount of both positive and negative charges. Chinchou who have not discharged recently can be seen shuddering from their electricity. They communicate by flashing their bulbs in specific patterns. They will flash signals to other Chinchou in the area in order to claim their territories. These Pokémon lives in schools of 20-30 individuals, though numerous groups numbering in the hundreds have been recorded in some deeps. In some cases, during migrations, thousands can be seen at a time.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Abyss / Ocean Floor

**Evolution:** Chinchou  Lanturn

**Proficiencies:** Electric / Water / Piscian



Underwater, the lights of Lanturn are visible from over three miles away. This light is produced by the modified dorsal fins on their heads, reacting with a special fluid they produce on their own; this reaction also gives them electrical powers. Lanturn travel in small pods of three to five members. When hunting, they lure prey in with light before disorienting victims with quick, brilliant flashes or immobilizing them with paralyzing shocks. They then swallow their prey whole. Pods of them swimming in the depths of the ocean's murky blackness are sometimes seen by fishing boats on the surface. Now, they are commonly used by fishermen to lead their boats to fishing grounds; in addition to being adept in the water and providing ample light, Lanturn can also shock fish with electricity and make them easier to catch.



Claauncher can be most commonly found crawling around in warm reefs, though they also inhabit cooler waters as well. These Pokémon are most famous for their specialized right claws, which are much larger than their left ones. These claws can fire compressed shots of water much like pistols by expelling pressurized internal gas from within these Pokémon's bodies. At close range, a single shot from a Clauncher claw can pulverize stone. These shots can travel surprisingly far, though they lose speed and force exponentially as they travel. Clauncher use these claws to hunt prey and defend themselves from enemies, shooting bullets of water at foes from a distance. They also use them to jet themselves through the water in quick bursts. The lighting-quick mechanism Clauncher use to fire water, which is too fast to be seen by the human eye, also creates a cavitation bubble that collapses to make a booming sound that is loud enough to deafen or even paralyze those that are too close. This sound is currently one of the loudest naturally-produced noises known in the entire ocean. These claws can occasionally fall off, leaving Clauncher temporarily defenseless.





## Clauncher / Clawitzer



### Clauncher



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 6

**Speed:** 4 (20 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Mega Launcher (*Your pulse attacks deal +4 damage.*)

**Moves** (*Attack +2, Special Attack +3, Effect +2*)

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Water Sport** - *Melee Water Effect:* At-Will. Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.

**Vice Grip** - *Melee Normal Attack:* At-Will 2d8.



When Clauncher evolve into Clawitzer, their launching claws develop greatly while the rest of their bodies remain mostly unchanged. The right claws of these Pokémon, through the expulsion of highly pressurized gas, can launch large cannonballs of water at high speeds through great distances. Such shots are able to pierce directly through the hulls of boats. Additionally, these claws can expel water from specialized nozzles on their rears to propel Clawitzer forwards. The collapse of the cavitation bubbles these creatures produce when firing water can let loose bright flashes of light incredibly loud booming sounds. Even if Clawitzer miss their prey when hunting, which they often do because of the unwieldy nature of their huge claws, the deafening noise and blinding light they produce often stuns close victims long enough to allow them to try again with second shots. The antennae on Clawitzer launching claw can sense changes in water currents to help it detect prey.

### Clawitzer



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 12

**Skills:** Flopper (*treats dry land as special terrain*), Fountain, Gilled, Swimmer

**Passives:** Mega Launcher


**Moves** (*Attack +3, Special Attack +6, Effect +3*)

**Aura Sphere** - Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Dark Pulse** - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Ocean Floors / Ocean Reefs

**Evolution:** Clauncher  Clawitzer

**Proficiencies:** Water / Energy Blast (*Clawitzer*) / Pulse (*Clawitzer*)




## Corphish / Crawdaunt



Corphish are widely known as an invasive species, proliferating in nearly any body of water they enter. Able to tolerate even the dirtiest waters, they quickly spread. When Corphish begin populating a pond, they will begin bullying out native residents using their sharp claws; only the hardest species can tolerate the continual harassment. When they pinch foes, they hold onto them for as long as possible. Corphish can eat virtually anything; this, in combination with their pollution tolerance, aggressiveness, quick reproductive rate, and general willpower to survive, has made them great dangers to biodiversity in many freshwater habitats.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Lakes / Ponds / Rivers

**Evolution:** Corphish  Crawdaunt

**Proficiencies:** Dark / Water / Elemental Attack I

### Corphish



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 8    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Leer (+1 Attack), Hyper Cutter (*Your Attack cannot be lowered by a foe's effects.*)

**Moves (Attack +4, Special Attack +2, Effect +2)**

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Vice Grip** - Melee Normal Attack: At-Will 2d8.

**Double Hit** - Melee Normal Attack: 3/day 1d20. Double Hit is a Scatter attack. It has two attacks.

### Crawdaunt



**Water / Dark** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 6

**Speed:** 6 (30 ft.)    **Attack:** 13    **Special Attack:** 9

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Harden, Leer, Adaptability (*Moves that are the same type as you deal +4 damage.*), Battle Armor (*Critical hits are treated as normal hits against you.*), Hyper Cutter

**Moves (Attack +6, Special Attack +4, Effect +3)**

**Night Slash** - Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Crabhammer** - Melee Water Attack: 3/day 3d10. Crabhammer has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Crabhammer is a critical hit.







Crawdaunt are absolute menaces. Being highly aggressive, they will actively chase out all other Pokémon in their territories other than themselves and Corphish; they will even force out competing Crawdaunt to preserve their dominance. In waters where they reside, very few other Pokémon can be found. They enjoy challenging other Pokémon in combat, even foes that are much weaker than themselves; in fact, they seem to enjoy bullying smaller Pokémon even more than defeating larger ones. When Crawdaunt come across other Pokémon in their territories, they will toss them out of the water violently with their claws. They bear scars on their carapaces with pride, indicating how many fights they have been in. They will ram their whole bodies into foes who approach their nests. They are however vulnerable after molting or losing a claw; they will bury themselves in the mud to hide during this time, becoming uncharacteristically wary of combat.



Dewpider have gills that enable them to breathe underwater. However, while they spend much of their time in the water, they primarily hunt for prey on land. To ameliorate this incongruity, these Pokémon have evolved the ability to create bubbles of water around their heads, forming them by excreting water and proteins from their rears. They use their arms to stabilize these bubbles as when they surface. Though their heads are soft and vulnerable, their bubbles help soften the impact of blows in this area. Dewpider use their bubble-covered heads to hunt and defend themselves; they can smash their craniums into victims with so much force that the initial impact feels much more solid than mere water, thanks to the surface tension that holds the bubbles together. Their soft heads are protected all the while by the liquid. Because of this technique, however, Dewpider are unable to hunt prey at all underwater, as their bubbles do not function the same way in an aquatic medium. These Pokémon also have a fear of sharp objects, like thorns, which can pierce and drain their water bubbles. Dewpider gauge dominance through the sizes of their helmets; Dewpider with larger bubbles can assert greater claims to territory.





## Dewpider / Araquanid

### Dewpider



**Water / Bug** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 5    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*), Threaded (*can move around on spun threads/vines*)

**Passives:** Water Bubble (*You take -4 damage from Fire-type attacks. You add +4 damage to Water-type attacks. You are immune to being Burned.*)

#### Moves (Attack +2, Special Attack +2, Effect +1)

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Infestation** - Ranged(20ft) Bug Special Attack: At-Will 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

**Spider Web** - Ranged(20ft) Bug Effect: 1/day. On hit, the target is bound in place for 1d6 turns.

### Araquanid



**Water / Bug** - Large (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 9    **Special Defense:** 13

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Climber, Fountain, Gilled, Swimmer, Threaded

**Passives:** Water Absorb (*When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.*), Water Bubble


#### Moves (Attack +3, Special Attack +2, Effect +2)

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

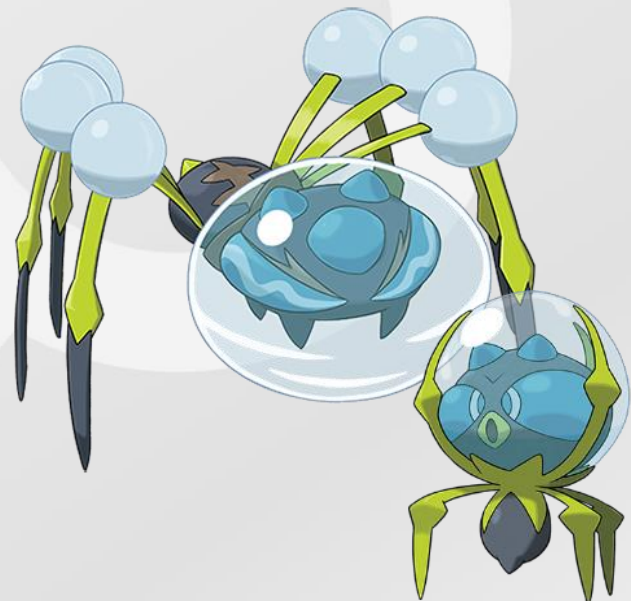
**Liquidation** - Ranged(10ft) Water Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Water 1 / Bug, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Ponds / Rivers

**Evolution:** Dewpider  Araquanid

**Proficiencies:** Bug / Water / Fangs / Parasitic

Araquanid can be found prowling near the water's edge in search of prey. Araquanid can stay on land for a day's time without suffocating. The bubbles are also stable enough to remain in place without having to be constantly held. Araquanid hunt by ramming their heads into prey; they will use their heads to pin them against the ground or another surface until they eventually drown. Smaller creatures sometimes get sucked completely into their bubbles and become unable to escape on their own. Araquanid can also launch bubbles from their legs to capture small prey within from afar. Araquanid take their time feeding and will use their bubbles to store leftovers after meals, sharing them with Dewpider that can swim entirely within their bubbles. Although they appear very menacing, Araquanid do seem to have soft spots for creatures in need—when they are not hungry, that is. When they come across aquatic Pokémon stranded on land, they will bring them into their water bubbles and escort them back to safety. Unfortunately, they do not seem to differentiate between aquatic and terrestrial life; they sometimes try to rescue land-bound species only to end up drowning them.





## Ducklett / Swanna



### Ducklett



**Water / Flying** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 4    **Special Attack:** 4

**Skills:** Flight (*can fly*), Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Big Pecks (*Your Defense cannot be lowered by a foe's effects.*), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Defog** - Ranged(30ft burst) Flying Field Effect: 3/day. Any Walls, Hazards, Weather, or Terrains within range are destroyed.

**Wing Attack** - Melee Flying Attack: At-Will 2d8.



### Swanna



**Water / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 6

**Speed:** 12 (60 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Flight, Fountain, Guster (*can produce wind*), Swimmer

**Passives:** Feather Dance (+2 Defense), Tailwind (+2 Speed), Big Pecks, Hydration (*While in Raining weather, you are cured of any afflictions.*), Keen Eye

**Moves (Attack +4, Special Attack +4, Effect +6)**

**Aerial Ace** - Melee Flying Attack: 3/day 3d8. You can't miss targets with less than 15 Defense.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Brave Bird** - Melee Flying Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

Ducklett inhabit ponds, though they can also sometimes be found splashing around in large puddles. Their favorite food is peat moss, which is abundant in their habitats. Ducklett rarely leave their mothers' sides, walking behind them in single-file lines with their siblings. Ducklett are excellent divers. They will spend long periods of time completely submerged as they search for food. Ducklett are poor fliers, however, so they rarely take to the air, even when endangered. If attacked in the water, Ducklett will splash about wildly to distract opponents as they escape. The splashing also alerts their mothers and siblings of approaching danger. Ducklett store water in flexible sacs within their bodies; on land, they can then spray this stored water from specialized feathers on their wings at the eyes of foes, briefly obscuring their vision as they frantically waddle away. Their distressed quacking will signal to their siblings to aid them in spraying more water as well, potentially blinding threats from all possible angles.

**Biology:** Egg Group - Water 1 / Flying, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Lakes / Ponds

**Evolution:** Ducklett Swanna

**Proficiencies:** Flying / Water / Avian / Winged



Swanna are very protective of their offspring, who follow behind them in single-file lines. Despite their elegant appearances, Swanna are very territorial and deceptively aggressive. Their long necks contain powerful muscles that allow them to lunge back and forth very rapidly in order to pierce intruders that enter their domains with their sharp beaks. Their wings are also very strong. Swanna are unique in that, despite being territorial, they will still meet in flocks during specific times of the day. At dusk, they will congregate together in the middle of ponds or lakes to complete a ritualistic dance. The Swanna in the centers of these dances are the leaders of the local populations; all of the other Swanna will cede their food or land when confronted by these individuals. Once these rituals are completed, the individual Swanna will return to their own territories and resume being hostile towards others.



Feebas are surprisingly hardy Pokémon. They can survive in weed-choked ponds, even ones with very little water left. This does not translate well into battle, where Feebas are unable to do much. This lack of ability in combat, combined with their disheveled and tattered appearances, makes Feebas unpopular choices for most people. To compound this problem, though they can be very plentiful in many areas where other Pokémon cannot be found, they also have the tendency to cluster in large numbers in very specific locations; despite being weak and defenseless, congregating reduces the chance of each individual of being preyed upon—strength in numbers, essentially. This behavior makes them difficult to locate. Once found, though, their dimness makes them an easy catch. Because they look quite ragged and unappetizing, though, many predators don't even bother trying to seek them out, allowing them to remain plentiful in their refuges. Feebas live near the mud at the bottoms of lakes; they are notable for being able to tolerate both fresh and salt.





## Feebas / Milotic



### Feebas



**Water** - Small (Size), Light (Weight)

**Hit Points:** 12    **Defense:** 2    **Special Defense:** 6

**Speed:** 8 (40 ft.)    **Attack:** 2    **Special Attack:** 1

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Oblivious (*You are immune to Infatuation.*)

**Moves (Attack +1, Special Attack +0, Effect +4)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Flail** - *Melee Normal Attack:* 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.



Milotic are said to be the most beautiful of all Pokémon. They live at the bottoms of large lakes and can calm hostile spirits with their mere presence. With a leap into the air, they have the ability to float in the air for short periods of time. If they sense bitter feuding near the surfaces of their lakes, they will begin to glow a vivid pink and release mysterious pulses of energy to soothe everything around them. Their beautiful scales can appear as any color of the rainbow; their hue changes based on the angle at which they are seen.

### Milotic



**Water** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 13

**Speed:** 8 (40 ft.)    **Attack:** 7    **Special Attack:** 10

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Coil (+1 Attack, +1 Defense, +1 to accuracy checks), Swift Swim *While in Raining weather or in water, your Speed is +2.*, Competitive (*If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.*), Cute Charm (*Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.*), Marvel Scale (*While afflicted, your Defense is +2.*)


**Moves (Attack +3, Special Attack +5, Effect +4)**

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Recover** - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

**Hydro Pump** - *Ranged(30ft beam) Water Special Attack:* 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

**Biology:** Egg Group - Water 1 / Dragon, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Lakes / Oceans / Rivers

**Evolution:** Feebas  Milotic

**Proficiencies:** Water / Elemental Attack I / Piscian



## Finneon / Lumineon



Finneon are nocturnal Pokémon, found both in shallow coral reefs and deep ocean waters. During the day, they rest at the surface to bask in sunlight. Their pink tail fin spots and side bands absorb light as they sunbathe. Then, when night falls, they travel to deeper waters as their markings begin to glow softly in a mesmerizing pink hue, releasing the gathered energy. Finneon swim in large schools; the glowing patterns produced as they swim beneath the water's surface has been described by sailors as one of the most beautiful sights in the world. They swim by beating their two tail fins like wings. They may leap out of the water when swimming, though this makes them easy targets for aerial predators.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Abyss / Ocean

**Evolution:** Finneon  Lumineon

**Proficiencies:** Water / Elemental Attack I / Piscian

### Finneon



**Water** - Small (Size), Light (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Glow (*can produce light*), Swimmer (*can swim*)

**Passives:** Captivate (+2 Special Defense), Swift Swim (*While in Raining weather or in water, your Speed is +2.*), Water Veil (*You are immune to being Burned.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Pound** - *Melee Normal Attack:* At-Will 2d6.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Attract** - *Ranged(10ft) Normal Effect:* 1/day. On hit, the target is Infatuated with you.



### Lumineon



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 8    **Special Defense:** 11

**Speed:** 9 (45 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Fountain, Flopper, Gilled, Glow, Swimmer

**Passives:** Captivate, Storm Drain (*Any foe's ranged Water-type attacks within 25ft or any adjacent foe's Water-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Water-type attack.*), Swift Swim, Water Veil

**Moves (Attack +3, Special Attack +3, Effect +4)**

**Whirlpool** - *Ranged(10ft) Water Special Attack:* 3/day 1d12. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

**Bounce** - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Silver Wind** - *Ranged(10ft) Bug Special Attack:* 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.







Lumineon almost exclusively live in the ocean depths where little to no light penetrates. They are now able to produce their own bioluminescence and do not have to rely on the sun to gather energy. Lumineon flash light patterns on their four tail fins to attract prey. This light also attracts predators, though; to avoid detection, they walk on the sea floor by using their pelvic fins as legs, sneaking beneath most attackers. They court mates by completing intricate dances involving flashing lights and flap-

Frillish live in the deep parts of the ocean, where very little light penetrates. At dusk, Frillish float to higher oceanic zones in search of prey. They float slowly, but silently and stealthily in the ocean currents. Victims almost never notice these Pokémon approaching until it is too late. To capture prey, Frillish wrap their ribbon-like tentacles around their victims, paralyzing them with an incapacitating poison injected by the near-invisible spines lining these appendages. Then, Frillish drag their prey down into the ocean depths and back to their lairs, where victims succumb to the crushing pressure of the water above and drown. Small swarms of these Pokémon sometimes congregate around boats



ping fins with their partners before mating.



in the middle of the sea at night. Sailors must be careful to stay on their ships where they are safe from becoming prey.




## Frillish / Jellicent



Jellicent spend much of their time in the deepest parts of the ocean. Swarms of Jellicent are often found in ocean trenches and abysses. When night falls, Jellicent venture to the ocean's surface to feed. By absorbing and then expelling seawater from their bodies, they can propel themselves and swim about. Many seafaring legends warn of Jellicent swarms, cautioning that no ship or crew has ever entered a Jellicent habitat and returned. Indeed, Jellicent do seem to have an unusual affinity for human ships. They tend to be found more frequently near cruise ships and tankers full of passengers. Jellicent feed on life force, leaving victims as empty husks that sink down into the ocean depths. They even seem to congregate at the ocean's surface on nights of the full moon, when ships are most plentiful. Their crowns are thought to grow larger the more life force they consume. It is said that on the ocean floor lies a Jellicent castle made of sunken shipwrecks.

**Biology:** Egg Group - Amorphous / Water 3, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Ocean Abyss / Oceans

**Evolution:** Frillish  Jellicent

**Proficiencies:** Ghost / Water / Elemental Attack I / Parasitic

### Frillish



**Water / Ghost** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 4    **Special Attack:** 7

**Skills:** Flight (*can fly*), Fountain (*can create water*), Gilled (*can breathe underwater*), Stealth (*can make stealth skill checks*), Swimmer (*can swim*)

**Passives:** Cursed Body (*When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.*), Damp (*Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.*)

**Moves (Attack +2, Special Attack +3, Effect +2)**

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Absorb** - Melee Grass Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Poison Sting** - Melee Poison Attack: At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.



### Jellicent



**Water / Ghost** - Large (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 7    **Special Defense:** 11

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 9

**Skills:** Flight, Fountain, Gilled, Stealth, Swimmer

**Passives:** Cursed Body, Damp, Water Absorb (*When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.*)

**Moves (Attack +3, Special Attack +4, Effect +3)**

**Ominous Wind** - Ranged(10ft) Ghost Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Brine** - Ranged(20ft) Water Special Attack: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

**Hex** - Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.





## Goldeen / Seaking



### Goldeen



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Tail Whip (+1 Attack), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Peck** - Melee Flying Attack: At-Will 2d6.

**Supersonic** - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Horn Attack** - Melee Normal Attack: At-Will 2d8.



Goldeen are strong swimmers. In warm spring seasons, it is common to see groups of them swimming upriver against powerful currents and waterfalls in search of nesting grounds. Their beautiful, yet powerful fins billow behind them as they swim. Though many keep Goldeen in aquariums because of their elegant appearances, this is not a wise idea. Their horns can shatter thick glass with ease. In the wild, Goldeen will compete to see who have the largest and strongest horns. Goldeen prefer large bodies of water and will swim down streams in search of larger lakes or rivers. Goldeen will not hesitate to ram into foes if threatened, attacking with their horns.

### Seaking



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Fountain, Flopper, Gilled, Swimmer

**Passives:** Agility (+2 Speed), Tail Whip, Lightning Rod (*Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.*), Swift Swim, Water Veil (*You are immune to being Burned.*)


**Moves (Attack +5, Special Attack +3, Effect +4)**

**Waterfall** - Melee Water Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Horn Drill** - Melee Normal Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Megahorn** - Melee Bug Attack: 1/day 5d12.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Lakes / Ponds / Rivers

**Evolution:** Goldeen  Seaking

**Proficiencies:** Water / Elemental Attack I / Horned / Piscian



Seaking can often be seen swimming up powerful currents in their cold, nesting season. During this time, they become fatter and more colorful. Rivers they swim in may appear a bright red due to the sheer number of Seaking and Goldeen swimming up them. They can be seen jumping over rapids and waterfalls during their treks upstream. Seaking perform courtship rituals on the riverbed to woo others. Nests are fiercely guarded by both parents, who will stay together until their eggs are hatched. Mates take turns patrolling around their nests, fending off attackers with jabs from their horns. Seaking will defend their eggs with their lives. These eggs hatch soon, at which point the baby Goldeen are left to fend for themselves.



Krabby dwell on sandy beaches and in muddy estuaries, digging into the sand so that they are not washed away by the waves. They are scavengers, feeding on whatever the tides bring in. If food is scarce, they may even eat sand to obtain nutrients. This can lead to fierce fights between Krabby over land. If their claws break off during battle, they can regrow stronger ones to replace them. They use their claws to balance while walking sideways, so they cannot move properly when missing one. Krabby are hardy Pokémon that can live near water of various salinities and pollution levels. They grow by molting their exoskeletons. By absorbing seawater and expanding themselves slightly, they loosen their old shells and cast them off. It takes a few days for their new shell to harden. During these periods, they will hide in their burrows to protect themselves. Krabby can spew foam from their mouths when threatened to cover their bodies and make themselves appear larger.





## Krabby / Kingler



### Krabby



**Water** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 10    **Special Defense:** 3

**Speed:** 5 (25 ft.)    **Attack:** 12    **Special Attack:** 3

**Skills:** Fountain (can create water), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Harden (+1 Defense), Leer (+1 Attack), Hyper Cutter (Your Attack cannot be lowered by a foe's effects.)

#### Moves (Attack +6, Special Attack +1, Effect +2)



**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



**Vice Grip** - Melee Normal Attack: At-Will 2d8.



**Mud Shot** - Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



The defining characteristic of Kingler is how one of their claws is significantly larger than the other. These super-claws are as hard as iron, but unfortunately are just as heavy. They can exert crushing, but due to their weights, are extremely unwieldy to use in battle. If Kingler attempt to move them too quickly, they may lose balance and stumble. However, due to their sheer power, only a single blow needs to connect to defeat most foes. Out of battle, these large claws aren't very efficient for most everyday tasks, so they tend to use their smaller ones instead. When signaling to fellow Kingler or competing for dominance, however, they will wave their larger claws wildly in the air. While their armor is rock-hard, though, their exoskeletons do have a chink, which can be revealed by flipping them over onto their backs. This weak spot can be attacked to easily defeat them.

### Kingler



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 13    **Special Defense:** 5

**Speed:** 8 (40 ft.)    **Attack:** 14    **Special Attack:** 5

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Harden, Leer, Battle Armor (Critical hits are treated as normal hits against you.), Hyper Cutter, Sheer Force (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

#### Moves (Attack +7, Special Attack +2, Effect +4)



**Metal Claw** - Melee Steel Attack: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.




**Stomp** - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



**Crabhammer** - Melee Water Attack: 3/day 3d10. Crabhammer has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Crabhammer is a critical hit.

**Biology:** Egg Group - Water 3 / Bug, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Rivers

**Evolution:** Krabby  Kingler

**Proficiencies:** Water / Claws / Elemental Attack I



This Pokémon has a Gigantamax form in PHB2.




## Magikarp / Gyarados



Magikarp are often regarded as the “most useless Pokémon.” The most they normally can do is use splash around. Splashing Magikarp make easy prey for Flying-type Pokémon, who can snatch them up as they bounce. They are also weak swimmers, unable to swim through even weak currents. As a result, many of them congregate in small ponds or lakes, unable swim through river currents. Magikarp are very hardy, however, with strong survival instincts and immune systems. They are able to tolerate waters of nearly any salinity, depth, and pollution level. It is believed that in the ancient relatives of Magikarp were far more powerful than they are today; why they became so weak is a mystery.

**Biology:** Egg Group - Water 2 / Dragon, Egg Hatch Rate - 2 Days, Diet - Omnivore, Habitat - Lakes / Oceans / Rivers

**Evolution:** Magikarp  Gyarados

**Proficiencies:** No moves from Any (Magikarp) / Dark (Gyarados) / Dragon (Gyarados) / Water (Gyarados) / Elemental Attack (Gyarados) / Piscian (Gyarados)

### Magikarp



**Water** - Small (Size), Light (Weight)

**Hit Points:** 12    **Defense:** 6    **Special Defense:** 2

**Speed:** 8 (40 ft.)    **Attack:** 1    **Special Attack:** 2

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +0, Special Attack +1, Effect +4)**

**Splash** - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Flail** - *Melee Normal Attack:* 1/day 1d10. If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

### Gyarados



**Water / Flying** - Huge (Size), Superweight (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 10

**Speed:** 11 (55 ft.)    **Attack:** 14    **Special Attack:** 6

**Skills:** Fountain, Gilled, Hover (*can hover*), Swimmer

**Passives:** Dragon Dance (+1 Attack, +1 Speed), Intimidate (+1 Defense), Scary Face (+2 Speed), Swift Swim

**Moves (Attack +7, Special Attack +3, Effect +5)**

**Bite** - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Ice Fang** - *Melee Ice Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.



This Pokémon has a Mega Evolution in PHB2.





Gyarados are powerful and ruthless Pokémon whose fangs can crush boulders and whose scales are as hard as iron. Gyarados has a great production of a hormone that causes them to become more violent. Gyarados are known for their destructive tendencies. When angered, raging Gyarados will destroy nearby fields and cities, not stopping until everything they can see is in ruins. They will fire the devastating attacks from their mouths to burn forests and buildings to the ground, even in torrential storms. The flames their attacks create take huge amounts of water to extinguish. Their rampages can last as long as a week. Gyarados have been mentioned in many pieces of ancient literature, appearing during war and other times of conflict and destroying everything indiscriminately.



Mantyke are very active, friendly Pokémon. They are most commonly found swimming besides or even within schools of smaller Water-types, skimming the surface. The patterns on their backs differ from region to region. Due to their curious, playful natures, they will often approach ships to examine them, allowing passengers to glimpse their patterns. These Pokémon use their antennae to detect changes in water currents.





# Mantyke / Mantine



## Mantyke



**Water / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 12

**Speed:** 5 (25 ft.)    **Attack:** 2    **Special Attack:** 6

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Swift Swim (*While in Raining weather or in water, your Speed is +2.*), Water Veil (*You are immune to being Burned.*)

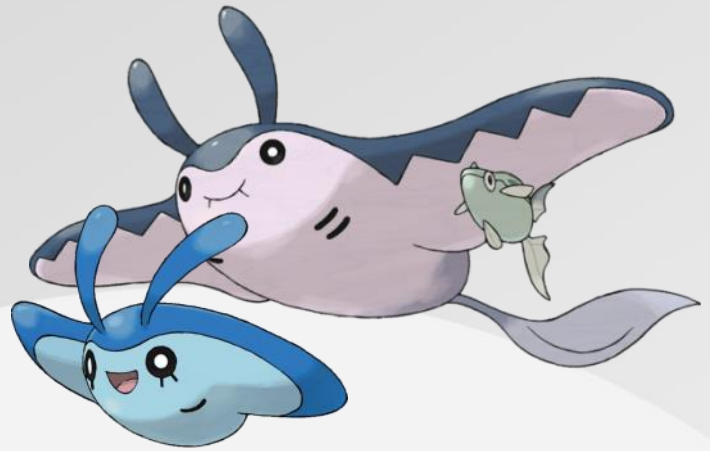
### Moves (Attack +1, Special Attack +3, Effect +2)

**Bubble** - Ranged(15ft) Water Special Attack: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Tackle** - Melee Normal Attack: At-Will 2d6.

**Supersonic** - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

Mantine are very calm, docile Pokémon. They are often found in the wild with a smaller Water-type attached under one of their wings. The two Pokémon have a mutualistic relationship; the follower, usually young and unable to hunt for themselves, feed off of scraps from their hosts' meals, and the Mantine in turn get periodically cleaned as the follower consumes detritus and food scraps from their bodies. They are usually swim slowly, gliding gently through the water and eating anything that happens to float into their mouths. However, they are able to reach very high speeds; in fact, one can sometimes see small schools of Mantine accelerating just under the water's surface before leaping out and becoming airborne. Mantine can soar for over 300 feet. Though they appear smooth, their bodies feel coarse, having accumulated detritus while flying through the water.



## Mantine



**Water / Flying** - Large (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 7    **Special Defense:** 14

**Speed:** 9 (45 ft.)    **Attack:** 4    **Special Attack:** 8

**Skills:** Fountain, Flight (*can fly*), Gilled, Swimmer

**Passives:** Agility (+2 Speed), Swift Swim, Water Absorb (*When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.*), Water Veil

### Moves (Attack +3, Special Attack +4, Effect +4)

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Air Slash** - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Bounce** - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Biology:** Egg Group - Water 1 / Water 2, Egg Hatch Rate - 13 Days, Diet - Carnivore, Habitat - Ocean

**Evolution:** Mantyke Mantine

**Proficiencies:** Flying / Water / Piscian



## Panpour / Simipour



### Panpour



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 5

**Skills:** Climber (*treats walls and ceilings as normal terrain*), Fountain (*can create water*)

**Passives:** Leer (+1 Attack), Play Nice (+1 Defense), Torrent (*When you are below 20 HP, your Water-type attacks deal +4 damage*)

**Moves (Attack +3, Special Attack +2, Effect +3)**

**Scratch** - Melee Normal Attack: At-Will 2d6.

**Lick** - Melee Ghost Attack: At-Will 1d8. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

### Simipour



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 6

**Speed:** 10 (50 ft.)    **Attack:** 11    **Special Attack:** 10

**Skills:** Climber, Fountain

**Passives:** Leer, Play Nice, Prankster (*Your attacks that do not deal damage on hit have Priority.*), Torrent

**Moves (Attack +5, Special Attack +5, Effect +5)**

**Fury Swipes** - Melee Normal Attack: At-Will 1d4. Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Scald** - Ranged(10ft) Water Special Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.



Panpour can be found in forests near sources of fresh water. Despite being adept swimmers, they spend most of their time on land foraging for Berries. Panpour can store water in the tufts of fur on their heads, allowing them to travel long distances while staying hydrated. Flexible, hose-like structures run down their backs and through their tails, enabling them to shoot water out of their tails at varying pressures to defend themselves from enemies. In addition to storing water, these tufts also infuse the water they store with nutrients and minerals Panpour obtain from their food. This makes Panpour water very nutritious, particularly for plants. Though Panpour cannot plant their own sources of food, they are smart enough to learn how to water plants in order to encourage their growth. Plants watered by Panpour grow exceptionally large thanks to the fortified water Panpour spray. In hot weather, Panpour may spray themselves in order to cool down.

**Biology:** Egg Group - Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Forests / Jungles

**Evolution:** Panpour  Water Stone Simipour

**Proficiencies:** Water / Tricky



Simipour can use their tails to siphon in and spray out water. They store water in the lengthy tufts of fur draping down their heads and can expel it out of their tails with enough force to pulverize stone. Simipour are very mellow Pokémon that rarely become aggressive towards others. They are often found dwelling near clean, freshwater lakes where they can easily refill their tufts. Simipour are known to water nearby plants, particularly their food sources, Berry trees, in order to foster their growth.



Psyduck suffer from constant headaches, and for that reason are always holding their heads in pain; sometimes they even cry as a result. However, when their pain worsens, they gain psychokinetic powers on par with many Psychic-types. Curiously, once the majority of their suffering subsides, they are unable to remember such incidents, as if they underwent amnesia immediately after every psychic episode. This causes them much confusion; they are always in a state of bewilderment as a result, tilting their heads slightly to one side. Psyduck have no control whatsoever over their powers--in fact, the majority of their brain cells are dormant, in a state very similar to that of a person in deep sleep. A mild positive feedback loop may exist between their brain activity and psychokinesis, such that using psychokinesis activates their brain cells and activating their brain cells increases their psychokinesis; as a result, these Pokémon try to think as little as possible and instead stare blankly into space.





## Psyduck / Golduck



### Psyduck



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 5    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Fountain (can create water), Swimmer (can swim), Telekinetic (can move things with their mind)

**Passives:** Tail Whip (+1 Attack), Damp (Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Scratch** - Melee Normal Attack: At-Will 2d6.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



### Golduck



**Water** - Medium (Size), Heavy (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 8

**Speed:** 9 (45 ft.)    **Attack:** 9    **Special Attack:** 10

**Skills:** Fountain, Swimmer, Telekinetic

**Passives:** Tail Whip, Cloud Nine (As a free action you may deplete one use of Defog and use Defog.), Damp, Swift Swim (While in Raining weather or in water, your Speed is +2.)

**Moves (Attack +4, Special Attack +5, Effect +4)**


**Aqua Jet** - Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.

**Aqua Tail** - Melee Water Attack: 1/day 3d12.

**Psybeam** - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Golduck can control their mild psychic powers entirely. As a result, they can utilize Psychic-type moves in addition to Water-type attacks. The gems on their heads glow when using their psychic abilities. Golduck are exceptionally fast and graceful swimmers. They may need to relocate to larger lakes and rivers after evolving to give themselves ample room because of this. Using their webbed limbs, they can easily outspeed even the fastest human swimmers, and as such can make quick work of agile prey; they may even use their psychic abilities to disorient and disable their prey before catching them. Surprisingly, Golduck rely heavily on their tails for swimming strength, stamina and maneuverability in addition to their limbs. They can often be seen gliding agilely through the water at dusk in slower rivers.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Lakes / Rivers

**Evolution:** Psyduck  Golduck

**Proficiencies:** Psychic / Water / Weather (Golduck)



## Remoraid / Octillery



### Remoraid



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 4

**Speed:** 7 (35 ft.)    **Attack:** 11    **Special Attack:** 7

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Hustle (+4 Attack, -2 to accuracy checks), Sniper (*When you land a critical hit, you deal an additional 8 damage.*)

**Moves (Attack +5, Special Attack +3, Effect +3)**


**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Psybeam** - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

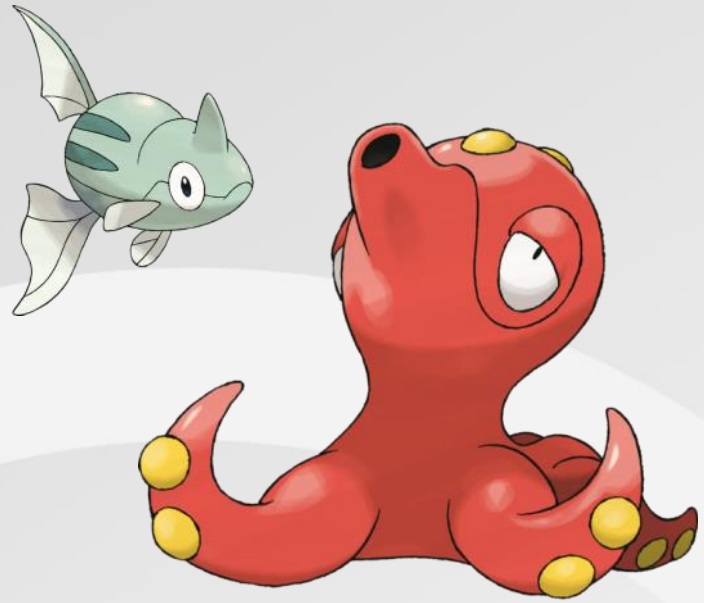
**Aurora Beam** - Ranged(15ft beam) Ice Special Attack: 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

Remoraid begin their lives in the sea. Upon hatching, they are largely unable to find hunt on their own. Instead, they use the suction pad-like fins on their heads to attach to the undersides of larger Water-types. There, they can consume scraps that drift past them while the larger Pokémon is feeding. They will also defend the larger Pokémon when they are endangered in order to keep their hosts safe. Once they are old enough to find food for themselves, they travel into freshwater rivers. Remoraid hunt by hiding just beneath the river's surface and shooting out bullets of water at unsuspecting Bug-types above. They can shoot up to 50 feet away with amazing accuracy, even at moving targets. To do this, Remoraid squeeze their abdominal muscles to expel small pellets of water from their mouth. They also use this trick to escape from foes, propelling themselves backwards with the recoil. These shots even work underwater, striking foes from crevices on the riverbed or sea floor.

**Biology:** Egg Group - Water 1 / Water 2, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Ocean Floors / Ocean

**Evolution:** Remoraid  Octillery

**Proficiencies:** Water/ Munion



### Octillery



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 8    **Special Defense:** 8

**Speed:** 5 (25 ft.)    **Attack:** 11    **Special Attack:** 11

**Skills:** Amorphous (*can squeeze through almost anything*), Climber (*treats walls and ceilings as normal terrain*), Fountain, Gilled, Swimmer

**Passives:** Focus Energy (*Attacks are critical hits on natural 18-20*), Sniper, Suction Cups (*You cannot be moved by a foe's attacks.*)

**Moves (Attack +5, Special Attack +5, Effect +2)**

**Octazooka** - Ranged(15ft) Water Special Attack: 3/day 3d8. On hit, the target's Accuracy Checks are -3 during their next turn. This effect cannot be stacked.

**Signal Beam** - Ranged(15ft beam) Bug Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Bullet Seed** - Ranged(10ft) Grass Attack: At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.







Octillery are marine Pokémon, though some freshwater populations have also been reported. They are clever, developing a variety of different hunting tactics to capture prey. Some Octillery hide under rocks or small caves with only their mouth sticking out. Then, when targets pass by, they squirt ink to blind them and drag them into their holes. Others prefer to bash prey with their rock-hard heads to stun them before capture. As a third option, some Octillery strangle their foes with their tentacles, which have powerful suction cups to prevent prey from escaping. If they grab victims that turn out to be too strong, though, they will squirt ink and attempt to escape. This ink also contains a compound that dulls olfactory senses, hindering predators that hunt by smell as well as sight. Octillery instinctually hide in the crevices of boulders, nesting in these cracks and even stealing the nests of other Octillery if they are in more favorable positions. Octillery will bash heads with each other to fight for nests; these fights can be dirty, involving copious amounts of ink and tentacles.



Seel prefer to swim in arctic oceans. However, they have been seen merrily swimming in warmer waters. Seel are more active the colder the surrounding water is. Their light-blue fur appears white and layers of blubber insulate them from the harsh cold. Seel are night feeders that are most active in the evening. Sometimes, one may see a Seel napping near the shoreline in the morning. When hunting, they dive underwater for extended periods of time. When they need to breathe, they surface and break through sea ice with their horns and tusks if necessary. When Seel swim, they close their nostrils tightly to block out water. They are highly social Pokémon, living in large, raucous groups on ice floes in the middle of the sea. Seel may play-fight with each other on these floes, sparring with their tusks and horns as well as Water-type and sometimes Ice-type attacks. This activity is important in teaching young Seel how to defend themselves against enemies.





## Seel / Dewgong



Dewgong prefer frigid waters and become more active in colder waters. When resting, they sometimes sleep on the ocean floor or shore, but prefer to rest on ice floes. They are sunbathing while doing so, with the increased temperature aiding their digestion. There, their pristine white fur can camouflage them against predators. Dewgong are only slightly more adept on land than Seel, and as such still prefer to stay in the water. Their bodies are streamlined to minimize drag while swimming, and their long tails enable them to turn on a dime. Their fur and blubber can store thermal energy, insulating them against the bitter cold. Dewgong no longer use their tusks and horns to play-fight, since they stop growing at this stage. However, they are still useful for poking breathing holes into ice floes while swimming under them to resurface for air.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Polar

**Evolution:** Seel  Dewgong

**Proficiencies:** Ice / Water / Horned

## Seel



**Water** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 5 (25 ft.)    **Attack:** 5    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Freezer (*can create ice*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Thick Fat (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Moves (Attack +2, Special Attack +2, Effect +2)**

**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Icy Wind** - *Ranged(10ft) Ice Special Attack:* At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Encore** - *Ranged(10ft) Normal Effect:* 3/day. If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

## Dewgong



**Water / Ice** - Medium (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 9    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Fountain, Freezer, Swimmer

**Passives:** Growl, Hydration (*While in Raining weather, you are cured of any afflictions.*), Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*), Thick Fat

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Sheer Cold** - *Ranged(15ft, 10ft wave) Ice Special Attack:* 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Aurora Beam** - *Ranged(15ft beam) Ice Special Attack:* 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.





## Shellder / Cloyster

### Shellder



**Water** - Small (Size), Light (Weight)

**Hit Points:** 18    **Defense:** 12    **Special Defense:** 3

**Speed:** 4 (20 ft.)    **Attack:** 7    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Iron Defense (+2 Defense), Shell Armor (*Critical hits are treated as normal hits against you*)

**Moves (Attack +3, Special Attack +2, Effect +2)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.



### Cloyster



**Water / Ice** - Medium (Size), Heavy (Weight)

**Hit Points:** 30    **Defense:** 20    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 10    **Special Attack:** 9

**Skills:** Fountain, Flopper, Freezer (*can create ice*), Gilled, Swimmer

**Passives:** Iron Defense, Overcoat (*You are immune to damage from weather.*), Shell Armor, Skill Link (*Your scatter moves have +2 during Accuracy Check.*)

**Moves (Attack +5, Special Attack +4, Effect +3)**

**Spike Cannon** - *Ranged(10ft) Normal Attack:* At-Will 1d4. Spike Cannon has -2 during Accuracy Check. Spike Cannon is a Scatter attack. Up to 5 attacks.

**Icicle Spear** - *Ranged(10ft) Ice Attack:* At-Will 1d4. Icicle Spear has -2 during Accuracy Check. Icicle Spear is a Scatter attack. Up to 5 attacks.

**Clamp** - *Melee Water Attack:* At-Will 1d4. At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

Shellder live on the sea floor, digging holes with their tongues and hiding in them with their tongues out to catch food. Their tongues are never withdrawn, even when sleeping. Yanking on them will cause them to open up in shock. Shellder can move surprisingly quickly underwater by flapping their shells. While their shells are harder than rock, their insides are very delicate. They can inject a numbing poison by clamping down on foes, but they leave their heads vulnerable when doing so. Shellder can form beautiful pearls from sand trapped in their shells, which can be sold for large sums of money. Because these pearls obstruct their vision and feeding, these Pokémon conveniently will spit them out once formed.

**Biology:** Egg Group - Water 3, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Floors / Ocean Reefs / Rivers

**Evolution:** Shellder  Water Stone Cloyster

**Proficiencies:** Ice / Water / Prickly (Cloyster)



Cloyster shells are even harder than steel; the spikes they shoot to defend themselves and hunt are even harder. To catch food, Cloyster wait on the ocean floor for prey swim by before shooting these. The harpooned prey then slowly floats down to the waiting Cloyster. Cloyster are capable of swimming by swallowing water and jetting it out—this is the same process they use to shoot spikes. They can slam their shells shut with incredible force. Cloyster can use clamping as a viable method of defense. Their insides are virtually untouchable while their shells are closed. Cloyster that live in stronger currents have larger spikes and when a Cloyster shell is damaged, a new spike grows in place of the damaged area instead of recovering the flat surface.



Shellos are unique in that they have two variants, a pink West Sea form and a blue East Sea form. It is easy to know if you are in east facing or west facing water depending on the color of Shellos you encounter in the wild. Shellos in more fertile waters are more vibrant in color; this suggests that their colorations may be influenced by diet, climate, or water temperature. It is theorized that pink West Sea Shellos are associated with warmer waters, and blue East Sea Shellos are associated with cooler waters. Though the two variants can still currently breed as one species, this may not be case in the future, when the two forms may not even recognize each other as related. Shellos can extend their necks very far to reach algae and plankton in difficult places. When squeezed, they will ooze a slippery purple fluid analogous to sweat. This substance makes it difficult for predators to grasp them so they can flee. They can similarly exude a sticky, but harmless purple goo to slow attackers. Shellos also have remarkable regenerative qualities, and researchers are currently studying their cellular properties in order to discover the biological mechanism behind this.





# Shellos / Gastrodon



## Shellos



**Water** - Small (Size), Light (Weight)

**Hit Points:** 48    **Defense:** 6    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 5    **Special Attack:** 6

**Skills:** Amorphous (can squeeze through almost anything), Climber (treats walls and ceilings as normal terrain), Fountain (can create water), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Harden (+1 Defense), Sticky Hold (You cannot drop held items or have held items stolen from you.)

### Moves (Attack +2, Special Attack +3, Effect +1)

**Mud-Slap** - Ranged(5ft) Ground Special Attack: At-Will 1d6. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Tackle** - Melee Normal Attack: At-Will 2d6.

## Gastrodon



**Water / Ground** - Medium (Size), Medium (Weight)

**Hit Points:** 66    **Defense:** 8    **Special Defense:** 8

**Speed:** 4 (20 ft.)    **Attack:** 8    **Special Attack:** 9

**Skills:** Amorphous, Climber, Fountain, Gilled, Swimmer

**Passives:** Harden, Sand Force (While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.), Sticky Hold, Storm Drain (Any foe's ranged Water-type attacks within 25ft or any adjacent foe's Water-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate a Water-type attack.)

### Moves (Attack +4, Special Attack +4, Effect +2)

**Body Slam** - Melee Normal Attack: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.



Gastrodon exhibit evidence of allopatric speciation. The two are still considered the same species, as they will naturally breed in the rare chance that they meet, but it is believed that they will one day become distinct enough that they will no longer recognize each other. They maintain a thin but hard plate vestigial beneath their skin. Gastrodon ooze a slick purple fluid when hurt to make themselves slippery. This substance is also very bitter and renders their meat nearly inedible. They have superb regenerative skills and can grow back torn-off parts of their bodies. They are pliable because they lack skeletal systems, letting them into squeeze into tight spaces. Gastrodon can also venture terrestrially for short periods of time, especially in areas of calm waves.

**Biology:** Egg Group - Water 1 / Amorphous, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches / Ocean Reefs

**Evolution:** Shellos Gastrodon

**Proficiencies:** Ground / Water / Elemental Attack I



## Saryu / Starmie



Saryu are mysterious Pokémon that lie on the seabed during the day and float up to the surface at night. They can regenerate extremely well; if any of their limbs are severed, they can easily grow them back. Even a Saryu cut into pieces can regenerate as long as its core is intact. Their centers are vital to their survival and are irreplaceable. These cores glow brightly at night when Saryu are active. The cores of sick Saryu glow faintly and flicker. Groups of Saryu, referred to as constellations, rise to the surface each night, cores aglow. From above, oceans with large numbers of Saryu seem to mimic and align with the twinkling skies above. Saryu only become active if the stars are visible; if clouds obscure the night sky, they will stay on the sea floor and their cores will not light up.

**Biology:** Egg Group - Water 3, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Ocean Floors

**Evolution:** Saryu  Water Stone Starmie

**Proficiencies:** Psychic / Water / Elemental Attack EI (Starmie) / Energy Blast (Starmie)

### Saryu



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 18    **Defense:** 7    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 5    **Special Attack:** 7

**Skills:** Flight (*can fly*), Fountain (*can create water*), Gilled (*can breathe underwater*), Glow (*can produce light*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Natural Cure (*Whenever returned to a Poke Ball, you are cured of any afflictions.*)

**Moves (Attack +2, Special Attack +3, Effect +4)**

**Swift** - Ranged(20ft) Normal Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Rapid Spin** - Melee Normal Attack: At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.



### Starmie



**Water / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 36    **Defense:** 10    **Special Defense:** 9

**Speed:** 12 (60 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Flight, Fountain, Gilled, Glow, Swimmer

**Passives:** Harden, Analytic (*When attacking a foe who has already acted this round, deal +4 damage.*), Natural Cure

**Moves (Attack +4, Special Attack +5, Effect +6)**

**Confuse Ray** - Ranged(20ft) Ghost Effect: 1/day. On hit, the target becomes Confused.

**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

**Bubble Beam** - Ranged(20ft beam) Water Special Attack: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.







Starmie have iridescent cores that shine with all colors of the rainbow, a beautiful, but rare sight in oceans. They can also flash their gems in a single color, alternating between different shades as if sending coded messages. Starmie swim by spinning themselves like propellers through the water. Many believe that when Starmie pulse light from their cores into the sky at night, they are beaming radio waves. They are capable of sending out weak radio waves emanating from these Pokémon's gems. Oddly, some people have reported developing headaches when approaching these Pokémon.



Tentacool are very common Pokémon in seas worldwide. They are especially prolific in areas where warm and cold currents meet, bringing an abundance of food and minerals. They can often be found drifting with the waves in shallow waters, stinging anything that provokes them with their tentacles. They also use these tentacles to feel about; however, they are unable to retract their stinging cells, so they often unintentionally sting things they are examining. These tentacles sometimes break off, but will grow back with time. As their bodies are almost completely composed of water, they will quickly dry out and shrivel up if washed ashore and left in the sun for too long. They can be revived by dousing them in water. Their high-water content also gives them a rather peculiar ability--Tentacool can refract sunlight and concentrate it into the crystals on their heads to fire strange beams of energy at foes. Though they are a common catch for anglers, beginners must be wary of their venom. Even an unconscious Tentacool can sting those foolish enough to touch their tentacles.






# Tentacool / Tentacruel



Tentacruel have 80 tentacles in total. Tentacruel keep their tentacles short and retracted. However, when hunting, the tentacles absorb water and extend to ensnare prey. They form circular nets around prey to prevent their escape. Then, they constrict their victims, stinging and weakening them by injecting venom. Tentacruel then return back to the rock formations on the sea floor that they call home, carrying their meals with them. If a Tentacruel is having a particularly rough time finding something to eat, its orbs will flash. These Pokémon can emit ultrasonic blasts from their crystals to disturb the surrounding water and scare out prey. Additionally, they can also flash these crystals to alert surrounding Tentacruel of approaching danger. When conditions are right, many Tentacruel will suddenly congregate and clear an area of all fish.

**Biology:** Egg Group - Water 3 / Amorphous, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Beaches / Oceans

**Evolution:** Tentacool  Tentacruel

**Proficiencies:** Poison / Water / Elemental Attack I

## Tentacool



**Water / Poison** - Medium (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 4    **Special Attack:** 5

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Clear Body (*Your stats cannot be lowered by a foe's effects.*), Liquid Ooze (*If you are hit by an attack that damages you and heals the attacker, the attacker is dealt damage equal to what they would have healed, instead of healing.*)

**Moves (Attack +2, Special Attack +2, Effect +3)**

**Poison Sting** - *Melee Poison Attack:* At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Supersonic** - *Ranged(10ft) Normal Effect:* At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Constrict** - *Melee Normal Attack:* At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.



## Tentacruel



**Water / Poison** - Large (Size), Medium (Weight)

**Hit Points:** 48    **Defense:** 7    **Special Defense:** 12

**Speed:** 10 (50 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Fountain, Gilled, Reach (*melee range is 25 ft.*), Swimmer

**Passives:** Screech (+2 Attack), Clear Body, Liquid Ooze, Rain Dish (*If in Raining Weather, you regain 4 HP after you act.*)

**Moves (Attack +3, Special Attack +4, Effect +5)**

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Wrap** - *Melee Normal Attack:* At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 physical damage on its turns.

**Poison Jab** - *Melee Poison Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.





## Tirtouga / Carracosta



### Tirtouga



**Water / Rock** - Small (Size), Medium (Weight)

**Hit Points:** 30    **Defense:** 11    **Special Defense:** 5

**Speed:** 2 (10 ft.)    **Attack:** 8    **Special Attack:** 5

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Withdraw (+1 Defense), Solid Rock (*Super-effective attacks against you deal -4 damage.*)

#### Moves (Attack +4, Special Attack +2, Effect +1)

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Rollout** - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Bite** - Melee Dark Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.



Tirtouga were originally alive about one-hundred million years ago. Due to modern fossil reanimation technology, some are now rarely found in the wild again. Tirtouga can withstand intense pressure and can dive half a mile beneath the water's surface. Though slow and clumsy on land, they nevertheless could beach themselves onto shores in order to capture unsuspecting prey. Indeed, some studies suggest that a sizable portion of their meals came from terrestrial prey. Tirtouga are thought to have gone extinct because they were unable to compete with similar predators.

### Carracosta



**Water / Rock** - Medium (Size), Heavy (Weight)

**Hit Points:** 42    **Defense:** 14    **Special Defense:** 7

**Speed:** 3 (15 ft.)    **Attack:** 11    **Special Attack:** 8

**Skills:** Flopper, Fountain, Swimmer

**Passives:** Withdraw, Solid Rock, Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

#### Moves (Attack +5, Special Attack +4, Effect +1)

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

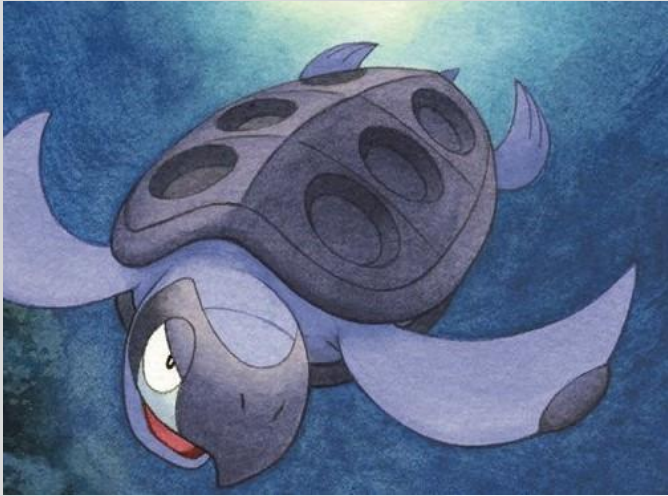
**Crunch** - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Aqua Tail** - Melee Water Attack: 1/day 3d12.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Beaches / Oceans

**Evolution:** Tirtouga Carracosta

**Proficiencies:** Rock / Water / Fangs / Elemental Attack I



Carracosta can survive for long periods of time both on land and in the water. Their large lungs can store enough air for them to dive for over half an hour before having to resurface. They have extremely powerful front flippers, which are capable of breaking through the hulls of small boats in a single slap. Carracosta also have very strong jaws, which they use to chew up rocks, shells, bones, and metal ore. They periodically consume these materials in order to strengthen their thick shells. It is believed that these Pokémon preyed primarily upon shelled prey, deriving much of the calcium for their own shells from their meals. Like Tirtouga, Carracosta went extinct because of competition for food from other Pokémon. Though sturdy and strong, they also needed a lot of food to survive, so they could not compete with smaller, faster Pokémon for limited resources.



Wailmer spend much of their time swimming in the open ocean in pods. On bright and sunny mornings, however, they may begin swimming towards the shoreline. They can survive for very short periods of time outside of the water, taking full advantage of this by beaching themselves on the sand to play. By swallowing large amounts of seawater, Wailmer can use their buoyant bodies to bounce around on land. The more water they swallow, the higher they can bounce. Due to their sizes, though, they may become hazards for other beach-goers when they bounce. Their nostrils are located above their eyes and for fun they will startle fishermen by suddenly spouting water from them. Wailmer eat tons of plankton daily, filtering water through their baleen. If they lose too much of their stored water, they will begin to dry out and become lethargic. Kind beach-goers will often take the time to dump buckets of water onto dry Wailmer to rejuvenate them.





# Wailmer / Wailord



## Wailmer

**Water** - Large (Size), Heavy (Weight)

**Hit Points:** 78    **Defense:** 5    **Special Defense:** 4

**Speed:** 6 (30 ft.)    **Attack:** 7    **Special Attack:** 7

**Skills:** Beached (*needs to be in water*), Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Oblivious (*You are immune to Infatuation.*), Water Veil (*You are immune to being Burned.*)

**Moves (Attack +3, Special Attack +3, Effect +3)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Rollout** - Melee Rock Attack: At-Will 1d4. For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Astonish** - Melee Ghost Attack: At-Will 1d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Wailord are the largest Pokémon. They swim in pods, swallowing whole schools of tiny Water-types at once to satiate their massive diets. This can also make them a nuisance for fishermen, who sometimes have to chase them off if they encroach too heavily on their catches. These social Pokémon protect their own; if one member of a pod is attacked by a predator, the others will come to its aid and surround the attacker. When hunting, Wailord pods will leap out of the water, landing back down with humongous splashes to disorient prey and make capturing them in single gulps easy. They will also use this tactic to confuse foes. Though they must surface to breathe air every once in a while, they can dive as far as 10,000 feet with a single breath. If attacked, Wailord will jet water from its blowhole at opponents using to knock them away. In popular media, Wailord are known for their slow, graceful swimming.

## Wailord

**Water** - Gigantic (Size), Superweight (Weight)

**Hit Points:** 102    **Defense:** 6    **Special Defense:** 5

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Beached, Flopper, Fountain, Swimmer

**Passives:** Growl, Oblivious, Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Water Veil


**Moves (Attack +4, Special Attack +4, Effect +3)**

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

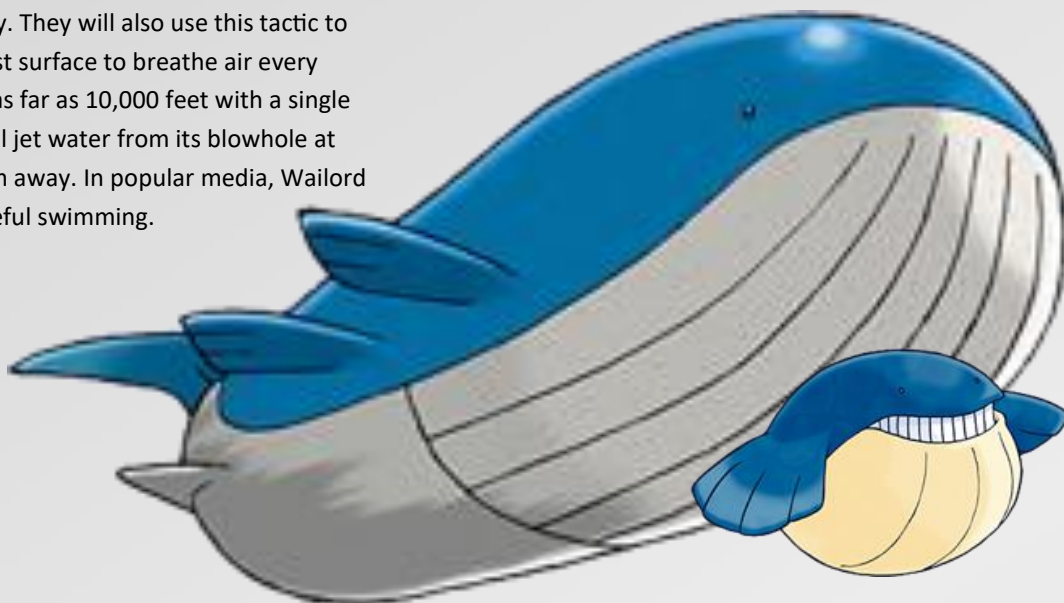
**Water Spout** - Ranged(30ft burst) Water Special Attack: 1/day 3d10. If you are at Max HP, Water Spout has 5d12 for damage instead.

**Bounce** - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Biology:** Egg Group - Field / Water 2, Egg Hatch Rate - 20 Days, Diet - Omnivore, Habitat - Oceans

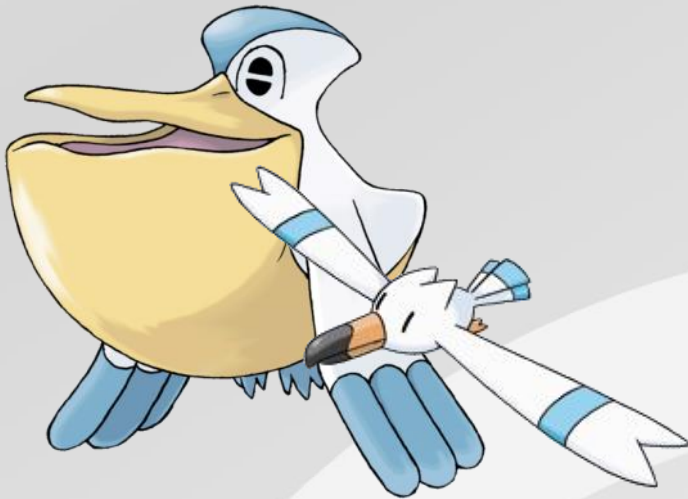
**Evolution:** Wailmer  Wailord

**Proficiencies:** Water/ Piscian / Stampeding






## Wingull / Pelipper



Wingull build nests on sheer oceanside cliffs. They fly by catching marine updrafts and gliding on them with their long wings; they have hollow bones to facilitate this. These updrafts can take Wingull fairly high in the sky. They are clumsy when it comes to flapping, so they usually glide instead. Their beaks are adept at catching fish near the water's surface, though they can also dive if necessary. Wingull have a habit of bringing back food and objects they find and hiding them near their nests. This behavior increases as winter approaches, when they begin storing more food than they eat. When Wingull rest, they fold their wings inwards, forming M shapes. When Wingull flock in the sky, fishermen know many fish lurk below.

**Biology:** Egg Group - Water 1 / Flying, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Oceans

**Evolution:** Wingull  Pelipper

**Proficiencies:** Flying / Water / Avian / Glutton / Winged

### Wingull



**Water / Flying** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 4    **Special Defense:** 3

**Speed:** 9 (45 ft.)    **Attack:** 3    **Special Attack:** 6

**Skills:** Flight (*can fly*), Fountain (*can create water*)

**Passives:** Growl (+1 Defense), Keen Eye (*Your accuracy checks cannot be negatively affected by foes.*)

**Moves (Attack +1, Special Attack +3, Effect +4)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Wing Attack** - Melee Flying Attack: At-Will 2d8.

**Supersonic** - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.



### Pelipper



**Water / Flying** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 5    **Special Attack:** 10

**Skills:** Flight, Fountain, Guster (*can produce wind*)

**Passives:** Growl, Tailwind (+2 Speed), Drizzle (*As a free action you may deplete one use of Rain Dance and use Rain Dance.*), Keen Eye, Rain Dish (*If in Raining Weather, you regain 4 HP after you act.*)

**Moves (Attack +2, Special Attack +5, Effect +4)**

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Roost** - Self Flying Effect: 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

**Hydro Pump** - Ranged(30ft beam) Water Special Attack: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.







Pelipper are most notable for their enormous beaks. They use these beaks to skim the sea's surface, swallowing the contents in single gulps. The beaks are also slightly buoyant; when Pelipper are tired, they rest by landing on the water and bobbing with the waves. Pelipper build nests on steep seaside cliffs. In addition to catching food, their beaks also serve a myriad of other uses. Most notably, Pelipper can carry objects across large swathes of sea. In the past, people used Pelipper to send messages overseas; sailors still utilize them today to relay information, especially in areas where other forms of communication aren't available. Pelipper will carry small Pokémon and items across the sea in exchange for food. They are easygoing, if a bit absentminded, creatures that will gladly help lost people and Pokémon find their way back to shore. Pelipper usually live in large colonies; seeing one means there are hundreds nearby.



Wooper make their homes in cooler areas of fresh water. Though they prefer brisk rivers and ponds, they have a low tolerance for icy waters and subzero temperatures. As amphibians, Wooper are able to survive both in water and on land. They alter their hunting patterns from water to land based on the weather; when it is cooler, such as in the evening, Wooper will hunt terrestrially, but when it is warmer, like during the day, they will hunt aquatically. They cover themselves with a slimy film to stay moist outside of the water. Wooper will often leave trails of this slime walking around on land. The growths on the sides of their heads are gills; individuals with larger gills are considered more attractive to mates. When resting, Wooper will bury themselves in the sand to hide from predators.






## Wooper / Quagsire



Quagsire are famous for their lax and easygoing natures. They rarely move; when they do, though, they swim in slow and relaxed manners. Quagsire will often bump into nearby objects as they swim, including boulders and boat hulls. However, they are unfazed by these collisions, in part due to their strong skulls. Even when hunting, Quagsire remain at ease. They don't move in search of food; instead, they simply remain in one place and hold their mouths agape, waiting for unwary prey to swim through. Then, they just close their mouths to catch their food. Although it isn't a terribly efficient manner of hunting, this technique suffices for Quagsire since they expend very little energy in the first place.

**Biology:** Egg Group - Water 1 / Field, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Lakes / Marshes / Ponds / Rivers

**Evolution:** Wooper  Quagsire

**Proficiencies:** Ground / Water / Elemental Attack I

### Wooper



**Water / Ground** - Small (Size), Light (Weight)

**Hit Points:** 36    **Defense:** 5    **Special Defense:** 3

**Speed:** 2 (10 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** Fountain (can create water), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Tail Whip (+1 Attack), Damp (Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.)

**Moves (Attack +3, Special Attack +1, Effect +1)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Mud Shot** - Ranged(10ft) Ground Special Attack: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Slam** - Melee Normal Attack: 3/day 3d10. Slam has -2 during Accuracy Check.

### Quagsire



**Water / Ground** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 9    **Special Defense:** 9

**Speed:** 4 (20 ft.)    **Attack:** 10    **Special Attack:** 7

**Skills:** Fountain, Gilled, Swimmer

**Passives:** Amnesia (+2 Special Defense), Tail Whip, Damp, Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +5, Special Attack +3, Effect +2)**

**Mud Bomb** - Ranged(10ft) Ground Special Attack: 3/day 3d8. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Muddy Water** - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Yawn** - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.



## Clamperl / Huntail

### / Gorebyss

#### Clamperl



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 24    **Defense:** 11    **Special Defense:** 6

**Speed:** 3 (15 ft.)    **Attack:** 6    **Special Attack:** 6

**Skills:** Fountain (*can create water*), Flopper (*treats dry land as special terrain*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Iron Defense (+2 Defense), Shell Armor (*Critical hits are treated as normal hits against you*)

#### Moves (Attack +3, Special Attack +3, Effect +1)

**Clamp** - *Melee Water Attack:* At-Will 1d4. At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Whirlpool** - *Ranged(10ft) Water Special Attack:* 3/day 1d12. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

#### Huntail



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 8

**Speed:** 7 (35 ft.)    **Attack:** 12    **Special Attack:** 9

**Skills:** Fountain, Flopper, Gilled, Swimmer

**Passives:** Scary Face (+2 Speed), Screech (+2 Attack), Swift Swim (*While in Raining weather or in water, your Speed is +2.*), Water Veil (*You are immune to being Burned.*)

#### Moves (Attack +6, Special Attack +4, Effect +3)

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Ice Fang** - *Melee Ice Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.



Clamperl have shells capable of deflecting most attacks directed at them. As a side effect of this, their shells are often covered in nicks and gashes by the time they are ready for evolution. Their main bodies are the fleshy blue muscles within their shells; their "heads" are the pink pearls nestled within. The longer they live, the larger these pearls grow. Clamperl hunt small aquatic prey; they patiently wait for unwary prey to swim by before quickly clamping their shells shut around them. Clamperl only create a single pearl during their lifetimes, the one that they use as heads. These pearls are lauded as being imbued by mysterious powers that focus psychic abilities when held. When Clamperl evolve, they release their pearls onto the ocean floor. These pearls often make their way to shore via currents.





Huntail most often dwell in deep ocean waters, where little light ever penetrates. Despite this, their eyes are very keen, letting them see clearly even in the murky depths. Their sturdy spines allow them to survive the crushing pressure of the deep. Huntail utilize bioluminescence to capture prey. The spots on their bodies light up to attract food. They are not very strong swimmers, and instead use their fish-shaped tails to lure in prey. The eyes on their tails glow as they wave them back and forth, fooling victims into swimming closer. Then, they unhinge their jaws and swallow their victim whole. Huntail swim by wriggling their bodies like snakes. On occasion, one of their teeth may fall off as they feed. Huntail may occasionally be found near the surface of the water, but such sightings are extremely rare; the significant difference in pressure from their natural habitats is detrimental to their health, so surfacing Huntail are likely very ill and in need of immediate medical attention. It is said that a Huntail washing up on shore is an omen of bad things to come.



Gorebyss spend much of their time in the abyss, and have developed sturdy bodies capable of withstanding the pressure as a result. However, they are capable of adjusting their internal pressure so that they can spend extended periods of time in sunny, shallow tropical reefs. Gorebyss sometimes feed on seaweed growing between rocks, but they are more well-known for their surprisingly cruel tendencies; they can pierce the flesh of prey with their siphon-like mouths and suck out their body fluids. The drained carcass then sinks to the ocean floor, where it provides valuable sustenance for benthic scavengers. Despite this unsettling feeding method, Gorebyss are lauded as beautiful and graceful swimmers. Watching them swim is intensely mesmerizing due to their impeccable form. In the springtime, their bodies turn a more vivid pink as the water temperature rises; their coloration gets brighter in warmer water, turning to an absolutely brilliant hue in tropical seas. As Gorebyss swim, they occasionally shed a few of their pink scales.



### Gorebyss



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 36    **Defense:** 11    **Special Defense:** 10

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 11

**Skills:** Fountain, Flopper, Gilled, Swimmer

**Passives:** Agility (+2 Speed), Amnesia (+2 Special Defense), Hydration (While in Raining weather, you are cured of any afflictions.), Swift Swim (While in Raining weather or in water, your Speed is +2.)

**Moves (Attack +4, Special Attack +5, Effect +3)**

**Draining Kiss** - Melee Fairy Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Psychic** - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean Abyss / Ocean Reefs / Ocean Floors

**Evolution:** Clamperl Superior Attack Huntail,



Superior Special Attack Gorebyss

**Proficiencies:** Dark (Huntail) / Psychic (Gorebyss) / Water / Fangs (Huntail) / Parasitic (Gorebyss) / Piscian (Huntail / Gorebyss)



# Slowpoke / Slowbro

## / Slowking



### Slowpoke



**Water / Psychic** - Medium (Size), Medium (Weight)

**Hit Points:** 54    **Defense:** 6    **Special Defense:** 6

**Speed:** 2 (10 ft.)    **Attack:** 7    **Special Attack:** 4

**Skills:** Fountain (*can create water*), Swimmer (*can swim*)

**Passives:** Oblivious (*You are immune to Infatuation.*), Own Tempo (*You are immune to being Confused.*)

**Moves (Attack +3, Special Attack +2, Effect +1)**

**Tackle** - *Melee Normal Attack:* At-Will 2d6.

**Water Gun** - *Ranged(20ft) Water Special Attack:* At-Will 2d6.

**Yawn** - *Melee Normal Effect:* 3/day. On hit, the target falls Asleep after its next turn.



### Slowbro



**Water / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 12    **Special Defense:** 10

**Speed:** 3 (15 ft.)    **Attack:** 8    **Special Attack:** 10

**Skills:** Fountain, Swimmer, Telekinetic (*can move things with their mind*)

**Passives:** Amnesia (*+2 Special Defense*), Withdraw (*+1 Defense*), Oblivious, Own Tempo, Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (Attack +4, Special Attack +5, Effect +1)**

**Confusion** - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Water Pulse** - *Ranged(20ft burst) Water Special Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Psychic** - *Ranged(25ft) Psychic Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Slowpoke are rather dim and slow; in fact, it can sometimes take them over five seconds to react to pain. To catch food, Slowpoke dangle their tails lazily from the shore into the sea. They secrete a sweet substance that attracts water dwelling Pokémon. However, due to their daftness, they sometimes forget why they were even near the water in the first place. It can take them up to a day to process bites on their tails. Slowpoke tails are regarded to be very delicious. They shed and regrow their tails periodically; the shed appendages are harvested and dried for cooking.



This Pokémon has a Mega Evolution in PHB2.



While fishing, wild Slowpoke may eventually catch Shellder on their tails. If they are sufficiently grown, these catches will catalyze their evolutions into Slowbro. The Pokémon become one being and grow together. The added weight force Slowbro to become bipedal. Slowbro are no longer able to fish with their tails and must, to their disdain, swim to catch food. They retain their dim intellects even after evolution. However, on occasions, the tail shell will bite down and improve Slowbro psychic prowess so they may still catch prey.



Slowking are extremely intellectual. They maintain calm demeanors and can remain cool and collected in nearly any situation. Scientists think that the toxin secreted into their brains by the transformed Shellder latched on their heads is the source of their brainpower. When they have intuitive thoughts, the gems on their shells will light up. Curiously, their knowledge appears to somehow be stored in the shell on their heads. Humorously, some say that a vestige of Slowpoke's dimwittedness remains, and Slowking are cursed to always forget truly world-changing ideas when a new one dawns on them.



### Slowking



**Water / Psychic** - Medium (Size), Heavy (Weight)

**Hit Points:** 60    **Defense:** 8    **Special Defense:** 11

**Speed:** 3 (15 ft.)    **Attack:** 8    **Special Attack:** 11

**Skills:** Fountain, Intelligence (*very smart*), Swimmer, Telekinetic

**Passives:** Nasty Plot (+1 *Special Attack*), Oblivious, Own Tempo, Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

#### Moves (*Attack +4, Special Attack +5, Effect +1*)

**Water Pulse** - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Swagger** - Ranged(10ft) Normal Effect: 1/day. On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Heal Pulse** - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Beaches / Lakes / Rivers

**Evolution:** Slowpoke Superior Defense Slowbro,  
 Superior Special Defense Slowking

**Proficiencies:** Psychic / Water / Elemental Attack (*Slowbro / Slowking*)



# Alomomola



**Water** - Medium (Size), Medium (Weight)

**Hit Points:** 102    **Defense:** 9    **Special Defense:** 5

**Speed:** 7 (35 ft.)    **Attack:** 8    **Special Attack:** 4

**Skills:** Beached (*needs to be in water*), Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Play Nice (+1 Defense), Healer (*After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.*), Hydration (*While in Raining weather, you are cured of any afflictions.*), Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (Attack +4, Special Attack +2, Effect +3)**

**Aqua Jet** - *Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.*

**Heal Pulse** - *Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.*

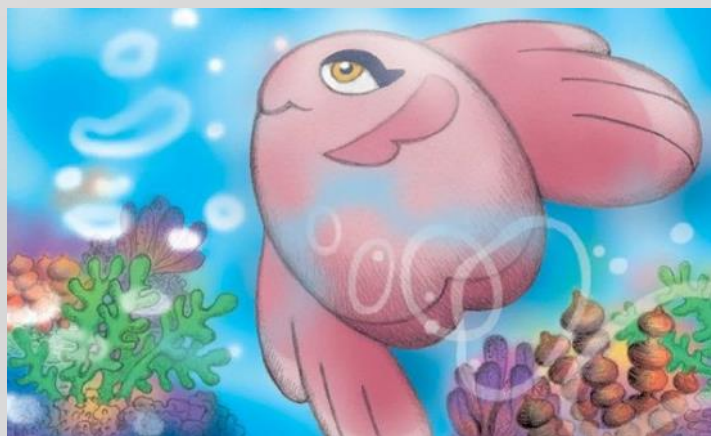
**Water Pulse** - *Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.*

**Biology:** Egg Group - Water 1 / Water 2, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Oceans

**Proficiencies:** Water / Elemental Attack I / Healer



Alomomola live in the pelagic zone of warm seas. They are often seen by fishermen leaping out of the water in graceful arcs. Alomomola enjoy sunbathing, lying down horizontally just beneath the surface. They are covered in mucoid membranes that are famous for their healing properties. These altruistic Pokémon will bring injured creatures they find close to them and envelop them in their membranes while in their sunbathing positions before carrying them back to shore like rafts. Many ocean Pokémon congregate near them because of this. This altruistic behavior may have evolved to help Alomomola defend themselves from nearby predators; though slow, these Pokémon stand a better chance against predators when partnered with newly-healed allies. Perhaps due to their healing membranes, Alomomola are oddly immune to many common poisons, including that of the marine Pokémon throughout the ocean.



Of the fossil chimeras, Arctovish are perhaps the most understandable erroneous amalgam. Both halves of the Pokémon are aquatic and share a broadly similar body plan. What is more glaring, however, is the fact that their heads are in fact attached entirely upside-down. The paleontologists who assembled Arctovish believed that this odd mouth placement may have had to do with the fact that these Pokémon froze the surrounding water to immobilize their prey. As ice floats, perhaps this placement allowed them to feed on cubes bobbing at the surface more easily. We now know that this is not the case, and Arctovish experience great trouble eating. Scientists had also believed that their broadened faces had toughened skin to defend against attacks much like shields. Ultimately, the original parts of Arctovish were believed to go extinct due to the subpar respiratory abilities granted by their odd gill placement. Arctovish do experience breathing problems, largely due to the facts that they have half of a mammalian and half of an piscine respiratory system, connected together quite haphazardly but miraculously in a semi-functional manner.

## Arctovish



**Water / Ice** - Large (Size), Heavy (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 9

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 8

**Skills:** Fountain (can create water), Freezer (can create ice), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Ice Body (If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.), Slush Rush (While in Hailing weather, your Speed is +2 and you don't take damage from Hailing weather.), Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +4, Special Attack +4, Effect +3)**

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Freeze-Dry** - Ranged(10ft) Ice Special Attack: 3/day 3d8. Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Biology:** Egg Group - No Eggs, Diet - Omnivore, Habitat - Unknown

**Proficiencies:** Ice / Water / Fangs / Piscine



## Dracovish



**Water / Dragon** - Large (Size), Superweight (Weight)

**Hit Points:** 54    **Defense:** 10    **Special Defense:** 8

**Speed:** 8 (40 ft.)    **Attack:** 9    **Special Attack:** 7

**Skills:** Fountain (can create water), Gilled (can breathe underwater), Swimmer (can swim)

**Passives:** Sand Rush (While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.), Strong Jaw (Your biting attacks deal +4 damage.), Water Absorb (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Moves (Attack +4, Special Attack +3, Effect +4)**

**Protect** - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Dragon Pulse** - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

**Biology:** Egg Group - No Eggs, Diet - Omnivore, Habitat - Unknown

**Proficiencies:** Dragon / Water / Fangs

Looking at what modern reanimation has done to create Dracovish, it is clear that something went horribly awry at some point in the resurrection process. Most obviously, the Pokémon's two halves came from different species, and the head has been incorrectly attached to the wrong end of the tail. When first put together, paleontologists believed that these Pokémon were primarily aquatic, possessing remnants of what they correctly thought were gills. However, the powerful legs made them believe that Dracovish may have briefly run out of the water to ambush terrestrial prey, despite being unable to breathe air. Modern Dracovish can survive in fully aquatic environments, preferring not to venture on land at all if they can avoid it. Consequently, their powerful legs are of no use to them beyond slowly trudging along the bottoms of their tanks.



# Basculin



**Water** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 6

**Speed:** 12 (60 ft.) **Attack:** 10    **Special Attack:** 8

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Scary Face (+2 Speed), Tail Whip (+1 Attack), Adaptability (*Moves that are the same type as you deal +4 damage.*), Mold Breaker (*Your attacks ignore any passives that would redirect, negate or weaken your attacks.*)

**Moves (Attack +5, Special Attack +4, Effect +6)**

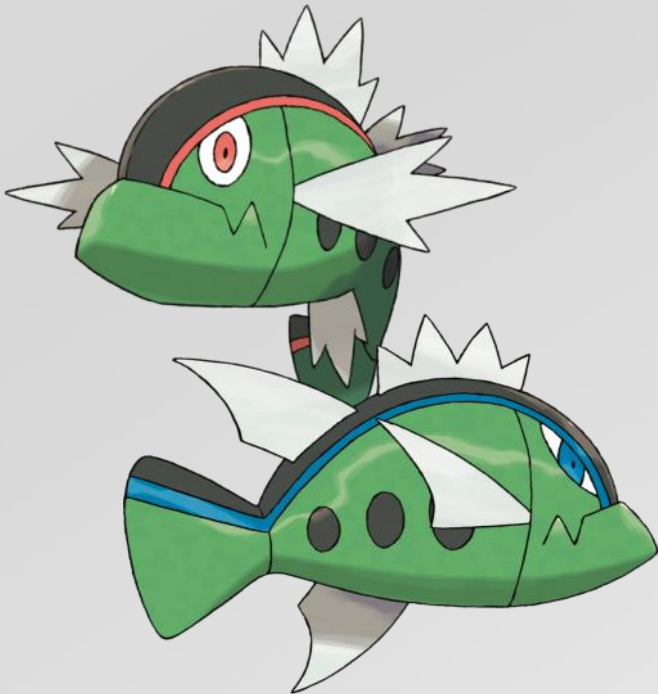
**Headbutt** - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Aqua Jet** - *Melee Water Attack:* At-Will 2d6. Aqua Jet has Priority.

**Crunch** - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Carnivore, Habitat - Lakes / Rivers

**Proficiencies:** Water/ Fangs / Piscian



Basculin appear in two different variants, one with red stripes across their bodies and another with blue stripes. The two types have other, subtler, differences as well, such as the colors and shapes of their eyes and fins. Regardless of color, Basculin are particularly hostile Pokémon that will attack anything foreign in their waters. Schools of Basculin are almost always made up of individuals of the same form and will viciously attack schools of the other color with their strong jaws. Consequently, most bodies of water where Basculin dwell will have an overwhelming majority of one form, with most individuals of the opposite color having been killed off. They are also generally hostile to other species, albeit not to the same degree as to rival Basculin. Still, they usually are aggressive enough to drive off all Pokémon. Basculin appear to differentiate threats from allies by color; red Basculin will attack anything blue, while blue ones will attack anything red. Despite their hostility, Basculin are a key food source for many freshwater predators. They are also popular amongst anglers for putting up a fight when fishing, leading to their illegal introduction into numerous fishing lakes around the world.





## Bruxish



**Water / Psychic** - Small (Size), Medium (Weight)

**Hit Points:** 42    **Defense:** 7    **Special Defense:** 7

**Speed:** 9 (45 ft.)    **Attack:** 13    **Special Attack:** 7

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*), Telekinetic (*can move things with their mind*)

**Passives:** Screech (+2 Attack), Dazzling (*You may not be targeted by Priority moves that are being used out of turn order.*), Strong Jaw (*Your biting attacks deal +4 damage.*), Wonder Skin (*Your stats cannot be lowered by a foe's effects.*)

**Moves (Attack +6, Special Attack +3, Effect +4)**



**Confusion** - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



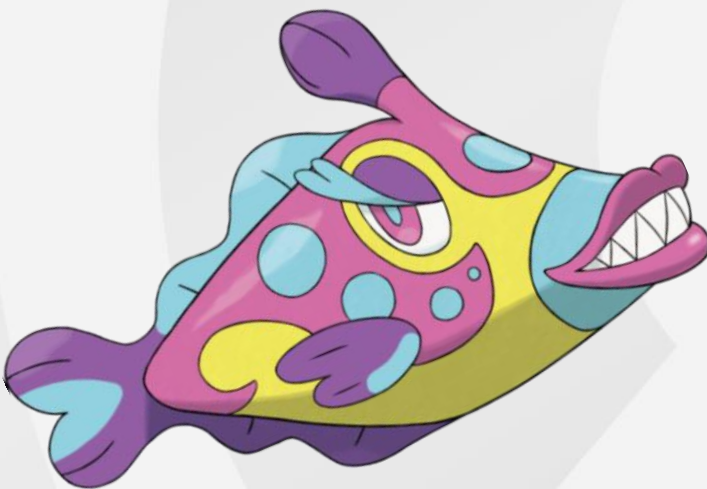
**Aqua Jet** - Melee Water Attack: At-Will 2d6. Aqua Jet has Priority.



**Psychic Fangs** - Melee Psychic Attack: 3/day 3d10. On hit, Psychic Fangs destroys all walls within melee range. Psychic Fangs can target walls.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 7 Days, Diet - Omnivore / Terravore, Habitat - Ocean Reefs

**Proficiencies:** Psychic / Water / Fangs / Piscian



Bruxish dig holes into the sand in the waters of warm reefs. They bury themselves and leave only their knobby protuberances exposed. These growths emit low levels of psychokinetic energy that allow Bruxish to sense living things around them, functioning much like radars. When they detect prey, they unearth themselves and attack. Bruxish stun their victims with psychokinesis before using their hard teeth to grind away. Their teeth are strong enough to pulverize the shells and spikes of their prey. Their thick skin additionally keeps them safe from the latter, making them keystone predators in reefs as they regulate populations. When Bruxish emit psychic powers, their protuberances bloom and resemble flowers. Exposure to their abilities can cause headaches and eventually fainting. Bruxish grind their teeth when they use their powers. Other oceanic creatures and predators know to flee the area when they hear the sound of their grinding. Lifeguards let Bruxish remain in swimming areas for this reason.



Corsola are most well-known for their horns, which collectors prize as jewelry. Treated Corsola horns can refract light in the seven colors of the rainbow. Luckily, Corsola shed their horns periodically to grow new ones, giving collectors an ample supply of discarded horns to work with. This process can happen in as little as one to three nights. Corsola can only survive in pristine, warm waters. They migrate south as temperatures cool through the year. Corsola use their horns to filter water and obtain nutrients; in polluted or cold seas, their horns lose their color, become brittle, and disintegrate. Corsola live in colonies, shedding their horns to create natural reefs. Other Pokémon often make their homes in these reefs. Corsola populations can be used as a water quality detector. If they begin to appear sickly, it is a sign that the water is dirty.



## Corsola



**Water / Rock** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 12    **Special Defense:** 10

**Speed:** 4 (20 ft.)    **Attack:** 6    **Special Attack:** 7

**Skills:** Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Iron Defense (+2 Defense), Natural Cure (*Whenever returned to a Poke Ball, you are cured of any afflictions.*), Regenerator (*When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.*)

**Moves (Attack +3, Special Attack +3, Effect +2)**

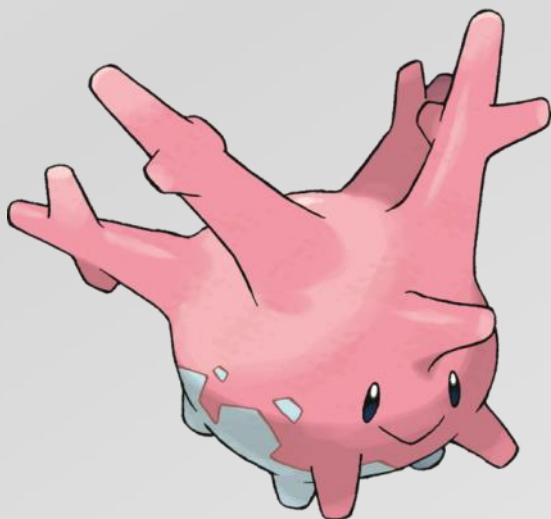
**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Brine** - Ranged(20ft) Water Special Attack: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 10 Days, Diet - Phototroph, Habitat - Beaches / Ocean Reefs / Oceans

**Proficiencies:** Rock / Water / Healer / Prickly



## Lapras



**Water / Ice** - Large (Size), Superweight (Weight)

**Hit Points:** 78    **Defense:** 9    **Special Defense:** 10

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 9

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Freezer (*can create ice*), Swimmer (*can swim*)

**Passives:** Growl (+1 Defense), Hydration (*While in Raining weather, you are cured of any afflictions.*), Shell Armor (*Critical hits are treated as normal hits against you*), Water Absorb (*When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.*)

**Moves (Attack +4, Special Attack +4, Effect +3)**

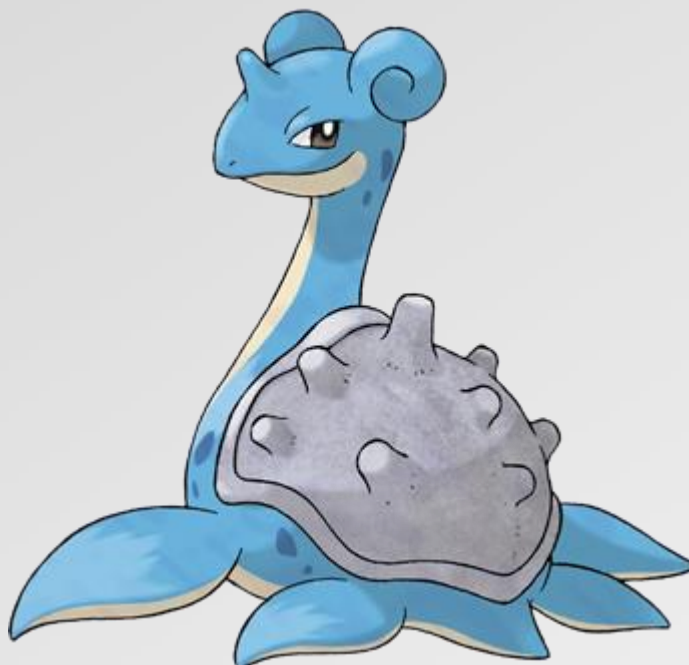
**Sing** - Ranged(30ft burst) Normal Effect: 1/day. Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

**Ice Beam** - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Brine** - Ranged(20ft) Water Special Attack: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.

**Biology:** Egg Group - Monster / Water 1, Egg Hatch Rate - 25 Days, Diet - Omnivore, Habitat - Oceans / Polar

**Proficiencies:** Ice / Water / Elemental Attack E/ Horned / Sound



This Pokémon has a Gigantamax form in PHB2.



Lapras are intelligent, gentle Pokémon. They are well-known for their willingness to ferry people, Pokémon, and goods on their backs across bodies of water. However, due to their gentle dispositions, they also rarely fight. Lapras is rare and near extinction, with the few remaining being spread across the vast oceans. When in good moods, Lapras will sing beautiful, enchanting melodies that are said to calm rough seas. Lone Lapras will sing plaintive songs, calling out to any other Lapras that may be nearby. Though they live in cold seas, they migrate to warmer ones to raise their young; even in these tropical areas, a slight cold continues to radiate from their skin. Rumors of freshwater Lapras have also surfaced from time to time. Lapras are happiest in pods, as they enjoy being in groups. Conservation efforts have helped to restore Lapras populations all over the world.



## Luvdisc



**Water** - Small (Size), Light (Weight)

**Hit Points:** 24    **Defense:** 7    **Special Defense:** 7

**Speed:** 12 (60 ft.)    **Attack:** 3    **Special Attack:** 4

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Agility (+2 Speed), Charm (+1 Defense), Hydration (*While in Raining weather, you are cured of any afflictions.*), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +1, Special Attack +2, Effect +6)**

**Water Gun** - Ranged(20ft) Water Special Attack: At-Will 2d6.

**Draining Kiss** - Melee Fairy Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

**Sweet Kiss** - Melee Normal Effect: 3/day. Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Ocean Reefs / Oceans

**Proficiencies:** Fairy / Water / Cutesy / Elemental Attack I

Luvdisc live in the shallows of tropical seas. They swim in large schools near reefs, nesting in branches, reefs, and other sunken debris. During nesting season, the water appears a vivid pink as thousands of Luvdisc school together beneath the waves. They are famous for their heart-shaped bodies, spawning a variety of legends around them pertaining to love and affection. Luvdisc have a curious habit of congregating near couples out at sea, tailing them all the way back to shore. During nesting season, pairs of Luvdisc can often be seen kissing as part of a complex mating ritual that bond them together for life. Lone Luvdisc who cannot find a partner despairingly float near the surface, where they become easy prey for flying predators.





# Pyukumuku



**Water** - Small (Size), Featherweight (Weight)

**Hit Points:** 36    **Defense:** 14    **Special Defense:** 13

**Speed:** 1 (5 ft.)    **Attack:** 6    **Special Attack:** 3

**Skills:** Fountain (can create water), Gilled (can breathe underwater), Reach (melee range is 25 ft.), Swimmer (can swim)

**Passives:** Harden (+1 Defense), Innards Out (When you are knocked out by a melee attack, deal damage to the attacker equal to the damage you just took.)

**Moves (Attack +3, Special Attack +1, Effect +0)**

**Taunt** - Ranged(20ft) Dark Effect: 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

**Recover** - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

**Toxic** - Melee Poison Effect: 1/day. Toxic has -3 during Accuracy Check, unless you are Poison type. On hit, the target is Toxified.

**Biology:** Egg Group - Water 1 / Water 3, Egg Hatch Rate - 7 Days, Diet - Herbivore, Habitat - Beaches / Ocean Floors

**Proficiencies:** Poison / Water / Prickly / \*\*\*Pyukumuku is not proficient with moves that use the attack or special attack stats



Though Pyukumuku usually dwell in shallow seas, they often make their way onto shores as well. These stalwart creatures will not budge once they find a favored spot; they would first starve or dehydrate before moving. They are covered in viscous mucus that can keep them moist for a week on land. Pyukumuku eat detritus found in their immediate vicinities, ejecting their guts to engulf and digest their meals. Compassionate beachgoers will throw starving Pyukumuku back into the sea so they do not starve, though they will inevitably return. Their guts form the shape of a flexible hand and are shot out to deliver powerful punches. Beachgoers must be wary of stepping on these small creatures for this reason.





## Qwilfish



**Water / Poison** - Small (Size), Light (Weight)

**Hit Points:** 42    **Defense:** 10    **Special Defense:** 6

**Speed:** 9 (45 ft.)    **Attack:** 10    **Special Attack:** 6

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Inflatable (*can expand*), Swimmer (*can swim*)

**Passives:** Intimidate (+1 Defense), Poison Point (*Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.*), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

**Moves (Attack +5, Special Attack +3, Effect +4)**

**Poison Sting** - *Melee Poison Attack: At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.*

**Toxic Spikes** - *Ranged(20ft burst) Poison Effect: 3/day. Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.*

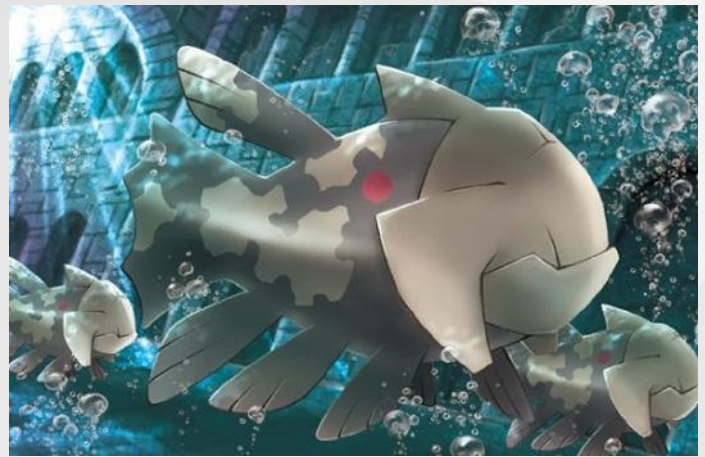
**Brine** - *Ranged(20ft) Water Special Attack: 3/day 3d8. If the target is at less than half of their Max HP, Brine has 5d8 for damage instead.*

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Omnivore, Habitat - Ocean

**Proficiencies:** Poison / Water / Piscian / Prickly



Qwilfish swim in the open ocean, far away from the shore. They are extremely poisonous; anything pierced by their sharp spines will be injected with paralyzing toxins. These spikes are in fact specialized scales, which hardened and became sharper over time. To defend themselves, Qwilfish quickly swallow large amounts of water and inflate themselves to up to twice their original sizes, hoping to match their foes in stature. In this state, they can launch the spikes off of their bodies to spear and inject enemies with their toxins. While inflated, however, Qwilfish experience much trouble swimming; though they are already not very good swimmers when deflated, they often will fail to move at all when fully inflated, simply floating along in the ocean currents until they expel all of their water. Qwilfish are territorial and will engage in inflation contests to see who can grow the largest. Generally, individuals float away in currents before winners can be determined.



Relicanth are an unbelievably ancient species, long believed to be extinct until one was accidentally rediscovered on a deep-sea voyage decades ago. Fossil records show that they have been around for at least 100,000,000 years making them concurrent with Pokémon that have recently been reanimated by modern fossil technologies, and have miraculously remained essentially unchanged since then, as they have adapted to fit their ecological niche quite well. They lack teeth, instead filter-feeding on microscopic organisms. Their scales are as hard as rocks, with a texture similar to craggy boulders. Their bodies are dense and packed with fat, allowing them to survive the immense pressure of the deep. Relicanth have the odd tendency to walk on the sea floor by using their pectoral fins as legs. They are nocturnal Pokémon, spending most of the day in underwater caves where the water is cooler so that they expend less energy regulating their body heat. At night, they emerge to filter-feed. Though rather slow, Relicanth are more than capable of defending itself when threatened.



# Relicanth



**Water / Rock** - Medium (Size), Medium (Weight)

**Hit Points:** 60    **Defense:** 14    **Special Defense:** 7

**Speed:** 6 (30 ft.)    **Attack:** 9    **Special Attack:** 5

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Harden (+1 Defense), Rock Head (*Your attacks that damage yourself on hit do not damage yourself.*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*), Swift Swim (*While in Raining weather or in water, your Speed is +2.*)

## Moves (Attack +4, Special Attack +2, Effect +3)

**Ancient Power** - Ranged(10ft) Rock Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Yawn** - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.

**Double Edge** - Melee Normal Attack: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Biology:** Egg Group - Water 1 / Water 2, Egg Hatch Rate - 25 Days, Diet - Omnivore, Habitat - Caves / Ocean Abyss

**Proficiencies:** Rock / Water / Fangs / Piscian



Wild Wishiwashi are small, defenseless Pokémon on their own. Because they are so easy to catch and are notably tasty, they are popular prey for many marine Pokémon. However, predators must act fast to catch these frail creatures. If they fail to take one by surprise, they must cut their losses and flee. When Wishiwashi sense danger, their eyes will begin to water; the wobbling tears glisten in the light and signal to other nearby Wishiwashi that it is time to group up. Schooled together, these monstrous School Form Wishiwashi are feared even by apex predators like Gyarados. When each Wishiwashi in a school lets loose a burst of water, the combined attack is stronger than cannon fire. Wishiwashi cannot eat or sleep properly in their School Forms, however, so they cannot remain in these states indefinitely. Schools will seek secluded areas of the sea away from predators to safely disperse in before returning to their normal lives. If a School Form Wishiwashi is sufficiently damaged or loses enough members, its uniquely synchronous cooperation deteriorates, and it begins to behave more like a normal school of fish. When on their own on land, trained Wishiwashi can summon orbs of water shaped like other Wishiwashi to create a façade of their School Form and boosting their power as if they were with hundreds of Wishiwashi in the wild.





# Wishiwashi



## Single form

**Water** - Tiny (Size), Featherweight (Weight)

**Hit Points:** 30    **Defense:** 3    **Special Defense:** 4

**Speed:** 4 (20 ft.)    **Attack:** 2    **Special Attack:** 3

## School form

**Water** - Gigantic (Size), Superweight (Weight)

**Hit Points:** 30    **Defense:** 14    **Special Defense:** 15

**Speed:** 3 (15 ft.)    **Attack:** 14    **Special Attack:** 14

**Skills:** Flopper (*treats dry land as special terrain*), Fountain (*can create water*), Gilled (*can breathe underwater*), Swimmer (*can swim*)

**Passives:** Tearful Look (+1 Defense, +1 Special Defense), Schooling (*When Wishiwashi is at half its HP or higher, it is in its School form. In its School form, Wishiwashi summons hundreds of fish-shaped balls of water and surrounds itself making it appear larger and making it stronger. When Wishiwashi is below half of its max hit points, Wishiwashi is in its Single form, dropping its facade and appearing much smaller on its own.*)

**Moves** (**Attack +1/+7, Special Attack +1/+7, Effect +2/+1**)

**Aqua Ring** - *Self Water Effect:* 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

**Aqua Tail** - *Melee Water Attack:* 1/day 3d12.

**Take Down** - *Melee Normal Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Biology:** Egg Group - Water 2, Egg Hatch Rate - 10 Days, Diet - Herbivore, Habitat - Ocean Reefs / Ocean

**Proficiencies:** Water / Piscian / Stampeding





# Passives

In addition to their skills that affect how a Pokémon interacts with the world, Pokémon also have passives that affect their stats, their attacks, or sometimes change them into different forms in special situations. Passives are split into two groups: Stat Passives and Ability Passives. Ability Passives have no real limitations on them, where Stat Passives have several rules.

A Pokémon cannot have more than three Stat Passives at a time and they can't have more than one Stat Passive from the same category. If a Pokémon acquires a new Stat Passive that breaks one of these two restrictions, the new Stat Passive replaces another existing Stat Passive. When it does, remember to undo the stat changes to the Pokémon before applying the new Stat Passive.

## Stat Passive Categories

### Attack Stat Passives

Gorilla Tactics	(+1 Attack)
Howl	(+1 Attack)
Leer	(+1 Attack)
Meditate	(+1 Attack)
Moxie	(+1 Attack)
Sharpen	(+1 Attack)
Tail Whip	(+1 Attack)
Screech	(+2 Attack)
Swords Dance	(+2 Attack)
Huge Power	(+6 Attack)
Pure Power	(+6 Attack)

### Defense Stat Passives

Baby-Doll Eyes	(+1 Defense)
Charm	(+1 Defense)
Defense Curl	(+1 Defense)
Growl	(+1 Defense)
Harden	(+1 Defense)
Intimidate	(+1 Defense)
Play Nice	(+1 Defense)
Withdraw	(+1 Defense)
Acid Armor	(+2 Defense)
Barrier	(+2 Defense)
Feather Dance	(+2 Defense)
Iron Defense	(+2 Defense)
Stamina	(+2 Defense)
Cotton Guard	(+3 Defense)

### Special Attack Stat Passives

Metal Sound	(+1 Special Attack)
Nasty Plot	(+1 Special Attack)
Fake Tears	(+2 Special Attack)
Tail Glow	(+3 Special Attack)

### Special Defense Stat Passives

Confide	(+1 Special Defense)
Amnesia	(+2 Special Defense)
Captivate	(+2 Special Defense)
Eerie Impulse	(+2 Special Defense)

### Speed Stat Passives

Goopy	(+1 Speed)
Run Away	(+1 Speed)
Tangling Hair	(+1 Speed)
Agility	(+2 Speed)
Autotomize	(+2 Speed)
Cotton Spore	(+2 Speed)
Rock Polish	(+2 Speed)
Scary Face	(+2 Speed)
Speed Boost	(+2 Speed)
String Shot	(+2 Speed)
Tailwind	(+2 Speed)

### Mix Stat Passives

Bulk Up	(+1 Attack, +1 Defense)
Calm Mind	(+1 Special Attack, +1 Special Defense)
Coil	(+1 Attack, +1 Defense, +1 to accuracy checks)
Cosmic Power	(+1 Defense, +1 Special Defense)
Dragon Dance	(+1 Attack, +1 Speed)
Growth	(+1 Attack, +1 Special Attack)
Hone Claws	(+1 Attack, +1 to accuracy checks)
Hustle	(+4 Attack, -2 to accuracy checks)
Majesty's Order	(+1 Attack, +1 Special Attack, +1 Defense, +1 Special Defense) ***Vespiquen only
Quiver Dance	(+1 Special Attack, +1 Special Defense, +1 Speed)
Rototiller	(+1 Attack, +1 Special Attack)
Shift Gear	(+1 Attack, +2 Speed)
Tearful Look	(+1 Defense, +1 Special Defense)
Tickle	(+1 Attack, +1 Defense)
Work Up	(+1 Attack, +1 Special Attack)

### Critical Hit Stat Passives

Focus Energy	(Attacks are critical hits on natural 18-20)
Super Luck	(Attacks are critical hits on natural 18-20)

In the Pokédex, stat passives are already added to each Pokémon's stats.

## Ability Passive List

**Adaptability** (Moves that are the same type as you deal +4 damage.)

**Aerilate** (Normal-type moves performed by you are treated as Flying-type moves.)

**Aftermath** (When knocked out by a melee attack, the attacker loses 1d20 HP.)

**Analytic** (When attacking a foe who has already acted this round, deal +4 damage.)

**Anger Point** (When hit by a critical hit, raise Attack +6 for 10 mins. This passive does not stack.)

**Aroma Veil** (You and your allies within 10ft of you are immune to the effects of the moves Heal Block, Taunt, Encore, and Disable and the passive Cursed Body.)

**Battery** (Allies within 15 ft of you have +1 Special Attack.)

**Battle Armor** (Critical hits are treated as normal hits against you.)

**Berserk** (While below half HP, you have +2 Special Attack.)

**Big Pecks** (Your Defense cannot be lowered by a foe's effects.)

**Blaze** (When you are below 20 HP, your Fire type attacks deal +4 damage.)

**Cheek Pouch** (Whenever you consume a berry, you recover 10 HP in addition to any other effects.)

**Chlorophyll** (While in Sunny Weather, your Speed is +2.)

**Clear Body** (Your stats cannot be lowered by a foe's effects.)

**Cloud Nine** (As a free action you may deplete one use of Defog and use Defog.),

**Color Change** (Whenever you are attacked, your type is changed to the same type as the attack after taking damage and effects for 5 mins.)

**Comatose** (You are always Asleep but can still act as if you aren't. You are also immune to other afflictions.)

**Competitive** (If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.)

**Compound Eyes** (Add +1 during accuracy check whenever you use a ranged attack.)

**Corrosion** (You can Poison and Toxify Steel-types and Poison-types.)

**Cursed Body** (When you are hit by a foe's melee attack, disable that attack for 10 mins. Cursed Body can only affect one attack at a time.)

**Cute Charm** (Whenever you are hit with a melee attack, roll 1d4. On 4, Infatuate the attacker.)

**Damp** (Explosion, Misty Explosion, and Self-Destruct fail to do anything if used within 40ft of you.)

**Dazzling** (You may not be targeted by Priority moves that are being used out of turn order.)

**Defeatist** (When your HP is below half of your max hit points, your stats are all -2.)

**Defiant** (If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.)

**Disguise** (The first time you are hit with an attack each encounter, the attack is negated.)

**Download** (Your Attack is +1 against targets with lower Special Defense than Defense. Your Special Attack is +1 against targets with lower Defense than Special Defense.)

**Drizzle** (As a free action you may deplete one use of Rain Dance and use Rain Dance.)

**Drought** (As a free action you may deplete one use of Sunny Day and use Sunny Day.)

**Dry Skin** (In sunny weather, you lose 4 HP at the end of your actions. In rainy weather, you recover 4 HP at the end of your actions. You are immune to Water-type attacks.)

**Early Bird** (You roll twice during checks to wake from Sleep and use the higher result.)

**Effect Spore** (Whenever you are hit with a melee attack, roll 1d4. On 4, randomly either Paralyze, Poison, or put to Sleep the attacker.)

**Electric Surge** (As a free action you may deplete one use of Electric Terrain and use Electric Terrain.)

**Emergency Exit** (You cannot fight when first damaged below half of Max HP. You will want to run away or return to a Poke Ball for 2 rounds. During those two rounds, your speed is doubled.)

**Exposed** (When you move or use an attack, you have -8 Defense and -8 Special Defense until your next turn. You also deal -8 damage with all attacks)

**Filter** (Super-effective attacks against you deal -4 damage after applying weakness.)

**Flame Body** (Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.)



**Flare Boost** (While Burned, your Special Attack is +4.)

**Flash Fire** (You are immune to Fire-type attacks. If you would be hit by a Fire-type attack, your Fire type attacks deal +4 damage for 2 mins. This effect does not stack.)

**Flower Gift** (While Cherrim is in Sunny Weather, Cherrim's Attack and Special Defense is +6)

**Flower Veil** (You and your allied Grass-type's stats cannot be lowered by effects within 25ft of you.)

**Fluffy** (If hit by a melee attack, you only take half the damage. If hit by a Fire-type attack, you take twice the damage.)

**Forecast** (Your appearance and type changes with the weather. In Hailing, Hazy, or Misty weather, Castform is Ice-type. In Raining weather, Castform is Water-type. In Sandstorming weather, Castform is Rock-type. In Sunny weather, Castform is Fire-type.)

**Friend Guard** (Allies within 25ft of you take -1d4 damage when attacked.)

**Fur Coat** (If hit by a move using the Attack stat, you only take half the damage you would take.)

**Gale Wings** (If you use a Flying Type Move during your turn, your Speed is +2 until your next turn.)

**Galvanize** (Normal-type moves performed by you are treated as Electric-type moves.)

**Grass Pelt** (While in Grassy Terrain, your Defense is +2.)

**Grassy Surge** (As a free action you may deplete one use of Grassy Terrain and use Grassy Terrain.)

**Gulp Missile** (Whenever Cramorant goes underwater, it gathers waste in its mouth. When hit by an attack within 30ft while Cramorant has waste, Cramorant ejects the waste at the offender, dealing 4 damage or 8 damage if Cramorant has less than 20 HP. Waste is held for up to 5 mins.)

**Guts** (While afflicted, your Attack is +2.)

**Harvest** (When using a Berry, you only use half of it while still gaining its full effects. You can only use half of a Berry if you have Harvest.)

**Healer** (After acting, you may roll 1d20. On 16 or higher, any adjacent allies are cured of all afflictions.)

**Heatproof** (Fire-type attacks are resisted by you. If you are already resistant to Fire-type, half any Fire-type attack's damage again.)

**Hunger Switch** (Whenever Morpeko acts, it changes from Full Belly mode to Hangry mode or back into Full Belly mode from Hangry mode. Aura Wheel is Electric-type in Full Belly mode, Aura Wheel is Dark-type in Hangry mode.)

**Hydration** (While in Raining weather, you are cured of any afflictions.)

**Hyper Cutter** (Your Attack cannot be lowered by a foe's effects.)

**Ice Body** (If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.)

**Ice Face** (The first time Eiscue is hit with a melee attack each encounter; the attack is negated and you change to No Ice Face Form. Ice Face is reset whenever it starts Hailing while you are within its area of effect.)

**Ice Scales** (If hit by a Special Attack, you only take half the damage you would take.)

**Illusion** (As a free action, you may change your appearance to look like any Pokémon you have interacted with within the past hour. You may not appear as a Pokémon more than twice your size and the illusion is dropped when you are hit by an attack.)

**Immunity** (You are immune to getting Poisoned and Toxified.)

**Imposter** (As a free action you may use Transform.)

**Infiltrator** (Hindering terrain and Walls do not affect you or your attacks.)

**Innards Out** (When you are knocked out by a melee attack, deal damage to the attacker equal to the damage you just took.)

**Inner Focus** (You are immune to being Stunned.)

**Insomnia** (You are immune to being put to Sleep.)

**Iron Barbs** (Whenever you are hit with a melee attack, the attacker takes 4 damage.)

**Iron Fist** (Your punching attacks deal +4 damage.)

**Justified** (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

**Keen Eye** (Your accuracy checks cannot be negatively affected by foes.)

**Leaf Guard** (While in sunny weather, you are cured of any afflictions.)

**Levitate** (You are immune to Ground-type moves while you are airborne.)

**Libero** (You may change your type to the same type as an attack you are making while making it for 10 mins.)

**Lightning Rod** (Any foe's ranged Electric-type attacks within 25ft or any adjacent foe's Electric-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Electric-type attack.)

**Limber** (You are immune to being Paralyzed.)

**Liquid Ooze** (If you are hit by an attack that damages you and heals the attacker, the attacker is dealt damage equal to what they would have healed, instead of healing.)

**Liquid Voice** (Sound-based moves made by you are Water-type.)

**Magic Bounce** (If you are hit by an attack that does not deal damage, the attacker is instead affected by the effects of their own attack.)

**Magic Guard** (You can only take damage from attacks that deal damage. You are unaffected by damage from afflictions, coats, hazards, weather or any passives.)

**Magician** (When hitting with a melee attack, you steal the target's held item, if any.)

**Magma Armor** (You are immune to being Frozen.)

**Marvel Scale** (While afflicted, your Defense is +2.)

**Mega Launcher** (Your pulse attacks deal +4 damage.)

**Merciless** (On hit, your attacks are critical hits if the target is Poisoned or Toxified.)

**Mimicry** (After acting, your type changes to reflect your current surroundings. If you are in a grassy field, Grass type; if you are in water, Water type; if you are on a mountain, Rock type; etc.)

**Minus** (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.)

**Mirror Armor** (If your stats would be lowered by a foe's effects, instead that offender's stat is lowered.)

**Misty Surge** (As a free action you may deplete one use of Misty Terrain and use Misty Terrain.)

**Mold Breaker** (Your attacks ignore any passives that would redirect, negate or weaken your attacks.)

**Motor Drive** (Any Electric-type attack that hits you is negated and your speed is +1 for 10 mins.)

**Multiscale** (When you are at Max HP, you take -4 damage from all attacks.)

**Mummy** (Whenever you are hit with a melee attack, the ability passives of the attacker become Mummy for 10 mins.)

**Natural Cure** (Whenever returned to a Poke Ball, you are cured of any afflictions.)

**Neutralizing Gas** (Ability passives other than your own do not work within 10ft of you.)

**No Guard** (You cannot miss your attacks, and attacks made against you cannot miss.)

**Normalize** (Attacks performed by you are treated as Normal-type attacks.)

**Oblivious** (You are immune to Infatuation.)

**Overcoat** (You are immune to damage from weather.)

**Overgrow** (When you are below 20 HP, your Grass-type attacks deal +4 damage)

**Own Tempo** (You are immune to being Confused.)

**Pastel Veil** (You and your allies within 10ft of you are immune to being Poisoned or Toxified.)

**Perish Body** (When you are hit by a melee attack, the offender receives 3 Perish Coats. The Coat has the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.)

**Pickpocket** (When you are hit by a melee attack, you steal the offender's held item, if any.)

**Pixilate** (Normal-type moves performed by you are treated as Fairy-type moves.)

**Plus** (If at least one ally has Plus or Minus within 10ft of you, you have +3 Special Attack.)

**Poison Heal** (While afflicted with Poison or Toxification, you are healed instead of damaged by those afflictions. You are cured of Poison or Toxin once you are at Max HP.)

**Poison Point** (Whenever you are hit with a melee attack, roll 1d4. On 4, Poison the attacker.)

**Poison Touch** (Whenever you hit with a melee attack, you may roll 1d6. On 6, Poison the target.)

**Power of Alchemy** (When an ally is knocked out within 10ft of you, you gain one of your ally's passives for 2 mins.)

**Power Spot** (Attacks made within 10ft of you deal +4 damage, regardless if the attacker is friend or foe.)

**Prankster** (Your attacks that do not deal damage on hit have Priority.)

**Pressure** (If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.)

**Propeller Tail** (Your attacks cannot be redirected by passives or any other ability, instead only hitting a target your attack was directed at.)

**Protean** (You may change your type to the same type as an attack you are making while making it for 10 mins.)



**Psychic Surge** (As a free action you may deplete one use of Psychic Terrain and use Psychic Terrain.)

**Punk Rock** (Your sound-based attacks deal +4 damage. You take 4 less damage from sound-based attacks.)

**Queenly Majesty** (You may not be targeted by Priority moves that are being used out of turn order.)

**Quick Feet** (While afflicted, your Speed is +2.)

**Rain Dish** (If in Raining Weather, you regain 4 HP after you act.)

**Rattled** (When a foe hits you with a Bug-type, Ghost-type, or Dark-type attack, your Speed is +1 for 10 mins.)

**Receiver** (When an ally is knocked out within 10ft of you, you gain one of your ally's passives for 2 mins.)

**Reckless** (Your attacks that damage yourself on hit, deal +4 damage.)

**Refrigerate** (Normal-type moves performed by you are treated as Ice-type moves.)

**Regenerator** (When returned to a Poke Ball, you recover to Max HP after being stored for 1 hour.)

**Ripen** (When you use a Berry, double any effects it has.)

**Rock Head** (Your attacks that damage yourself on hit do not damage yourself.)

**Rough Skin** (Whenever you are hit with a melee attack, the attacker takes 4 damage.)

**Sand Force** (While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage and you don't take damage from Sandstorming weather.)

**Sand Rush** (While in Sandstorming Weather, Your Speed is +2 and you don't take damage from Sandstorming weather.)

**Sand Spit** (When you are hit by a melee attack, as a free action you may deplete one use of Sandstorm and use Sandstorm immediately)

**Sand Veil** (While in Sandstorming Weather, any foe's attacks made against you have -1 during accuracy check and you don't take damage from Sandstorming weather.)

**Sand Stream** (As a free action you may deplete one use of Sandstorm and use Sandstorm.)

**Sap Sipper** (You are immune to Grass-type attacks. If you would be hit by a Grass-type attack, your Attack is +1 for 10 mins.)

**Schooling** (When Wishiwashi is at half its HP or higher, it is in its School form. In its School form, Wishiwashi summons hundreds of fish-shaped balls of water and surrounds itself making it appear larger and making it stronger. When Wishiwashi is below half of its max hit points, Wishiwashi is in its Single form, dropping its façade and appearing much smaller on its own.)

**Scrappy** (Your Normal-type and Fighting-type attacks can hit Ghost-type targets.)

**Screen Cleaner** (Whenever you move through a Wall, Hazard, or adjacent to someone with a Coat, destroy all Walls, Hazards and Coats.)

**Shed Skin** (After acting, you may roll 1d4. On 4, you are cured of any afflictions.)

**Sheer Force** (Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.)

**Shell Armor** (Critical hits are treated as normal hits against you)

**Shields Down** (When Minior's HP is below half of your max hit points, your form changes to Core Revealed form and your stats change. While Minior is not in its Core Revealed form, it is immune to afflictions.)

**Shield Dust** (You are unaffected by additional effects from attacks that deal damage.)

**Skill Link** (Your scatter moves have +2 during Accuracy Check.)

**Slush Rush** (While in Hailing weather, your Speed is +2 and you don't take damage from Hailing weather.)

**Sniper** (When you land a critical hit, you deal an additional 8 damage.)

**Snow Cloak** (While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check and you don't take damage from Hailing weather.)

**Snow Warning** (As a free action you may deplete one use of Hail and use Hail.)

**Solar Power** (While in Sunny weather, you deal an additional 4 damage while attacking. After acting in Sunny weather, you take 4 damage.)

**Solid Rock** (Super-effective attacks against you deal -4 damage.)

**Soundproof** (You are immune to sound-based attacks.)

**\*\*Sound based attacks:** Boomburst, Bug Buzz, Chatter, Clanging Scales, Disarming Voice, Echoed Voice, Eerie Spell, Grass Whistle, Hyper Voice, Overdrive, Perish Song, Roar, Round, Sing, Snore, Sparkling Aria, Supersonic, Uproar

**Stakeout** (When you attack a target who has just joined the encounter since your last turn, you deal +4 damage.)

**Stalwart** (Your attacks cannot be redirected by passives or any other ability, instead only hitting a target your attack was directed at.)

**Stance Change** (Aegislash has two forms it constantly changes between. When you attack a foe, before making your accuracy check change into your Sword Form. When using a reaction move such as King's Shield or Protect, or a protective move like Safeguard or Light Screen, immediately change to Shield Form.)

**Static** (Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.)

**Steadfast** (When you are Stunned, your Speed is +1 for 10 mins.)

**Steam Engine** (When a foe hits you with a Fire-type or Water-type attack, your Speed is +2 for 10 mins.)

**Steelworker** (Your Steel-type attacks deal +4 damage.)

**Steely Spirit** (Steel-type attacks used within 10ft of you by yourself or allies deal +4 damage.)

**Stench** (Whenever you are hit with a melee attack, roll 1d4. On 4, Stun the attacker)

**Sticky Hold** (You cannot drop held items or have held items stolen from you.)

**Storm Drain** (Any foe's ranged Water-type attacks within 25ft or any adjacent foe's Water-type attacks are negated and drawn to you. Your Special Attack is +2 until the end of your next turn whenever you negate an Water-type attack.)

**Strong Jaw** (Your biting attacks deal +4 damage.)

**Sturdy** (If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.)

**Suction Cups** (You cannot be moved by a foe's attacks.)

**Surge Surfer** (While in Electrified terrain, your Speed is +2.)

**Swarm** (When you are below 20 HP, your Bug-type attacks deal +4 damage)

**Sweet Veil** (You and your allies within 10ft of you are immune to being put to Sleep.)

**Swift Swim** (While in Raining weather or in water, your Speed is +2.)

**Symbiosis** (You can pass held items to allies within 10ft as a free action.)

**Synchronize** (When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, the offender is also given the same affliction.)

**Tangled Feet** (While you are confused, any foe's attacks made against you have -1 during accuracy check.)

**Technician** (When rolling damage, replace any rolled 1s or 2s with 3.)

**Telepathy** (Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.)

**Thick Fat** (You take -4 damage from Fire-type attacks and Ice-type attacks.)

**Tinted Lens** (Your resisted attacks deal +4 damage.)

**Torrent** (When you are below 20 HP, your Water-type attacks deal +4 damage)

**Tough Claws** (Your slashing attacks deal +4 damage.)

**Toxic Boost** (If you would have been Poisoned or Toxicified you are not and your Attack is +2 for 2 mins. This effect does not stack.)

**Triage** (Any moves you know that can heal have Reaction.)

**Truant** (You can't act on a round after a round where you have acted. Truant cannot be removed or disabled by any means.)

**Unnerve** (Foes within 25ft of you cannot consume food.)

**Vital Spirit** (You are immune to being put to Sleep.)

**Volt Absorb** (When you are hit by an electric-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Wandering Spirit** (Whenever you are hit with a melee attack, you gain all of the offender's ability passives and lose Wandering Spirit, then they gain Wandering Spirit and lose all of their ability Passives for 10 mins.)

**Water Absorb** (When you are hit by a water-type attack, half the damage, then you heal that much HP instead of taking damage.)

**Water Bubble** (You take -4 damage from Fire-type attacks. You add +4 damage to Water-type attacks. You are immune to being Burned.)

**Water Compaction** (When a foe hits you with a Water-type attack, your Defense is +2 for 10 mins.)

**Water Veil** (You are immune to being Burned.)

**Weak Armor** (When you are hit by a melee attack, your Defense is -3 and your Speed is +3 for 10 mins. This does not stack.)

**White Smoke** (Your stats cannot be lowered by a foe's effects.)

**Wonder Guard** (Shedinja is immune to attacks that are not super-effective. Wonder Guard cannot be removed or disabled by any means.)

**Wonder Skin** (Your stats cannot be lowered by a foe's effects.)

**Zen Mode** (Darmanitan changes to its Zen Form when it is below half of its max HP.)



## Moves

All Pokémon Moves are listed here in alphabetical order. The Player's Handbook has each Move listed again and also has this list.

### A

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**Absorb** - *Melee Grass Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Accelerock** - *Melee Rock Attack: At-Will 2d6.* Accelerock has Priority.

**Acid Spray** - *Ranged(20ft) Poison Special Attack: 3/day 1d20.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Acrobatics** - *Melee Flying Attack: 1/day 3d12.* Acrobatics cannot be used if you have a held item.

**Acupressure** - *Melee Normal Effect: 3/day.* Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

**Aerial Ace** - *Melee Flying Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

**After You** - *Ranged(20ft) Normal Effect: 3/day.* For the rest of the encounter, your turn will be after the target's turn.

**Air Cutter** - *Ranged(15ft) Flying Special Attack: At-Will 2d8.* Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

**Air Slash** - *Ranged(15ft) Flying Special Attack: 1/day 3d12.* Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Ally Switch** - *Self Psychic Effect: 1/day.* Ally Switch is used as a Reaction. If you are hit by an attack, you and a willing ally within 60ft switch places and the ally is hit by the attack instead.

**Anchor Shot** - *Melee Steel Attack: 1/day 3d12.* On hit, the target is bound to you for 1d6 rounds.

**Ancient Power** - *Ranged(10ft) Rock Special Attack: 1/day 2d8.* On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Apple Acid** - *Ranged(15ft) Grass Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Aqua Jet** - *Melee Water Attack: At-Will 2d6.* Aqua Jet has Priority.

**Aqua Ring** - *Self Water Effect: 1/day.* Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

**Aqua Tail** - *Melee Water Attack: 1/day 3d12.*

**Arm Thrust** - *Melee Fighting Attack: At-Will 1d4.* Arm Thrust has -2 during Accuracy Check. Arm Thrust is a Scatter attack. Up to 5 attacks.

**Aromatherapy** - *Melee Grass Effect: 3/day.* Target an ally or yourself. Target is cured of all afflictions.

**Assurance** - *Melee Dark Attack: 3/day 3d8.* If the target was already attacked this round, Assurance deals +1d8 damage.

**Astonish** - *Melee Ghost Attack: At-Will 1d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Attract** - *Ranged(10ft) Normal Effect: 1/day.* On hit, the target is Infatuated with you.

**Aura Sphere** - *Ranged(30ft) Fighting Special Attack: 1/day 3d12.* You can't miss targets with less than 20 Special Defense.

**Aura Wheel** - *Melee Electric Attack: 1/day 5d12.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked. If you are Hangry, Aura Wheel is Dark-type.

**Aurora Beam** - *Ranged(15ft beam) Ice Special Attack: 3/day 3d8.* On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

**Aurora Veil** - *Melee Ice Effect: 1/day.* Put a Veil Coat on the target or yourself. The Coat has the following ability: If within Hail, you only take half the damage from successful attacks. This Coat lasts for 2 mins.

**Avalanche** - *Melee Ice Attack: 3/day 3d8.* If the target was already attacked this round, Avalanche deals +1d8 damage.

### B

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**Baneful Bunker** - *Self Poison Effect: 1/day.* Baneful Bunker is used as a Reaction. If you are hit by a melee attack ignore the damage and any effects of the attack and Poison the attacker.

**Barrage** - *Ranged(10ft) Normal Attack*: At-Will 1d4. Barrage has -2 during Accuracy Check. Barrage is a Scatter attack. Up to 5 attacks.

**Beak Blast** - *Melee Flying Attack*: 1/day 5d12. When you use this attack, you immediately end your turn. Until your next turn if a Pokémon hits with a melee attack, the offender is Burned. During your next turn your movement speed is doubled and then you may roll Beak Blast's Accuracy Check and damage.

**Belch** - *Ranged(15ft) Poison Special Attack*: 1/day 5d12. Belch cannot be used unless you've eaten within the last minute.

**Belly Drum** - *Self Normal Effect*: 3/day. You lose HP equal to half of your Max HP, then your Attack is +6 for 10 mins. This effect cannot be stacked.

**Bide** - *Ranged(25ft burst) Normal Effect*: 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

**Bind** - *Melee Normal Attack*: At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**Bite** - *Melee Dark Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Blast Burn** - *Ranged(30ft, 10ft blast) Fire Special Attack*: 1/day 5d20. Blast Burn has -2 during Accuracy Check. You may not act during your next turn.

**Blaze Kick** - *Melee Fire Attack*: 1/day 3d12. On hit, if you got 16 or higher on Accuracy Check, the target is Burned.

**Blizzard** - *Ranged(20ft, 10ft wave) Ice Special Attack*: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

**Block** - *Melee Normal Effect*: 3/day. On hit, the target is bound to you for 1d6 rounds.

**Body Press** - *Melee Fighting Attack*: 3/day 3d8. Body Press deals +2 damage for every point of Defense you have above the target.

**Body Slam** - *Melee Normal Attack*: 1/day 3d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Bolt Beak** - *Melee Electric Attack*: 1/day 3d8. If the target has not already acted this round, Bolt Beak deals +2d8 damage.

**Bone Club** - *Melee Ground Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Bone Rush** - *Melee Ground Attack*: At-Will 1d4. Bone Rush has -2 during Accuracy Check. Bone Rush is a Scatter attack. Up to 5 attacks.

**Bonemerang** - *Ranged(15ft) Ground Attack*: 3/day 1d20. Bonemerang is a Scatter attack. It has two attacks.

**Boomburst** - *Ranged(25ft burst) Normal Special Attack*: 1/day 3d12. Anyone within range of Boomburst is cured of Sleep.

**Bounce** - *Melee Flying Attack*: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Branch Poke** - *Melee Grass Attack*: At-Will 2d6.

**Brave Bird** - *Melee Flying Attack*: 1/day 5d12. On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Breaking Swipe** - *Melee Dragon Attack*: 3/day 3d8. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Brick Break** - *Melee Fighting Attack*: 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

**Brine** - *Ranged(20ft) Water Special Attack*: 3/day 3d8. If you are at less than half of your Max HP, Brine has 5d8 for damage instead.

**Brutal Swing** - *Melee(5ft burst) Dark Attack*: At-Will 2d8.

**Bubble** - *Ranged(15ft) Water Special Attack*: At-Will 1d12. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Bubble Beam** - *Ranged(20ft beam) Water Special Attack*: 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Bug Bite** - *Melee Bug Attack*: At-Will 2d8. On hit, if the target is holding a Berry, you steal it and immediately consume it.

**Bug Buzz** - *Ranged(20ft) Bug Special Attack*: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Bulldoze** - *Ranged(20ft burst) Ground Attack*: 3/day 3d8. On hit, all target's Speed are -1 for 10 mins. This effect cannot be stacked.

**Bullet Punch** - *Melee Steel Attack*: At-Will 2d6. Bullet Punch has Priority.



**Bullet Seed** - *Ranged(10ft) Grass Attack*: At-Will 1d4. Bullet Seed has -2 during Accuracy Check. Bullet Seed is a Scatter attack. Up to 5 attacks.

**Burn Up** - *Ranged(25ft burst) Fire Special Attack*: 1/day 5d12. After use, if the user is only Fire type it becomes Normal type, and if the user is Fire type and another type it loses its Fire typing. This effect lasts for 10 mins.

**Burning Jealousy** - *Ranged(30ft, 10ft wave) Fire Special Attack*: 1/day 2d12. If any targets have had any stats raised in the past 2 mins, Burning Jealousy Burns the target.

## C

**Camouflage** - *Self Normal Effect*: At-Will. Put on a Camo Coat. The Coat has the following ability: Your type changes to reflect your surrounding for 10 mins. (If you are in a grassy field, Grass type; if you are in water, Water type; if you are on a mountain, Rock type; etc.)

**Celebrate** - *Ranged(25ft burst) Normal Effect*: 3/day. Roll 1d20. On 20, in addition to your own stats, each ally within range has their Attack, Special Attack, Defense, Special Defense, and Speed raised +1 for 10 mins. This effect cannot be stacked.

**Charge** - *Self Electric Effect*: At-Will. Your next Electric attack will deal +2d8 damage. Until then, your Special Defense is +1. This effect cannot be stacked. This effect wears off after one min.

**Charge Beam** - *Ranged(10ft beam) Electric Special Attack*: At-Will 1d12. On hit, your Special Attack is +1 for 10 mins. This effect cannot be stacked.

**Chatter** - *Ranged(10ft burst) Flying Special Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, all targets are Confused.

**Chip Away** - *Melee Normal Attack*: 3/day 3d8. Chip Away has +2 on Accuracy Check if used against a target with a Defense or Special Defense raising passive.

**Circle Throw** - *Melee Fighting Attack*: 3/day 3d8. On hit, move the target 40ft away.

**Clamp** - *Melee Water Attack*: At-Will 1d4. At-Will 1d4. On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**Clanging Scales** - *Ranged(10ft burst) Dragon Special Attack*: 3/day 3d10. On hit, the target's Defense is -2 for 10 mins. This effect cannot be stacked.

**Clangorous Soul** - *Self Dragon Effect*: 1/day. You lose HP equal to 1/6<sup>th</sup> of your Max HP. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

**Clear Smog** - *Ranged(5ft burst) Poison Special Attack*: At-Will 1d12.

**Close Combat** - *Melee Fighting Attack*: 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

**Coaching** - *Melee Fighting Effect*: 3/day. Target ally has +2 Attack and +2 Defense for 2 mins. This effect cannot be stacked.

**Comet Punch** - *Melee Normal Attack*: At-Will 1d4. Comet Punch has -2 during Accuracy Check. Comet Punch is a Scatter attack. Up to 5 attacks.

**Confuse Ray** - *Ranged(20ft) Ghost Effect*: 1/day. On hit, the target becomes Confused.

**Confusion** - *Ranged(10ft) Psychic Special Attack*: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

**Constrict** - *Melee Normal Attack*: At-Will 1d6. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Conversion** - *Self Normal Effect*: At-Will. Put a Type Coat on yourself. The Coat has the following ability: Your Type changes to a type matching one of your known moves for two minutes or your Type changes to a type that resists that last attack you were hit by for two minutes.

**Corrosive Gas** - *Melee Poison Effect*: 3/day. On hit, destroy the target's held item, if any. Corrosive Gas cannot destroy Mega Stones.

**Counter** - *Melee Fighting Effect*: 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

**Covet** - *Melee Normal Attack*: 3/day 2d8. On hit, steals the target's held item, if any.

**Crabhammer** - *Melee Water Attack*: 3/day 3d10. Crabhammer has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Crabhammer is a critical hit.

**Crafty Shield** - *Ranged(20ft burst) Fairy Effect*: 3/day. Put a Crafty Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted or have any stats altered by enemies. This Coat lasts for 2 rounds.

**Cross Chop** - *Melee Fighting Attack: 1/day 5d12.* Cross Chop has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, Cross Chop is a critical hit.

**Cross Poison** - *Melee Poison Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Cross Poison is a critical hit and the target is Poisoned.

**Crunch** - *Melee Dark Attack: 3/day 3d10.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Crush Claw** - *Melee Normal Attack: 3/day 3d8.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Curse** - *Ranged(20ft) Ghost Effect: 1/day.* Curse can only be used by Ghost-Type Pokémon. On hit, you lose hit points equal to 1/3rd of your max HP, then the target is Cursed.

**Cut** - *Melee Normal Attack: At-Will 2d6.*

## D

**Dark Pulse** - *Ranged(10ft) Dark Special Attack: 3/day 3d10.* On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Darkest Lariat** - *Melee Dark Attack: 3/day 3d10.*

**Dazzling Gleam** - *Ranged(15ft, 10ft wave) Fairy Special Attack: 3/day 3d8.*

**Decorate** - *Melee Normal Effect: 3/day.* Target an ally or yourself. The target's Attack, Special Attack, Defense, Special Defense, or Speed is raised +2 for five mins. This effect cannot be stacked.

**Defog** - *Ranged(30ft burst) Flying Field Effect: 3/day.* Any Walls, Hazards, Weather, or Terrains within range are destroyed.

**Destiny Bond** - *Ranged(50ft) Ghost Effect: 1/day.* If you are knocked out before your next turn, the offender who caused you to get knocked out has its HP set to 0.

**Detect** - *Melee Fighting Effect: 1/day.* Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.

**Dig** - *Melee Ground Attack: 3/day 3d10.* When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

**Disable** - *Ranged(20ft) Normal Effect: 1/day.* For 1 minute, the attack last used by the target may not be used again.

**Disarming Voice** - *Ranged(10ft) Fairy Special Attack: At-Will 1d12.* You can't miss targets with less than 15 Special Defense.

**Discharge** - *Ranged(10ft burst) Electric Special Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, all targets are Paralyzed.

**Dive** - *Melee Water Attack: 3/day 3d10.* When you use this attack, dive into water so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underwater is +40ft, and when you emerge from the water you may roll Dive's Accuracy Check and damage.

**Dizzy Punch** - *Melee Normal Attack: 3/day 3d8.* On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Double Edge** - *Melee Normal Attack: 1/day 5d12.* On hit, you lose HP equal to 1/3<sup>rd</sup> of the damage you deal.

**Double Hit** - *Melee Normal Attack: 3/day 1d20.* Double Hit is a Scatter attack. It has two attacks.

**Double Kick** - *Melee Fighting Attack: 3/day 1d20.* Double Kick is a Scatter attack. It has two attacks.

**Double Slap** - *Melee Normal Attack: At-Will 1d4.* Double Slap has -2 during Accuracy Check. Double Slap is a Scatter attack. Up to 5 attacks.

**Double Team** - *Self Normal Effect: 1/day.* You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

**Draco Meteor** - *Ranged(20ft, 10ft blast) Dragon Special Attack: 1/day 5d12.* After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Dragon Breath** - *Ranged(10ft) Dragon Special Attack: At-Will 2d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Dragon Claw** - *Melee Dragon Attack: 3/day 3d10.*

**Dragon Darts** - *Ranged(10ft) Dragon Attack: 3/day 1d20.* Dragon Darts is a Scatter attack. It has two attacks.

**Dragon Hammer** - *Melee Dragon Attack: 1/day 3d12.*

**Dragon Pulse** - *Ranged(10ft) Dragon Special Attack: 3/day 3d10.*

**Dragon Rage** - *Ranged(5ft) Dragon Special Attack: 3/day.* On hit, the target loses exactly 25 HP.



**Dragon Rush** - *Melee Dragon Attack: 3/day 3d10.* Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Dragon Tail** - *Melee Dragon Attack: 3/day 3d8.* On hit, move the target 40ft away.

**Drain Punch** - *Melee Fighting Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Draining Kiss** - *Melee Fairy Special Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

**Dream Eater** - *Melee Psychic Special Attack: 1/day 5d12.* Dream Eater can only hit Sleeping targets. On hit, you regain HP equal to half of the damage dealt.

**Drill Peck** - *Melee Flying Attack: 3/day 3d10.*

**Drill Run** - *Melee Ground Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, Drill Run is a critical hit.

**Drum Beating** - *Melee Grass Attack: 3/day 3d10.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Dual Chop** - *Melee Dragon Attack: 3/day 1d20.* Dual Chop is a Scatter attack. It has two attacks.

**Dual Wingbeat** - *Melee Flying Attack: 3/day 1d20.* Dual Wingbeat is a Scatter attack. It has two attacks.

**Dynamic Punch** - *Melee Fighting Attack: 1/day 5d12.* Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

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## E

**Earth Power** - *Ranged(15ft) Ground Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Earthquake** - *Ranged(30ft burst) Ground Attack: 1/day 5d12.*

**Echoed Voice** - *Ranged(10ft) Normal Special Attack: At-Will 1d12.* Echoed Voice deals +5 damage if you used it during the previous round.

**Eerie Spell** - *Ranged(30ft) Psychic Special Attack: 3/day 3d8.* On hit, the attack last used by the target may not be used again for 1 minute.

**Egg Bomb** - *Ranged(15ft) Normal Attack: 3/day 3d10.* Egg Bomb has -2 during Accuracy Check.

**Electric Terrain** - *Electric Field Effect: 3/day.* You create a circle of Electrified Terrain with a 60ft diameter. Anyone touching the ground within the Electrified terrain is immune to being put to Sleep. Within the Electrified Terrain, Electric-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

**Electrify** - *Melee Electric Effect: 3/day.* The next time the target uses an attack, the attack is treated as being Electric-type.

**Electro Ball** - *Ranged(15ft) Electric Special Attack: 3/day 3d10.* Electro Ball can only be used against targets slower than you.

**Electroweb** - *Ranged(10ft) Electric Special Attack: 3/day 3d8.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Ember** - *Ranged(10ft) Fire Special Attack: At-Will 1d12.* On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Encore** - *Ranged(10ft) Normal Effect: 3/day.* If the target can, it must use the last move it did for the next 3 rounds or until it no longer can.

**Endeavor** - *Melee Normal Attack: 3/day.* On hit, if the target has more HP than you, the target's HP is set to equal your HP.

**Endure** - *Self Normal Effect: 1/day.* Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

**Energy Ball** - *Ranged(20ft) Grass Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Eruption** - *Ranged(30ft burst) Fire Special Attack: 1/day 3d10.* If you are at Max HP, Eruption has 5d12 for damage instead.

**Expanding Force** - *Ranged(30ft) Psychic Special Attack: 1/day 3d12.* If you are within Psychic Terrain while using Expanding Force, it deals +2d12 damage on hit.

**Explosion** - *Ranged(30ft burst) Normal Attack: 1/day 10d20.* Set your HP to 0, then roll 1d20. On 15 or less, your HP is set to -100% HP and you must make a death savings throw.

**Extrasensory** - *Ranged(10ft) Psychic Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Extreme Speed** - *Melee Normal Attack: 3/day 3d10.* Extreme Speed has Priority and cannot be contested for Priority.

## F

**Facade** - *Melee Normal Attack: 1/day 3d8.* If you have an affliction, use 5d12 as damage instead.

**Fairy Lock** - *Ranged(30ft burst) Fairy Effect: 1/day.* Until your next turn, Pokémon within range cannot be returned to Poké Balls, nor can they be caught by Poké Balls.

**Fairy Wind** - *Ranged(20ft) Fairy Special Attack: At-Will 1d12.*

**Fake Out** - *Melee Normal Attack: At-Will 2d6.* Fake Out has Priority. Fake Out can only be used as the first action during an encounter. On hit, the target is Stunned.

**False Surrender** - *Melee Dark Attack: 1/day 3d12.* You can't miss targets with less than 20 Defense.

**Feint Attack** - *Melee Dark Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

**Fell Stinger** - *Melee Bug Attack: At-Will 2d8.* If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.

**Fiery Dance** - *Ranged(20ft) Fire Special Attack: 1/day 3d12.* On hit, your Special Attack is +2 for 10 mins. This effect cannot be stacked.

**Final Gambit** - *Melee Fighting Special Attack: 1/day.* On hit, your HP is set to 0, dealing damage equal to the HP you lost.

**Fire Blast** - *Ranged(40ft, 10ft blast) Fire Special Attack: 1/day 5d12.* Fire Blast has -2 during Accuracy Check unless it's Sunny. On hit, if you got 18 or higher on Accuracy Check, the targets are Burned.

**Fire Fang** - *Melee Fire Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

**Fire Lash** - *Melee Fire Attack: 1/day 3d12.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Fire Punch** - *Melee Fire Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Burned.

**Fire Spin** - *Ranged(20ft) Fire Special Attack: 3/day 1d4.* On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**First Impression** - *Melee Bug Attack: 1/day 3d10.* First Impression has Priority. First Impression can only be used as the first action during an encounter. On hit, the target is Stunned.

**Fishious Rend** - *Melee Water Attack: 1/day 3d8.* If the target has not already acted this round, Fishious Rend deals +2d8 damage.

**Fissure** - *Ranged(25ft beam) Ground Attack: 1/day.* On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Flail** - *Melee Normal Attack: 1/day 1d10.* If you are at less than half of your Max HP, Flail has 1d20 for damage instead. If you are at less than 5 HP, Flail has 5d12 for damage instead.

**Flame Burst** - *Ranged(20ft, 5ft blast) Fire Special Attack: 3/day 3d8.*

**Flame Charge** - *Melee Fire Attack: At-Will 2d8.* On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

**Flame Wheel** - *Melee Fire Attack: At-Will 2d8.* On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Flamethrower** - *Ranged(20ft beam) Fire Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

**Flare Blitz** - *Melee Fire Attack: 1/day 5d12.* On hit, you lose HP equal to  $\frac{1}{3}^{\text{rd}}$  of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

**Flash** - *Ranged(10ft) Normal Effect: At-Will.* On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Flash Cannon** - *Ranged(20ft) Steel Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Flatter** - *Ranged(10ft) Normal Effect: 1/day.* On hit, the target is Confused and the target's Special Attack is +4 until they are no longer Confused.

**Floral Healing** - *Melee Fairy Effect: 1/day.* Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Grassy Terrain, the target is healed HP equal to  $\frac{3}{4}^{\text{th}}$  of the target's Max HP instead.

**Flower Shield** - *Fairy Field Effect: 3/day.* You create a circle of Flowery Terrain with a 60ft diameter. While within the Flowery terrain, all Grass-types and Fairy-types have +1 Defense and +1 Special Defense. This terrain disappears after 2 mins.

**Fly** - *Melee Flying Attack: 1/day 3d12.* When you use this attack, you raise yourself 40ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Fly's Accuracy Check and damage.

**Flying Press** - *Melee Fighting/Flying Attack: 1/day 5d12.* Flying Press counts as both a Flying and Fighting type move for effectiveness.



**Focus Blast** - *Ranged(30ft) Fighting Special Attack: 1/day 5d12.*

Focus Blast has -2 during Accuracy Check. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Focus Punch** - *Melee Fighting Attack: 3/day 5d12.* When you use this attack you immediately end your turn. If are hit with an attack before your next turn, you are Stunned. On your next turn, if you were not Stunned your movement speed is doubled and after getting to a target you may roll Focus Punch's Accuracy Check and damage.

**Follow Me** - *Ranged(30ft burst) Normal Effect: 3/day.* On hit, all affected foes will only attack you until you are knocked out.

**Force Palm** - *Melee Fighting Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Foresight** - *Self Normal Effect: At-Will.* You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

**Forest's Curse** - *Ranged(15ft) Grass Effect: 3/day.* On hit, put a Forest Coat on the target. The Coat has the following ability: You lose your current Types and become only Grass-type for 10 mins.

**Freeze-Dry** - *Ranged(10ft) Ice Special Attack: 3/day 3d8.* Freeze-Dry is Super effective against Water types. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Frenzy Plant** - *Ranged(25ft beam) Grass Special Attack: 1/day 5d20.* Frenzy Plant has -2 during Accuracy Check. You cannot act during the next round.

**Frost Breath** - *Ranged(10ft) Ice Special Attack: 3/day 2d8.* Frost Breath has -2 during Accuracy Check. On hit, Frost Breath always counts as a critical hit.

**Frustration** - *Melee Normal Attack: 3/day 3d10.* Frustration can only be used if you have less than 1 loyalty.

**Fury Attack** - *Melee Normal Attack: At-Will 1d4.* Fury Attack has -2 during Accuracy Check. Fury Attack is a Scatter attack. Up to 5 attacks.

**Fury Cutter** - *Melee Bug Attack: At-Will 1d4.* For each time you've successfully used Fury Cutter against the same target during the encounter, add 1d8 to Fury Cutter's damage.

**Fury Swipes** - *Melee Normal Attack: At-Will 1d4.* Fury Swipes has -2 during Accuracy Check. Fury Swipes is a Scatter attack. Up to 5 attacks.

**Future Sight** - *Ranged(30ft) Psychic Special Attack: 1/day 5d12.*

When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

## G

**Gastro Acid** - *Ranged(10ft) Poison Effect: 3/day.* On hit, the target cannot benefit from any ability passives for 10 mins.

**Gear Grind** - *Melee Steel Attack: 3/day 1d20.* Gear Grind is a Scatter attack. It has two attacks.

**Giga Drain** - *Melee Grass Special Attack: 1/day 3d12.* On hit, you regain HP equal to half of the damage dealt.

**Giga Impact** - *Melee(10ft burst) Normal Attack: 1/day 5d20.* Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

**Glare** - *Ranged(20ft) Normal Effect: 1/day.* On hit, the target becomes Paralyzed.

**Grass Knot** - *Melee Grass Special Attack: 3/day 3d10.* Grass Knot can only target heavier targets.

**Grass Whistle** - *Ranged(20ft burst) Grass Effect: 1/day.* Grass Whistle has -5 during Accuracy Check. On hit, all targets fall Asleep.

**Grassy Glide** - *Melee Grass Attack: 3/day 3d8.* Grassy Glide has priority if you're in Grassy Terrain.

**Grassy Terrain** - *Grass Field Effect: 3/day.* You create a circle of Grassy Terrain with a 60ft diameter. Anyone who acts within the Grassy terrain recovers 1d12 HP after acting. Within the Grassy Terrain, Grass-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

**Grav Apple** - *Ranged(15ft) Grass Attack: 3/day 3d10.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Gravity** - *Psychic Field Effect: 3/day.* You create a circle of Gravity Terrain with a 60ft diameter. Within the terrain, Pokémon may not leave the ground and any Pokémon that are in the air are brought down to the ground. This terrain disappears after 2 mins.

**Guillotine** - *Melee Normal Attack: 1/day.* On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Gunk Shot** - *Ranged(20ft, 10ft blast) Poison Attack: 1/day 5d12.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Gust** - *Ranged(20ft) Flying Special Attack*: At-Will 1d12. If the target is at least 20 ft off the ground airborne, Gust deals +1d20 damage.

**Gyro Ball** - *Melee Steel Attack*: 3/day 3d10. Gyro Ball can only target faster targets.

## H

**Hail** - *Ice Field Effect*: 3/day. You create a circle of Hailing Weather with a 60ft diameter. Anyone who acts within the Hailing weather takes 2d4 damage after acting unless they are Ice Type. This weather disappears after 2 mins.

**Hammer Arm** - *Melee Fighting Attack*: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Haze** - *Ice Field Effect*: 3/day. You create a circle of Hazy Weather with a 60ft diameter. Within the Hazy weather, all stat altering passives are disabled. Stats cannot be altered by anything within the Hazy weather. This weather disappears after 2 mins.

**Head Charge** - *Melee Normal Attack*: 3/day 3d10. On hit, you lose HP equal to  $1/4^{\text{th}}$  of the damage you deal.

**Head Smash** - *Melee Rock Attack*: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal. Head Smash has -2 during Accuracy Check.

**Headbutt** - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Heal Bell** - *Ranged(10ft burst) Normal Effect*: 1/day. You and all allies within range are cured of all afflictions.

**Heal Block** - *Ranged(30ft burst) Psychic Effect*: 1/day. All affected targets cannot be healed or heal for 1 minute.

**Heal Order** - *Self Bug Effect*: 1/day. You are healed HP equal to half of your Max HP.

**Heal Pulse** - *Ranged(10ft) Psychic Effect*: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Healing Wish** - *Melee Psychic Effect*: 1/day. Your HP is set to 0, then target ally is healed to Max HP and cured of any afflictions.

**Heart Stamp** - *Melee Psychic Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Heat Crash** - *Melee Fire Attack*: 3/day 3d10. Heat Crash can only target lighter targets.

**Heat Wave** - *Ranged(25ft burst) Fire Special Attack*: 1/day 3d12. On hit, if you got 17 or higher on Accuracy Check, targets are Burned.

**Heavy Slam** - *Melee Steel Attack*: 3/day 3d10. Heavy Slam can only target lighter targets.

**Helping Hand** - *Melee Normal Effect*: 3/day. Target ally's next attack during this round will deal +1d20 damage.

**Hex** - *Ranged(15ft) Ghost Special Attack*: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

**Hidden Power** - *Ranged(25ft) (Variable) Special Attack*: 3/day 3d8. When Hidden Power is added to a move list, assign a random Type to it (*Type can't be changed by relearning this move*).

**High Horsepower** - *Melee Ground Attack*: 3/day 3d10.

**High Jump Kick** - *Melee Fighting Attack*: 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

**Hold Back** - *Melee Normal Attack*: At-Will 2d6. Hold Back cannot be used to knock out a target. Instead, the target will still have 1 HP.

**Horn Attack** - *Melee Normal Attack*: At-Will 2d8.

**Horn Drill** - *Melee Normal Attack*: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Horn Leech** - *Melee Grass Attack*: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Hurricane** - *Ranged(25ft, 10ft blast) Flying Special Attack*: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

**Hydro Cannon** - *Ranged(25ft beam) Water Special Attack*: 1/day 5d20. Hydro Cannon has -2 during Accuracy Check. You cannot act during the next round.

**Hydro Pump** - *Ranged(30ft beam) Water Special Attack*: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

**Hyper Beam** - *Ranged(25ft beam) Normal Special Attack*: 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

**Hyper Fang** - *Melee Normal Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Hyper Voice** - *Ranged(30ft beam) Normal Special Attack*: 1/day 3d12.

**Hypnosis** - *Ranged(10ft) Psychic Effect*: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.



## I

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**Ice Ball** - *Melee Ice Attack*: At-Will 1d4. For each time you've successfully used Ice Ball against the same target during the encounter, add 1d8 to Ice Ball's damage.

**Ice Beam** - *Ranged(20ft beam) Ice Special Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

**Ice Fang** - *Melee Ice Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

**Ice Hammer** - *Melee Ice Attack*: 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

**Ice Punch** - *Melee Ice Attack*: 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Frozen.

**Ice Shard** - *Ranged(15ft) Ice Attack*: At-Will 2d6. Ice Shard has Priority.

**Icicle Crash** - *Ranged(15ft) Ice Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Icicle Spear** - *Ranged(10ft) Ice Attack*: At-Will 1d4. Icicle Spear has -2 during Accuracy Check. Icicle Spear is a Scatter attack. Up to 5 attacks.

**Icy Wind** - *Ranged(10ft) Ice Special Attack*: At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Incinerate** - *Ranged(10ft) Fire Special Attack*: At-Will 1d10. On hit, if the target is holding a Berry, you destroy it.

**Inferno** - *Ranged(40ft) Fire Special Attack*: 1/day 5d12. Inferno has -5 during Accuracy Check. On hit, the target is Burned.

**Infestation** - *Ranged(20ft) Bug Special Attack*: At-Will 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**Ingrain** - *Self Grass Effect*: 1/day. Put a Root Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d12 HP. You may not move. This Coat lasts for 2 mins.

**Instruct** - *Ranged(15ft) Psychic Effect*: 3/day. Targeted ally may immediately act if they haven't this round.

**Ion Deluge** - *Electric Field Effect*: 3/day. You create a circle of Ionic Terrain with a 60ft diameter. Within the Ionic terrain, all Normal-type attacks become Electric-type attacks. This terrain disappears after 2 mins.

**Iron Head** - *Melee Steel Attack*: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Iron Tail** - *Melee Steel Attack*: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

## J

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**Jaw Lock** - *Melee Dark Attack*: 3/day 3d8. On hit, the target is bound to you for 1d6 rounds.

**Jump Kick** - *Melee Fighting Attack*: 3/day 3d10. Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

## K

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**Karate Chop** - *Melee Fighting Attack*: At-Will 2d6. On hit, if you got 18 or higher on Accuracy Check, Karate Chop is a critical hit.

**Kinesis** - *Ranged(10ft) Psychic Effect*: At-Will. On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**King's Shield** - *Self Steel Effect*: 1/day. King's Shield is used as a Reaction. If you are hit by a melee attack, ignore the damage and any effects of the attack and the attacker's Attack is -4 for 10 mins. This effect cannot be stacked.

**Knock Off** - *Melee Dark Attack*: 3/day 3d8. On hit, the target drops any held items or weapons.

## L

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**Laser Focus** - *Ranged(30ft) Normal Effect*: 3/day. On hit, your next attack against the same target will be a Critical Hit. You still need to make an Accuracy Check.

**Lash Out** - *Melee Dark Attack*: 1/day 3d12. If your stats were lowered this round by the target, use 6d12 for damage instead.

**Lava Plume** - *Ranged(20ft burst) Fire Special Attack*: 1/day 3d8. On hit, if you got 14 or higher on Accuracy Check, targets are burned.

**Leaf Blade** - *Melee Grass Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

**Leaf Storm** - *Ranged(30ft beam) Grass Special Attack*: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

**Leaf Tornado** - *Ranged(10ft) Grass Special Attack*: At-Will 2d8.

**Leafage** - *Ranged(20ft) Grass Special Attack*: At-Will 1d12.

**Leech Life** - *Melee Bug Attack: 3/day 2d8*. On hit, you regain HP equal to half of the damage dealt.

**Leech Seed** - *Ranged(10ft) Grass Effect: 1/day*. On hit, the target gets a Seed Coat. The Coat has the following ability: At the beginning of your turn, if you are within 20 ft of the enemy who gave you the Seed Coat, you lose 1d12 HP. The enemy who gave you the Seed Coat will gain the same amount of HP that you lost. This Coat lasts for 3 mins, or until you are at 0 or less HP.

**Lick** - *Melee Ghost Attack: At-Will 1d8*. On hit, if you got 15 or higher on Accuracy Check, the target is Paralyzed.

**Life Dew** - *Ranged(20ft burst) Water Effect: 1/day*. You and any allies in range are each healed HP equal to  $1/6^{\text{th}}$  of your Max HP.

**Light Screen** - *Ranged(30ft) Psychic Effect: 3/day*. Place 40ft of contiguous Light Screen Wall. Light Screen Wall is see through, 12 ft tall, and has the following ability: Special Attacks that target through this wall deal 10 less damage. This Wall disappears after 2 mins.

**Liquidation** - *Ranged(10ft) Water Attack: 3/day 3d10*. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Lock-On** - *Ranged(40ft) Normal Effect: 1/day*. Your next attack against the same target will not miss.

**Lovely Kiss** - *Melee Normal Effect: 3/day*. Lovely Kiss has -3 during Accuracy Check. On hit, the target is put Asleep.

**Low Kick** - *Melee Fighting Attack: 3/day 3d10*. Low Kick can only target heavier targets.

**Low Sweep** - *Melee Fighting Attack: At-Will 2d8*. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Lucky Chant** - *Ranged(30ft burst) Normal Effect: 3/day*. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 rounds.

**Lunge** - *Melee Bug Attack: 3/day 3d8*. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

## M

**Mach Punch** - *Melee Fighting Attack: At-Will 2d6*. Mach Punch has Priority.

**Magic Coat** - *Melee Psychic Effect: 3/day*. Put a Magic Coat on the target or yourself. The Coat has the following ability: If you would be given an affliction by a foe, instead that foe receives the affliction. This Coat lasts for 2 rounds.

**Magic Powder** - *Melee Psychic Effect: 3/day*. On hit, put a Weird Coat on the target. The Coat has the following ability: You lose your current Types and become only Psychic-type for 10 mins.

**Magic Room** - *Psychic Field Effect: 3/day*. You create a circle of Magical Terrain with a 60ft diameter. If within the Magical terrain, Pokémon cannot use any held items. This terrain disappears after 2 mins.

**Magical Leaf** - *Ranged(25ft) Grass Special Attack: 3/day 3d8*. You can't miss targets with less than 15 Special Defense.

**Magnet Bomb** - *Ranged(25ft) Steel Attack: 3/day 3d8*. You can't miss targets with less than 15 Special Defense.

**Magnet Pull** - *Ranged(10ft) Electric Effect: 3/day*. Magnet Pull can't miss. On hit, the Steel type target is bound to you.

**Magnet Rise** - *Self Electric Effect: 3/day*. You gain an immunity to Ground type attacks and gain a flight movement speed equal to half your land speed for two mins.

**Mat Block** - *Ranged(10ft) Fighting Effect: 1/day*. Mat Block is used as a Reaction. If an ally within range is hit by an attack, move to that ally and ignore the damage and any effects of the attack.

**Mean Look** - *Ranged(10ft) Normal Effect: 1/day*. On hit, the target is bound in place for 2 mins. Ghost Pokémon are immune to Mean Look.

**Mega Drain** - *Melee Grass Special Attack: 3/day 2d10*. On hit, you regain HP equal to half of the damage dealt.

**Mega Kick** - *Melee Normal Attack: 1/day 5d12*. Mega Kick has -3 during Accuracy Check.

**Mega Punch** - *Melee Normal Attack: 3/day 3d8*.

**Megahorn** - *Melee Bug Attack: 1/day 5d12*.

**Memento** - *Melee Dark Effect: 1/day*. Your HP is set to 0, then the target's Attack and Special Attack are set to 0 for 10 mins.

**Metal Burst** - *Ranged(40ft) Steel Effect: 1/day*. Metal Burst is used as a Reaction. If you are hit by an enemy with an attack and the enemy is within range, deal exactly 1.5x the damage to the enemy that you received after taking damage. Do not apply weakness or resistances.

**Metal Claw** - *Melee Steel Attack: At-Will 2d6*. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Meteor Assault** - *Melee Fighting Attack: 1/day 5d12*. On hit, the target is Stunned. You cannot act during the next round.



**Meteor Beam** - *Ranged(30ft beam) Rock Special Attack: 1/day 5d12.* When you use this attack you immediately end your turn. During your next turn you may move then roll Meteor Beam's accuracy check and damage. During Meteor Beam's accuracy check and damage, your Special Attack is +4.

**Meteor Mash** - *Melee Steel Attack: 3/day 3d10.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Metronome** - *Normal Effect: 3/day.* Immediately use a random attack (non-Legendary).

**Milk Drink** - *Melee Normal Effect: 1/day.* Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Mind Reader** - *Ranged(40ft) Normal Effect: 1/day.* Your next attack against the same target will not miss.

**Minimize** - *Self Normal Effect: 3/day.* Until your next turn, attacks made against you have -2 during Accuracy Check. This effect cannot be stacked.

**Miracle Eye** - *Self Psychic Effect: 3/day.* You can hit Dark-types with Psychic type moves as if they are not immune to that type of attacks for two mins.

**Mirror Coat** - *Ranged(40ft) Psychic Effect: 1/day.* Mirror Coat is used as a Reaction. After an enemy hits you with a ranged Special Attack move that deals damage, use Mirror Coat to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

**Mirror Move** - *Ranged(30ft) Flying Effect: 1/day.* You perform the same attack that was just used against you, even if it missed.

**Mirror Shot** - *Ranged(20ft) Steel Special Attack: At-Will 2d8.*

**Mist** - *Ice Field Effect: 3/day.* You create a circle of Misty Weather with a 60ft diameter. Within the Misty weather, Stats cannot be lowered. This weather disappears after 2 mins.

**Misty Explosion** - *Ranged(30ft burst) Fairy Special Attack: 1/day 7d20.* Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

**Misty Terrain** - *Fairy Field Effect: 3/day.* You create a circle of Misty Terrain with a 60ft diameter. Within the Misty terrain, Dragon-type attacks are resisted by anyone who is not already resistant to Dragon-type attacks and afflictions cannot be given to anyone. This terrain disappears after 2 mins.

**Moonblast** - *Ranged(20ft) Fairy Special Attack: 3/day 3d10.* On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Moonlight** - *Melee Fairy Effect: 1/day.* Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4<sup>th</sup> of the target's Max HP instead.

**Morning Sun** - *Melee Normal Effect: 1/day.* Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4<sup>th</sup> of the target's Max HP instead.

**Mud Bomb** - *Ranged(10ft) Ground Special Attack: 3/day 3d8.* On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Mud Shot** - *Ranged(10ft) Ground Special Attack: At-Will 2d8.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Mud-Slap** - *Ranged(5ft) Ground Special Attack: At-Will 1d6.* On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Mud Sport** - *Melee Ground Effect: At-Will.* Put a Mud Coat on the target or yourself. The Coat has the following ability: Reduce damage from Electric attacks that hit you by 10. This Coat lasts for 2 mins.

**Muddy Water** - *Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12.* On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

**Mystical Fire** - *Ranged(20ft) Fire Special Attack: 3/day 3d8.* On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

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## N

**Needle Arm** - *Melee Grass Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Night Daze** - *Ranged(10ft) Dark Special Attack: 3/day 3d10.* On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Night Slash** - *Melee Dark Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

**No Retreat** - *Self Fighting Effect: 3/day.* As a free action, as long as you can see a foe, you cannot move away from them, or be returned to a Poke Ball until you are knocked out. Your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 10 mins. This effect cannot be stacked.

**Nuzzle** - *Melee Electric Attack: 3/day 1d10.* On hit, the target is Paralyzed.

## O

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**Obstruct** - *Self Dark Effect*: 1/day. Obstruct is used as a Reaction. If you are hit by an attack, ignore the damage and any effects of the attack. If the ignored attack was a melee attack, the attacker's Defense is -1 for 10 mins. This effect cannot be stacked.

**Octolock** - *Melee Fighting Effect*: 3/day. On hit, the target is bound to you for 1d6 rounds. While the target is bound, the target's Defense and Special Defense is -1.

**Octazooka** - *Ranged(15ft) Water Special Attack*: 3/day 3d8. On hit, the target's Accuracy Checks are -3 during their next turn. This effect cannot be stacked.

**Odor Sleuth** - *Self Normal Effect*: At-Will. You can hit Ghost-types with Normal and Fighting type moves as if they are not immune to those types of attacks for two mins.

**Ominous Wind** - *Ranged(10ft) Ghost Special Attack*: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Outrage** - *Melee Dragon Attack*: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

**Overdrive** - *Ranged(10ft burst) Electric Special Attack*: 3/day 3d10.

**Overheat** - *Ranged(30ft burst) Fire Special Attack*: 1/day 5d12. After use, your Special Attack is -4 for 10 mins. This effect cannot be stacked.

## P

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**Pain Split** - *Melee Normal Effect*: 1/day. On hit, you and target's current HPs are added together and halved, assigning both you and the target that new value. Neither can have their new HPs be more than their Max.

**Parabolic Charge** - *Melee Electric Special Attack*: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

**Payback** - *Melee Dark Attack*: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

**Peck** - *Melee Flying Attack*: At-Will 2d6.

**Petal Blizzard** - *Ranged(10ft burst) Grass Attack*: 3/day 3d10.

**Petal Dance** - *Ranged(5ft burst) Grass Special Attack*: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Petal Dance can and will target allies if possible.

**Perish Song** - *Ranged(40ft burst) Normal Effect*: 1/day. All possible Pokémon targets including yourself receive 3 Perish Coats. The Coats have the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish Coat you've destroyed this way during this encounter, set your HP to 0.

**Phantom Force** - *Melee Ghost Attack*: 1/day 3d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.

**Pin Missile** - *Ranged(10ft) Bug Attack*: At-Will 1d4. Pin Missile has -2 during Accuracy Check. Pin Missile is a Scatter attack. Up to 5 attacks.

**Play Rough** - *Melee Fairy Attack*: 3/day 3d10. On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Poison Fang** - *Melee Poison Attack*: 3/day 1d20. On hit, if you got 10 or higher on Accuracy Check, the target is Toxicified.

**Poison Gas** - *Ranged(5ft burst) Poison Effect*: 3/day. Poison Gas has -2 during Accuracy Check. On hit, all targets are Poisoned.

**Poison Jab** - *Melee Poison Attack*: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Poison Powder** - *Melee Poison Effect*: At-Will. Poison Powder has -5 during Accuracy Check. On hit, the target is Poisoned.

**Poison Sting** - *Melee Poison Attack*: At-Will 1d4. On hit, if you got 15 or higher on Accuracy Check, the target is Poisoned.

**Poison Tail** - *Melee Poison Attack*: 3/day 1d20. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned; if you got 18 or higher on Accuracy Check, Poison Tail is a critical hit.

**Pollen Puff** - *Ranged(10ft) Bug Special Attack*: 1/day 3d12. On hit, you may choose to deal damage with Pollen Puff or heal the target's HP equal to the amount of damage Pollen Puff would have dealt.

**Poltergeist** - *Ranged(20ft) Ghost Attack*: 1/day 3d12. Poltergeist cannot be used if the target has no held item.

**Pound** - *Melee Normal Attack*: At-Will 2d6.



**Powder** - *Melee Bug Effect*: 1/day. Powder is used as a Reaction. If you are hit by an enemy within melee range with a Fire type attack, the enemy loses HP equal to 25% of its Max HP and you ignore the damage and any effects of the Fire type attack.

**Powder Snow** - *Ranged(5ft burst) Ice Special Attack*: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Frozen.

**Power Gem** - *Ranged(20ft) Rock Special Attack*: 3/day 3d10.

**Power Whip** - *Melee Grass Attack*: 1/day 5d12. Power Whip has -2 during Accuracy Check.

**Power-Up Punch** - *Melee Fighting Attack*: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Present** - *Ranged(10ft) Normal Attack*: 3/day 3d8. On hit, you may choose to deal damage with Present or heal the target's HP equal to the amount of damage Present would have dealt.

**Protect** - *Self Normal Effect*: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

**Psybeam** - *Ranged(15ft beam) Psychic Special Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Psychic** - *Ranged(25ft) Psychic Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Psychic Fangs** - *Melee Psychic Attack*: 3/day 3d10. On hit, Psychic Fangs destroys all walls within melee range. Psychic Fangs can target walls.

**Psychic Terrain** - *Psychic Field Effect*: 3/day. You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain, Psychic-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

**Psycho Cut** - *Ranged(20ft) Psychic Attack*: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

**Psycho Shift** - *Melee Psychic Effect*: 1/day. On hit, you are cured of all afflictions and the target receives each affliction you were cured of.

**Psyshock** - *Ranged(20ft) Psychic Special Attack*: 3/day 3d10. Psyshock's Accuracy Check is made against the target's Defense.

**Psystrike** - *Ranged(20ft) Psychic Special Attack*: 1/day 5d12. Psystrike's Accuracy Check is made against the target's Defense.

**Punishment** - *Melee Dark Attack*: 3/day 2d10. Punishment deals an additional 1d10 damage for each stat buff Passive the target has.

**Purify** - *Melee Poison Effect*: 3/day. Target an ally or yourself. Target is cured of Poison and Toxin, then if they were cured of Poison or Toxin they are healed 1d20 HP.

**Pursuit** - *Melee Dark Attack*: At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

**Pyro Ball** - *Ranged(40ft) Fire Attack*: 1/day 5d12. Pyro Ball has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

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## Q

**Quash** - *Melee Dark Effect*: 3/day. On hit, the target will act last during each round for two mins. Its Speed is unaffected.

**Quick Attack** - *Melee Normal Attack*: At-Will 2d6. Quick Attack has Priority.

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## R

**Rage** - *Melee Normal Attack*: At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

**Rage Powder** - *Ranged(10ft) Bug Effect*: 3/day. Rage Powder is used as a Reaction. If an ally would be attacked, you may target the attacking enemy and they will only want to attack you instead, for 2 mins.

**Rain Dance** - *Water Field Effect*: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

**Rapid Spin** - *Melee Normal Attack*: At-Will 1d8. Destroy any Hazards or Coats, and free bound allies within 5 ft. You may target Hazards, Coats, or bound allies with Rapid Spin without needing to roll Accuracy Check or damage.

**Razor Leaf** - *Ranged(25ft) Grass Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, Razor Leaf is a critical hit.

**Razor Shell** - *Melee Water Attack*: 3/day 3d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Razor Wind** - *Ranged(30ft, 10ft wave) Normal Attack: 3/day 3d10.* When you use this attack you immediately end your turn. During your next turn you may roll Razor Wind's Accuracy Check and damage. On hit, if you got 18 or higher on Accuracy Check, Razor Wind is a critical hit.

**Recover** - *Self Normal Effect: 1/day.* You are healed HP equal to half of your Max HP.

**Reflect** - *Melee Psychic Effect: 3/day.* Put a Reflect Coat on the target or yourself. The Coat has the following ability: Reduce damage from attacks that use the attack stat that hit you by 10. This Coat lasts for 2 mins.

**Reflect Type** - *Ranged(30ft) Normal Effect: At-Will.* On hit, put a Ref Coat on yourself. The Coat has the following ability: Your Type changes to any one type that the target had. This effect lasts for 10 mins.

**Refresh** - *Melee Normal Effect: 3/day.* Target an ally or yourself. Target is cured of all afflictions.

**Rest** - *Self Psychic Effect: 1/day.* You may fall Asleep. If you do, you recover your HP to Max HP and are cured of all afflictions. You cannot attempt to wake up or be awoken naturally for 3 rounds.

**Retaliate** - *Melee Normal Attack: 1/day 1d20.* If the target knocked out an ally during this round, Retaliate has 5d12 for damage instead.

**Return** - *Melee Normal Attack: 3/day 3d10.* Return can only be used if you have 3 or more loyalty.

**Revelation Dance** - *Ranged(10ft burst) Variable Special Attack: 1/day 3d12.* This attack's type is dependent on your primary type.

**Revenge** - *Melee Fighting Attack: 3/day 3d8.* If you were attacked by the target this round, use 3d12 for damage instead.

**Reversal** - *Melee Fighting Attack: 1/day 1d10.* If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

**Rising Voltage** - *Ranged(30ft) Electric Special Attack: 1/day 3d12.* If you are within Electric Terrain while using Rising Voltage, it deals +2d12 damage on hit.

**Roar** - *Ranged(30ft burst) Normal Effect: 1/day.* On hit, Pokémon that are smaller than you will not want to fight and will attempt to run away from you.

**Rock Blast** - *Ranged(10ft) Rock Attack: At-Will 1d4.* Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

**Rock Climb** - *Melee Normal Attack: 3/day 3d10.* On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Rock Slide** - *Ranged(20ft, 10ft wave) Rock Attack: 1/day 5d12.* Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Rock Smash** - *Melee Fighting Attack: At-Will 2d6.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Rock Throw** - *Ranged(20ft) Rock Attack: At-Will 2d6.*

**Rock Tomb** - *Ranged(15ft) Rock Attack: 3/day 3d8.* On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

**Rock Wrecker** - *Ranged(25ft, 10ft blast) Rock Attack: 1/day 5d20.* Rock Wrecker has -2 during Accuracy Check. You cannot act during the next round.

**Rolling Kick** - *Melee Fighting Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

**Rollout** - *Melee Rock Attack: At-Will 1d4.* For each time you've successfully used Rollout against the same target during the encounter, add 1d8 to Rollout's damage.

**Roost** - *Self Flying Effect: 1/day.* You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

**Round** - *Ranged(15ft burst) Normal Special Attack: 3/day 3d8.* For every time anyone has used Round before you during this round of combat, Round deals +1d10 damage.

## S

**Sacred Sword** - *Melee Fighting Attack: 3/day 3d10.* Sacred Sword has +2 during Accuracy Check.

**Safeguard** - *Ranged(10ft burst) Normal Effect: 1/day.* Put a Safe Coat on all allies and yourself. The Coat has the following ability: You cannot become afflicted. This Coat lasts for 2 mins.

**Sand Attack** - *Ranged(10ft) Ground Effect: At-Will.* On hit, the target's Accuracy Checks are -1 during their next turn. This effect cannot be stacked.

**Sand Tomb** - *Ranged(10ft) Ground Attack: 3/day 1d4.* On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**Sandstorm** - *Rock Field Effect: 3/day.* You create a circle of Sandstorming Weather with a 60ft diameter. Anyone who acts within the Sandstorming weather takes 2d4 damage after acting unless they are Rock-type, Ground-type, or Steel-type. This weather disappears after 2 mins.



**Scald** - *Ranged(10ft) Water Special Attack: 3/day 3d10.* On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

**Scale Shot** - *Ranged(10ft) Dragon Attack: At-Will 1d4.* Scale Shot has -2 during Accuracy Check. Scale Shot is a Scatter attack. Up to 5 attacks.

**Scorching Sands** - *Ranged(10ft) Ground Special Attack: 3/day 3d10.* On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

**Scratch** - *Melee Normal Attack: At-Will 2d6.*

**Seed Bomb** - *Ranged(15ft) Grass Attack: 3/day 3d10.*

**Seismic Toss** - *Melee Fighting Attack: 3/day.* On hit, the target is moved 10ft then loses exactly 25 HP.

**Self-Destruct** - *Ranged(30ft burst) Normal Attack: 1/day 7d20.* Set your HP to 0, then roll 1d20. On 10 or less, your HP is set to -100% HP and you must make a death savings throw.

**Shadow Ball** - *Ranged(20ft) Ghost Special Attack: 3/day 3d10.* On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

**Shadow Bone** - *Melee Ghost Attack: 3/day 3d10.* On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Shadow Claw** - *Melee Ghost Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.

**Shadow Punch** - *Melee Ghost Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

**Shadow Sneak** - *Melee Ghost Attack: At-Will 2d6.* Shadow Sneak has Priority.

**Shadow Tag** - *Ranged(10ft) Psychic Effect: 1/day.* On hit, the target is bound in place bound in place for 2 mins. Ghost Pokémon are immune to Shadow Tag.

**Sheer Cold** - *Ranged(15ft, 10ft wave) Ice Special Attack: 1/day.* On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

**Shell Side Arm** - *Ranged(20ft) Poison Variable Attack: 3/day 3d10.* Shell Side Arm's Accuracy Check is made against the target's Defense or Special Defense and Shell Side Arm's Accuracy Check is made with your Attack or Special Attack, both chosen before Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, the target is Poisoned.

**Shell Smash** - *Self Normal Effect: 1/day.* As a free action, your Defense and Special Defense are -3, then your Attack, Special Attack and Speed are +3 for 10 mins. This effect cannot be stacked.

**Shell Trap** - *Self Fire Special Attack: 1/day.* Shell Trap is used as a Reaction. If you are hit by melee attack, take the damage and any effects of the attack and then deal 3d12 Fire-type special attack damage to the attacker even if you are knocked out. You do not need to roll an accuracy check to hit the offender.

**Shock Wave** - *Ranged(20ft) Electric Special Attack: 3/day 3d8.* You can't miss targets with less than 15 Special Defense.

**Shore Up** - *Self Ground Effect: 1/day.* You are healed HP equal to half of your Max HP. If you are within Sandstorming Weather, you are healed HP equal to 3/4<sup>ths</sup> of your Max HP instead.

**Signal Beam** - *Ranged(15ft beam) Bug Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

**Silver Wind** - *Ranged(10ft) Bug Special Attack: 1/day 2d8.* On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

**Sing** - *Ranged(30ft burst) Normal Effect: 1/day.* Sing has -8 during Accuracy Check. On hit, all targets fall Asleep.

**Sketch** - *Ranged(25ft) Normal Effect: 1/day.* You permanently learn the target's last-used move. If Sketch is used to learn a Move when you already know 6 Moves, the new move replaces Sketch.

**Skitter Smack** - *Melee Bug Attack: 3/day 3d8.* On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Skull Bash** - *Melee Normal Attack: 1/day 5d12.* When you use this attack you immediately end your turn. Your Defense is 15 until your next turn (unless your Defense is higher than 15). During your next turn, your movement speed is doubled and after getting to a target you may roll Skull Bash's Accuracy Check and damage.

**Sky Attack** - *Melee Flying Attack: 1/day 5d12.* When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Sky Attack's Accuracy Check and damage. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Sky Drop** - *Melee Flying Attack: 1/day 3d12.* When you use this attack, you raise yourself and an adjacent target 40 ft into the air, then you immediately end your turn. The target may only make melee attacks until your next turn. During your next turn, you return to the ground, letting go of the target and you may roll Sky Drop's Accuracy Check and damage.

**Sky Uppercut** - *Melee Fighting Attack: 3/day 3d10.* You may leap up to 60ft upwards to hit a target while using Sky Uppercut.

**Slack Off** - *Self Normal Effect: 1/day.* You are healed HP equal to half of your Max HP.

**Slam** - *Melee Normal Attack: 3/day 3d10.* Slam has -2 during Accuracy Check.

**Slash** - *Melee Normal Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, Slash is a critical hit.

**Sleep Powder** - *Melee Grass Effect: At-Will.* Sleep Powder has -5 during Accuracy Check. On hit, the target is put to Sleep.

**Sleep Talk** - *Self Normal Effect: 3/day.* Sleep Talk may only be used while you are Asleep. You randomly use another move that you know. You may move at half speed while using Sleep Talk.

**Sludge** - *Ranged(15ft) Poison Special Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Sludge Bomb** - *Ranged(25ft, 5ft blast) Poison Special Attack: 1/day 3d12.* On hit, if you got 14 or higher on Accuracy Check, all targets are Poisoned.

**Sludge Wave** - *Ranged(20ft, 10ft wave) Poison Special Attack: 1/day 3d12.* On hit, if you got 18 or higher on Accuracy Check, all targets are Poisoned.

**Smack Down** - *Ranged(25ft) Rock Attack: 3/day 1d20.* On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

**Smart Strike** - *Melee Steel Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

**Smelling Salt** - *Melee Normal Attack: 3/day 3d8.* If Smelling Salt is used against a Paralyzed target, Smelling Salt deals 5d8 for damage instead, then cures the target of Paralysis. If you choose not to roll damage while using Smelling Salt, you do not need to roll an Accuracy Check.

**Smog** - *Ranged(5ft) Poison Special Attack: At-Will 1d4.* On hit, if you got 13 or higher on Accuracy Check, the target is Poisoned.

**Smoke Screen** - *Ranged(10ft) Normal Effect: 3/day.* Place up to 25 contiguous ft of Smoke Screen Wall. Smoke Screen Wall has no thickness, is 12 ft tall and has the following ability: Attacks that target through or within the wall have -2 during Accuracy Check. This Wall disappears after 2 mins.

**Snipe Shot** - *Ranged(40ft) Water Special Attack: 3/day 3d10.* Snipe Shot cannot be redirected by passives or any other ability, instead only hitting a target it was directed at.

**Snap Trap** - *Melee Grass Attack: 3/day 2d6.* On hit, the target is bound to you for 1 min.

**Snore** - *Melee Normal Special Attack: At-Will 1d12.* Snore can only be used while you're Asleep. You may move at half of your normal Speed if you use Snore during your action. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Soak** - *Melee Water Effect: 3/day.* On hit, put a Soak Coat on the target. The Coat has the following ability: You lose your current Types and become only Water-type for 10 mins.

**Softboiled** - *Melee Normal Effect: 1/day.* Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

**Solar Beam** - *Ranged(30ft beam) Grass Special Attack: 1/day 5d12.* When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

**Solar Blade** - *Melee Grass Attack: 1/day 5d12.* When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Blade's Accuracy Check and damage.

**Sonic Boom** - *Ranged(5ft) Normal Special Attack: At-Will 10.* On hit, the target loses exactly 10 HP.

**Spark** - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

**Sparkling Aria** - *Ranged(20ft burst) Water Special Attack: 1/day 3d12.* Sparkling Aria cures any ally's Burns within range without damaging them.

**Spider Web** - *Ranged(20ft) Bug Effect: 1/day.* On hit, the target is bound in place for 1d6 turns.

**Spike Cannon** - *Ranged(10ft) Normal Attack: At-Will 1d4.* Spike Cannon has -2 during Accuracy Check. Spike Cannon is a Scatter attack. Up to 5 attacks.



**Spikes** - *Ranged(20ft burst) Ground Effect*: 3/day. Place the Spikes Hazard in the area surrounding you. Spikes Hazard has the following ability: When a foe moves through Spikes Hazard during their turn and are on the ground, they lose 1/6th of their Max HP. This Hazard disappears after 2 mins.

**Spiky Shield** - *Self Grass Effect*: 1/day. Spiky Shield is used as a Reaction. If you are hit by an enemy within melee range with an attack, the enemy loses HP equal to 1/6th of its Max HP and you ignore the damage and any effects of the attack.

**Spirit Break** - *Melee Fairy Attack*: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Spirit Shackle** - *Ranged(25ft) Ghost Special Attack*: 3/day 3d10. On hit, the target is bound to the ground for 1d6 rounds.

**Spit Up** - *Ranged(15ft) Normal Special Attack*: 1/day. Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Spit Up deals an additional 2d10 damage.

**Splash** - *Melee Normal Effect*: At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

**Spore** - *Melee Grass Effect*: 1/day. On hit, the target is put to Sleep.

**Stealth Rock** - *Ranged(5ft) Rock Effect*: 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check. This Hazard disappears after 2 mins.

**Steamroller** - *Melee Bug Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Steel Beam** - *Ranged(30ft) Steel Special Attack*: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal.

**Steel Roller** - *Melee Steel Attack*: 1/day 5d12. Steel Roller can only be used if you are in the area of a Terrain move, and destroys that Terrain when used.

**Steel Wing** - *Melee Steel Attack*: At-Will 2d8. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

**Sticky Web** - *Ranged(25ft burst) Bug Effect*: 3/day. Place the Sticky Web Hazard in the area surrounding you. Sticky Web Hazard has the following ability: Foes moving through Sticky Web Hazard on the ground have -25ft movement per turn, to a minimum of 5ft. This Hazard disappears after 2 mins.

**Stockpile** - *Normal Self Effect*: At-Will. Put a Stuff Coat on yourself, unless you already have 3 Coats of Stuff. The Coat has the following ability: Your Defense and Special Defense are +1 if you have 1 or 2 Coats of Stuff. If you have 3 Coats of Stuff, your Defense and Special Defense are +2. These Coats last for 2 mins.

**Stomp** - *Melee Normal Attack*: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Stomping Tantrum** - *Melee Ground Attack*: 1/day 3d12. If you missed with your last attack during the last round, Stomping Tantrum has 5d12 for damage instead.

**Stone Edge** - *Ranged(25ft) Rock Attack*: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

**Storm Throw** - *Melee Fighting Attack*: 3/day 2d8. Storm Throw has -2 during Accuracy Check. On hit, Storm Throw always counts as a critical hit and moves the target 5ft away from you.

**Strange Steam** - *Ranged(10ft burst) Fairy Special Attack*: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, any targets are Confused.

**Strength** - *Melee Normal Attack*: 3/day 3d10. On hit, the target is moved 15ft away from you.

**Strength Sap** - *Melee Grass Effect*: 1/day. On hit, you are healed HP equal to the target's Attack stat, then the target's Attack is -2 for 10 mins. This effect cannot be stacked.

**Struggle** - *Melee Attack*: 2d8. Struggle is used if you can't use any other attacks. Struggle has no type. After use, you lose HP equal to 1/4<sup>th</sup> of your Max HP.

**Struggle Bug** - *Ranged(5ft burst) Bug Special Attack*: At-Will 2d6. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

**Stuff Cheeks** - *Self Normal Effect*: At-Will. As a free action, consume your held Berry. Your Defense is +2 for 10 mins. This effect cannot be stacked.

**Stun Spore** - *Melee Grass Effect*: At-Will. Stun Spore has -5 during Accuracy Check. On hit, the target is Paralyzed.

**Submission** - *Melee Fighting Attack*: 3/day 3d10. On hit, you lose HP equal to 1/4<sup>th</sup> of the damage you deal.

**Substitute** - *Self Normal Effect*: 1/day. Substitute is used as a Reaction. If you would take more than 1/6<sup>th</sup> of your Max HP in damage from an attack, instead lose HP equal to 1/6<sup>th</sup> of your Max HP.

**Sucker Punch** - *Melee Dark Attack: 1/day 3d8.* Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

**Sunny Day** - *Fire Field Effect: 3/day.* You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

**Super Fang** - *Melee Normal Attack: 1/day.* On hit, the target's current HP is halved.

**Superpower** - *Melee Fighting Attack: 1/day 5d12.* On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

**Supersonic** - *Ranged(10ft) Normal Effect: At-Will.* Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

**Surf** - *Ranged(30ft, 10ft wave) Water Special Attack: 1/day 5d12.*

**Swagger** - *Ranged(10ft) Normal Effect: 1/day.* On hit, the target is Confused and the target's Attack is +4 until they are no longer Confused.

**Swallow** - *Normal Self Effect: 1/day.* Destroy up to 3 of your Coats of Stuff. For every Coat of Stuff you destroy, Swallow heals you 25 HP.

**Sweet Kiss** - *Melee Normal Effect: 3/day.* Sweet Kiss has -4 during Accuracy Check. On hit, the target is Confused.

**Sweet Scent** - *Ranged(10ft) Normal Effect: At-Will.* On hit, your next attack against the same target has +1 during Accuracy Check.

**Swift** - *Ranged(20ft) Normal Special Attack: 3/day 3d8.* You can't miss targets with less than 15 Special Defense.

**Switcheroo** - *Melee Dark Effect: 1/day.* On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

**Synchronoise** - *Ranged(50ft burst) Psychic Special Attack: 3/day 5d8.* Synchronoise can't hit targets unless they share at least one type with you.

**Synthesis** - *Self Grass Effect: 1/day.* You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to  $3/4^{\text{th}}$  of your Max HP instead.

## T

**Tackle** - *Melee Normal Attack: At-Will 2d6.*

**Take Down** - *Melee Normal Attack: 3/day 3d10.* On hit, you lose HP equal to  $1/4^{\text{th}}$  of the damage you deal.

**Tail Slap** - *Melee Normal Attack: At-Will 1d4.* Tail Slap has -2 during Accuracy Check. Tail Slap is a Scatter attack. Up to 5 attacks.

**Tar Shot** - *Ranged(20ft) Rock Effect: 3/day.* Put a Tar Coat on the target. The Coat has the following ability: Your Speed is -2. If you are hit by a Fire-type attack, you take +8 damage. This Coat lasts for 2 mins.

**Taunt** - *Ranged(20ft) Dark Effect: 3/day.* On hit, the target may only use attacks that target you or your allies for 1 min.

**Tea Time** - *Ranged(40ft burst) Normal Effect: 3/day.* Any target holding a Berry immediately consumes it.

**Teeter Dance** - *Ranged(30ft burst) Normal Effect: 1/day.* On hit, all targets are Confused.

**Teleport** - *Ranged(50ft) Psychic Effect: 1/day.* Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only  $1/4^{\text{th}}$  the damage you would have taken from the attack.

**Terrain Pulse** - *Ranged(25ft) Normal Special Attack: 3/day 3d8.* If used while you are in the area of a Terrain effect, Terrain Pulse has 5d8 for damage instead and its type changes to match the terrain.

**Thief** - *Melee Dark Attack: 3/day 3d8.* On hit, steals the target's held item, if any.

**Thrash** - *Melee Normal Attack: 1/day 5d12.* Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

**Throat Chop** - *Melee Dark Attack: 3/day 3d10.* On hit, the target may not use attacks or abilities that require the use of the target's voice for 5 mins.

**Thunder** - *Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12.* Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

**Thunder Fang** - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.



**Thunder Punch** - *Melee Electric Attack: 3/day 3d8.* On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

**Thunder Shock** - *Ranged(20ft) Electric Special Attack: At-Will 1d12.* On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Thunder Wave** - *Ranged(20ft) Electric Effect: 1/day.* On hit, the target is Paralyzed.

**Thunderbolt** - *Ranged(30ft) Electric Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

**Toxic** - *Melee Poison Effect: 1/day.* Toxic has -3 during Accuracy Check, unless the user is Poison type. On hit, the target is Toxicified.

**Toxic Spikes** - *Ranged(20ft burst) Poison Effect: 3/day.* Place the Toxic Spikes Hazard in the area surrounding you. Toxic Spikes Hazard has the following ability: When a foe moves through Toxic Spikes Hazard during their turn and are on the ground, they are Poisoned. If the Toxic Spikes Hazard has multiple layers, it will Toxicify foes instead of Poisoning them instead. This Hazard disappears after 2 mins.

**Toxic Thread** - *Ranged(20ft) Poison Effect: 1/day.* On hit, the target is Poisoned and the target's Speed is -1 until they are no longer Poisoned.

**Transform** - *Ranged(25ft) Normal Effect: At-Will.* You transform into a copy of the target changing all of your stats except for HP. You copy its stats, skills, and passives. You can use any of the target's moves. While transformed, you lose access to your regular moves, skills, passives, and biology. Except for stats, this information is not provided to you. Transform may not target Legendary Pokémon. Transform lasts for 2 hours or until Ditto chooses to change back as an action.

**Tri Attack** - *Ranged(20ft) Normal Special Attack: 3/day 3d10.* On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.

**Trick** - *Melee Psychic Effect: 1/day.* On hit, you and the target trade any held items. If only you or the target has an item, take or give the item to exchange who has possession of it.

**Trick-or-Treat** - *Melee Ghost Effect: 3/day.* On hit, put a Treat Coat on the target. The Coat has the following ability: You lose your current Types and become only Ghost-type for 10 mins.

**Trick Room** - *Psychic Field Effect: 3/day.* You create a circle of Tricky Terrain with a 60ft diameter. Within the Tricky terrain, turn orders are reversed during each round. If some are outside of Tricky terrain while others are within Tricky terrain, all actions are still made in reverse order. This terrain disappears after 2 mins.

**Trop Kick** - *Melee Grass Attack: 3/day 3d8.* On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

**Twineedle** - *Melee Bug Attack: 3/day 1d12.* Twineedle is a Scatter attack. It has two attacks. On either hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

**Triple Axel** - *Melee Ice Attack: 3/day 1d20.* Triple Axel is a Scatter attack. Up to 3 attacks. Triple Axel's third attack on hit deals an additional 1d12 damage.

**Triple Kick** - *Melee Fighting Attack: 3/day 1d20.* Triple Kick is a Scatter attack. Up to 3 attacks. Triple Kick's third attack on hit deals an additional 1d12 damage.

**Twister** - *Ranged(15ft) Dragon Special Attack: At-Will 1d12.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

## U

**Uproar** - *Ranged(20ft burst) Normal Special Attack: 1/day 3d10.* You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.

## V

**Vacuum Wave** - *Ranged(15ft) Fighting Special Attack: At-Will 2d6.* Vacuum Wave has Priority.

**Venom Drench** - *Ranged(10ft) Poison Effect: 3/day.* Venom Drench can only target a Poisoned or Toxicified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

**Venoshock** - *Ranged(10ft) Poison Special Attack: 3/day 2d10.* If the target is Poisoned or Toxicified, Venoshock has 4d10 for damage instead.

**Vice Grip** - *Melee Normal Attack: At-Will 2d8.*

**Vine Whip** - *Ranged(20ft) Grass Attack: At-Will 2d8.*

**Vital Throw** - *Melee Fighting Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense if the target already acted this round. On hit, move the target away from you 15ft.

**Volt Tackle** - *Melee Electric Attack: 1/day 5d12.* On hit, you lose HP equal to  $1/3^{\text{rd}}$  of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Paralyzed.

## W

**Wake-Up Slap** - *Melee Fighting Attack: 3/day 3d8.* If Wake-Up Slap is used against a Sleeping target, Wake-Up Slap deals 5d8 for damage instead, then cures the target of Sleep. If you choose not to roll damage while using Wake-Up Slap, you do not need to roll an Accuracy Check.

**Water Gun** - *Ranged(20ft) Water Special Attack: At-Will 2d6.*

**Water Pulse** - *Ranged(20ft burst) Water Special Attack: 3/day 3d8.* On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

**Water Shuriken** - *Ranged(15ft) Water Special Attack: At-Will 1d4.* Water Shuriken has Priority and is a Scatter attack. Up to 5 attacks.

**Water Sport** - *Melee Water Effect: At-Will.* Put a Water Coat on the target or yourself. The Coat has the following ability: Reduce damage from Fire attacks that hit you by 10. This Coat lasts for 2 mins.

**Water Spout** - *Ranged(30ft burst) Water Special Attack: 1/day 3d10.* If you are at Max HP, Water Spout has 5d12 for damage instead.

**Waterfall** - *Melee Water Attack: 3/day 3d10.* On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

**Weather Ball** - *Ranged(25ft) Normal Special Attack: 3/day 3d8.* If within weather, Weather Ball has 5d8 for damage instead and its type changes to match the weather.

**Whirlpool** - *Ranged(10ft) Water Special Attack: 3/day 1d12.* On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

**Whirlwind** - *Ranged(20ft) Normal Effect: 3/day.* On hit, moves the target 60ft away.

**Wild Charge** - *Melee Electric Attack: 3/day 3d10.* On hit, you lose HP equal to  $1/4^{\text{th}}$  of the damage you deal.

**Will-O-Wisp** - *Ranged(10ft) Fire Effect: 1/day.* On hit, the target is Burned.

**Wing Attack** - *Melee Flying Attack: At-Will 2d8.*

**Wish** - *Melee Normal Effect: 1/day.* Target an ally or yourself. After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

**Wonder Room** - *Psychic Field Effect: 3/day.* You create a circle of Wonderful Terrain with a 60ft diameter. Anyone who attacks within the Wonderful terrain makes Attack Accuracy Checks against Special Defense and Special Attack Accuracy Checks against Defense. This terrain disappears after 2 mins.

**Wood Hammer** - *Melee Grass Attack: 1/day 5d12.* On hit, you lose HP equal to  $1/3^{\text{rd}}$  of the damage you deal.

**Wrap** - *Melee Normal Attack: At-Will 1d4.* On hit, the target is bound to you for 1d4 rounds. For each round the target is bound, it takes 1d4 damage on its turns.

## X, Y, Z

**X-Scissor** - *Melee Bug Attack: 3/day 3d10.*

**Yawn** - *Melee Normal Effect: 3/day.* On hit, the target falls Asleep after its next turn.

**Zap Cannon** - *Ranged(30ft) Electric Special Attack: 1/day 5d12.* Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

**Zen Headbutt** - *Melee Psychic Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

**Zing Zap** - *Melee Electric Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.





## Pokémon in Alphabetical Order

### A

Abomasnow	323
Abra	486
Absol	158
Accelgor	114
Aegislash	561
Aerodactyl	550
Aggron	557
Aipom	404
Alakazam	487
Alcremie	212
Alomomola	632
Altaria	174
Amaura	530
Ambipom	404
Amoonguss	312
Ampharos	183
Anorith	532
Appletun	328
Applin	327
Araquanid	597
Arbok	468
Arcanine	250
Archen	533
Archeops	533
Arctovish	633
Arctozolt	197
Ariados	115
Armaldo	532
Aromatisse	215
Aron	556
Arrokuda	584
Audino	442
Aurorus	530
Avalugg	368
Axew	160
Azumarill	575
Azurill	574

### B

Bagon	162
Baltoy	340
Banette	285
Barbaracle	535
Barboach	586
Barraskewda	584
Basculin	634
Bastiodon	545
Bayleef	24
Beartic	370
Beautifly	95
Beedrill	93
Beheeyem	503
Beldum	558
Bellossom	303
Bellsprout	292
Bergmite	368
Bewear	433
Bibarel	406
Bidoof	406
Binacle	535
Bisharp	146
Blastoise	55
Blaziken	43
Blipbug	80
Blissey	384
Blitzle	188
Boldore	526
Boltund	196
Bonsly	536
Bouffalant	443
Bounsweet	294
Braixen	48
Braviary	426
Breloom	320
Brionne	66
Bronzong	564
Bronzor	564
Bruxish	635
Budew	296
Buizel	588
Bulbasaur	22
Buneary	407
Bunnelby	409
Burmy	123
Butterfree	83

### C

Cacnea	305
Cacturne	305
Camerupt	253
Carbink	551
Carkol	528
Carnivine	331
Carracosta	622
Carvanha	589
Cascoon	95
Castform	444
Caterpie	82
Centiskorch	257
Chandelure	275
Chansey	384
Charizard	39
Charjabug	84
Charmander	38
Charmeleon	38
Chatot	445
Cherrim	306
Cherubi	306
Chesnaught	33
Chespin	32
Chewtle	591
Chikorita	24
Chimchar	44
Chimecho	500
Chinchou	592
Chingling	500
Cinccino	420
Cinderace	53
Clamperl	628
Clauncher	594
Clawitzer	594
Claydol	340
Clefable	207
Clefairy	206
Cleffa	206
Clobbopus	224
Cloyster	616
Coalossal	529
Cofagrigus	288
Combee	97
Combusken	42
Comfey	218
Conkeldurr	223
Copperajah	566

Corphish	595
Corsola	636
Corsola (Dead Seas)	276
Corviknight	265
Corvisquire	264
Cottonee	308
Crabominable	226
Crabrawler	226
Cradily	541
Cramorant	267
Cranidos	538
Crawdaunt	595
Croagunk	466
Crobat	465
Croconaw	56
Crustle	100
Cryogonal	381
Cubchoo	370
Cubone	358
Cufant	566
Cursola	276
Cutiefly	99
Cyndaquil	40

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Darmanitan	248
Darmanitan (Icy Mountain)	371
Dartrix	34
Darumaka	248
Darumaka (Icy Mountain)	371
Decidueye	35
Dedenne	198
Deerling	410
Deino	132
Delcatty	429
Delibird	381
Delphox	49
Dewgong	615
Dewott	62
Dewpider	597
Dhelmise	290
Diggersby	409
Diglett	342
Diglett (Volcanic)	343
Ditto	446
Dodrio	412
Doduo	412
Donphan	352

Dottler	80	Emolga	199	<b>G</b>	Grotle	28	
Doublade	560	Empoleon	61	Gabite	168	Grovyle	26
Dracovish	630	Escavalier	103	Gallade	498	Growlithe	250
Dracozolt	197	Espeon	75	Galvantula	102	Grubbin	84
Dragalge	478	Espurr	513	Garbodor	481	Grumpig	509
Dragapult	167	Excadrill	345	Garchomp	169	Gulpin	472
Dragonair	164	Exeggcute	329	Gardevoir	498	Gumshoos	439
Dragonite	165	Exeggutor	329	Gastly	272	Gurdurr	222
Drakloak	166	Exeggutor (Island)	330	Gastrodon	618	Gyarados	607
Drampa	446	Exploud	403	Gengar	273		
Drapion	477			Geodude	520	<b>H</b>	
Dratini	164	<b>F</b>		Geodude (Iron-rich)	522	Hakamo-o	172
Drednaw	591	Falinks	241	Gible	168	Happiny	384
Dreepy	166	Farfetch'd	448	Gigalith	527	Hariyama	229
Drifblim	278	Farfetch'd (Massive Leek)	227	Girafarig	450	Hatenna	490
Drifloon	278	Fearow	432	Glaceon	77	Hatterene	491
Drilbur	345	Feebas	600	Glalie	379	Hattrem	490
Drizzile	68	Fennekin	48	Glameow	414	Haunter	272
Drowzee	501	Feraligatr	57	Gligar	346	Hawlucha	241
Druddigon	176	Ferroseed	309	Gliscor	346	Haxorus	161
Dubwool	438	Ferrothorn	309	Gloom	302	Heatmor	261
Ducklett	598	Finneon	601	Gogoat	321	Heliolisk	191
Dugtrio	342	Flaaffy	182	Golbat	464	Helioptile	191
Dugtrio (Volcanic)	343	Flabébé	208	Goldeen	604	Heracross	129
Dunsparce	447	Flapple	327	Golduck	612	Herdier	388
Duosion	492	Flareon	75	Golem	521	Hippopotas	349
Duraludon	570	Fletchinder	244	Golem (Iron-rich)	523	Hippowdon	349
Durant	128	Fletchling	244	Golett	348	Hitmonchan	239
Dusclops	270	Floatzel	588	Golisopod	120	Hitmonlee	238
Dusknoir	271	Floette	208	Golurk	348	Hitmontop	239
Duskull	270	Florges	209	Goodra	171	Honchkrow	143
Dustox	96	Flygon	339	Goomy	170	Honedge	560
Dwebble	100	Fomantis	311	Gorebyss	629	Hoothoot	415
		Foongus	312	Gossifleur	314	Hoppip	298
<b>E</b>		Forretress	111	Gothita	488	Horsea	576
Eelektrik	186	Fraxure	160	Gothitelle	489	Houndoom	138
Eelektross	187	Frillish	603	Gothorita	488	Houndour	138
Eevee	73	Froakie	64	Gourgeist	282	Huntail	628
Eiscue	383	Frogadier	64	Granbull	214	Hydreigon	133
Ekans	468	Froslass	380	Grapploct	224	Hypno	501
Eldegoss	314	Frosmoth	376	Graveler	520		
Electabuzz	178	Furfrou	449	Graveler (Iron-rich)	522		
Electivire	179	Furret	427	Greedent	430		
Electrike	190			Greninja	65		
Electrode	194			Grimer	469		
Elekid	178			Grimer (Oil Polluted)	471		
Elgyem	503			Grimmsnarl	135		
Emboar	47			Grookey	36		



<b>I</b>		<b>L</b>		Magneton	180	Mr. Rime	495
Igglybuff	386	Lairon	556	Magnezone	181	Mudbray	351
Illumise	131	Lampent	274	Makuhita	229	Mudkip	58
Impidimp	134	Lanturn	592	Malamar	140	Mudsdale	351
Incineroar	51	Lapras	636	Mamoswine	365	Muk	469
Indeedee	517	Larvesta	106	Mandibuzz	155	Muk (Oil Polluted)	471
Infernape	45	Larvitar	524	Manectric	190	Munchlax	421
Inkay	140	Leafeon	77	Mankey	230	Munna	505
Inteleon	69	Leavanny	89	Mantine	609	Murkrow	143
Ivysaur	22	Ledian	108	Mantyke	609	Musharna	505
<b>J</b>		Ledyba	108	Maractus	332	<b>N</b>	
Jangmo-o	172	Lickilicky	417	Mareanie	474	Natu	506
Jellicent	603	Lickitung	417	Mareep	182	Nickit	144
Jigglypuff	386	Liepard	149	Marill	574	Nidoking	463
Jolteon	74	Lileep	541	Marowak	358	Nidoqueen	461
Joltik	102	Lilligant	318	Marowak (Volcanic)	359	Nidoran	460/462
Jumpluff	299	Lillipup	388	Marshomp	58	Nidorina	460
Jynx	374	Linoone	441	Masquerain	117	Nidorino	462
<b>K</b>		Linoone (Urban)	136	Mawile	572	Nincada	126
Kabuto	539	Litleo	251	Medicham	232	Ninetales	260
Kabutops	539	Litten	50	Meditite	232	Ninetales (Icy Mountain)	377
Kadabra	486	Litwick	274	Meganium	25	Ninjask	126
Kakuna	92	Lombre	578	Meowstic	514	Noctowl	415
Kangaskhan	451	Lopunny	407	Meowth	418	Noibat	266
Karrablast	103	Lotad	578	Meowth (Cold Climate)	567	Noivern	266
Kecleon	451	Loudred	402	Meowth (Tropical)	141	Nosepass	542
Kingdra	577	Lucario	236	Metagross	559	Numel	253
Kingler	607	Ludicolo	579	Metang	558	Nuzleaf	300
Kirlia	497	Lumineon	601	Metapod	82	<b>O</b>	
Klang	562	Lunatone	552	Mienfoo	233	Obstagoon	137
Klefki	571	Lurantis	311	Mienshao	233	Octillery	613
Klink	562	Luvdisc	637	Mightyena	147	Oddish	302
Klinklang	563	Luxio	184	Milcery	212	Omanyte	544
Koffing	483	Luxray	185	Miltank	453	Omastar	544
Komala	453	Lycanroc (Day)	548	Mime Jr.	494	Onix	569
Kommo-o	173	Lycanroc (Dusk)	549	Mimikyu	290	Oranguru	455
Krabby	606	Lycanroc (Night)	549	Minccino	420	Orbeetle	81
Kricketot	105	<b>M</b>		Minior	553	Oricorio	269
Kricketune	105	Machop	220	Minun	203	Oshawott	62
Krokorok	336	Machoke	220	Misdreavus	279		
Krookodile	337	Machop	220	Mismagius	279		
		Magby	246	Monferno	44		
		Magcargo	259	Morelull	315		
		Magikarp	607	Morgrem	134		
		Magmar	246	Morpeko	200		
		Magmortar	247	Mothim	125		
		Magnemite	180	Mr. Mime	494		
				Mr. Mime (Icy Mountain)	495		

**S**

Primeape	230
Prinplup	60
Probopass	542
Psyduck	612
Pumpkaboo	282
Pupitar	524
Purrloin	149
Purugly	414
Pyroar	251
Pyukumuku	638
<b>Q</b>	
Quagsire	627
Quilava	40
Quilladin	32
Qwilfish	639
<b>R</b>	
Raboot	52
Raichu	70
Raichu (Island)	70
Ralts	497
Rampardos	538
Rapidash	262
Rapidash (Forest Glade)	507
Raticate	424
Raticate (Island)	150
Rattata	424
Rattata (Island)	150
Relicanth	640
Remoraid	613
Reuniclus	493
Rhydon	334
Rhyhorn	334
Rhyperior	335
Ribombee	99
Rillaboom	37
Riolu	236
Rockruff	548
Roggenrola	526
Rolycoly	528
Rookidee	264
Roselia	296
Roserade	297
Rotom	204
Rowlet	34
Rufflet	426
Runerigus	357

Silcoon	94
Silicobra	355
Simipour	610
Simisage	317
Simisear	254
Sinistea	287
Sirfetch'd	227
Sizzlipede	257
Skarmory	573
Skiddo	321
Skiploom	298
Skitty	429
Skorupi	477
Skrelp	478
Skuntank	480
Skwovet	430
Slaking	399
Slakoth	398
Sliggoo	170
Slowbro	630
Slowbro (Spice Diet)	515
Slowking	631
Slowking (Spice Diet)	516
Slowpoke	630
Slowpoke (Spice Diet)	515
Slugma	259
Slurpuff	217
Smeargle	456
Smoochum	374
Sneasel	153
Snivy	30
Snom	376
Snorlax	421
Snorunt	379
Snover	323
Snubbull	214
Sobble	68
Solosis	492
Solrock	552
Spearow	432
Spewpa	86
Spheal	362
Spinarak	115
Spinda	457
Spiritomb	291
Spoink	509
Spritzee	215
Squirtle	54
Stantler	457



Staraptor	401	Torkoal	262	Vivillon	87	<b>Y</b>	
Staravia	400	Torracat	50	Volbeat	131	Yamask	288
Starly	400	Torterra	29	Volcarona	106	Yamask (Stone Ruins)	357
Starmie	619	Totodile	56	Voltorb	194	Yamper	196
Staryu	619	Toucannon	395	Vullaby	155	Yanma	122
Steelix	569	Toxapex	474	Vulpix	260	Yanmega	122
Steenee	294	Toxel	193	Vulpix (Icy Mountain)	377	Yungoos	439
Stonjourner	554	Toxicroak	466				
Stoutland	389	Toxtricity	193	<b>W</b>		<b>Z</b>	
Stufful	433	Tranquill	392	Wailmer	624	Zangoose	458
Stunfisk	360	Trapinch	338	Wailord	624	Zebstrika	188
Stunfisk (Iron-rich)	361	Treecko	26	Walrein	363	Zigzagoon	441
Stunky	480	Trevenant	281	Wartortle	54	Zigzagoon (Urban)	136
Sudowoodo	536	Tropius	333	Watchog	423	Zoroark	156
Sunflora	324	Trubbish	481	Weavile	153	Zorua	156
Sunkern	324	Trumbeak	394	Weedle	92	Zubat	464
Surskit	117	Tsareena	295	Weepinbell	292	Zweilous	132
Swablu	174	Turtonator	263	Weezing	483		
Swadloon	88	Turtwig	28	Weezing (Heavy Pollution)	484		
Swalot	472	Tympole	580	Whimsicott	308		
Swampert	59	Tynamo	186	Whirlipede	90		
Swanna	598	Typhlosion	41	Whiscash	586		
Swellow	435	Tyranitar	525	Whismur	402		
Swinub	364	Tyrantrum	547	Wigglytuff	387		
Swirlix	217	Tyrogue	238	Wimpod	120		
Swoobat	510	Tyrunt	547	Wingull	625		
Sylveon	78			Wishiwashi	641		
		<b>U</b>		Wobbuffet	512		
<b>T</b>		Umbreon	76	Woobat	510		
Taillow	435	Unfezant	393	Wooloo	438		
Talonflame	245	Unown	519	Wooper	627		
Tangela	326	Ursaring	436	Wormadam (Plant)	123		
Tangrowth	326			Wormadam (Sandy)	124		
Tauros	454	<b>V</b>		Wormadam (Trash)	124		
Teddiursa	436	Vanillish	366	Wurmple	94		
Tentacool	621	Vanillite	366	Wynaut	512		
Tentacruel	621	Vanilluxe	367				
Tepig	46	Vaporeon	73	<b>X</b>			
Thievul	144	Venipede	90	Xatu	506		
Throh	243	Venomoth	118				
Thwackey	36	Venonat	118				
Timburr	222	Venusaur	23				
Tirtouga	622	Vespiquen	97				
Togedemaru	205	Vibrava	338				
Togekiss	211	Victreebel	293				
Togepi	210	Vigoroth	398				
Togetic	210	Vikavolt	85				
Torchic	42	Vileplume	303				

**Pokémon by Type****Bug**

Accelgor	114
Anorith	532
Araquanid	597
Ariados	115
Armaldo	532
Beautifly	95
Beedrill	93
Blipbug	80
Burmy	123
Butterfree	83
Cascoon	95
Caterpie	82
Centiskorch	257
Charjabug	84
Combee	97
Crustle	100
Cutiefly	99
Dewpider	597
Dottler	80
Durant	128
Dustox	96
Dwebble	100
Escavalier	103
Forretress	111
Frosmoth	376
Galvantula	102
Golisopod	120
Grubbin	84
Heracross	129
Illumise	131
Joltik	102
Kakuna	92
Karrablast	103
Kricketot	105
Kricketune	105
Larvesta	106
Leavanny	89
Ledian	108
Ledyba	108
Masquerain	117
Metapod	82
Mothim	125
Nincada	126
Ninjask	126
Orbeetle	81
Paras	109
Parasect	109
Pineco	111
Pinsir	129

Ribombee	99
Scatterbug	86
Scizor	112
Scolipede	91
Scyther	112
Sewaddle	88
Shedinja	127
Shelmet	114
Shuckle	130
Silcoon	94
Sizzlipede	257
Skorupi	477
Snom	376
Spewpa	86
Spinarak	115
Surskit	117
Swadloon	88
Venipede	90
Venomoth	118
Venonat	118
Vespiqueen	97
Vikavolt	85
Vivillon	87
Volbeat	131
Volcarona	106
Weedle	92
Whirlipede	90
Wimpod	120
Wormadam (Plant)	123
Wormadam (Sandy)	124
Wormadam (Trash)	124
Wurmple	94
Yanma	122
Yanmega	122

**Dark**

Absol	158
Bisharp	146
Cacturne	305
Carvanha	589
Crawdaunt	595
Deino	132
Drapion	477
Greninja	65
Grimer (Oil Polluted)	471
Grimmsnarl	135
Honchkrow	143
Houndoom	138
Houndour	138
Hydreigon	133
Impidimp	134
Incineroar	51

Inkay	140
Krokorok	336
Krookodile	337
Liepard	149
Linoone (Urban)	136
Malamar	140
Mandibuzz	155
Meowth (Tropical)	141
Mightyena	147
Morgrem	134
Morpeko	200
Muk (Oil Polluted)	471
Murkrow	143
Nickit	144
Nuzleaf	300
Obstagoon	137
Pangoro	235
Pawniard	146
Persian (Tropical)	141
Poochyena	147
Purrloin	149
Raticate (Island)	150
Rattata (Island)	150
Sableye	159
Sandile	336
Scrafty	152
Scraggy	152
Sharpedo	589
Shiftry	301
Skuntank	480
Sneasel	153
Spiritomb	291
Stunky	480
Thievul	144
Tyranitar	525
Umbreon	76
Vullaby	155
Weavile	153
Zigzagoon (Urban)	136
Zoroark	156
Zorua	156
Zweilous	132

**Dragon**

Altaria	174
Appletun	328
Applin	327
Axew	160
Bagon	162
Deino	132
Dracovish	630
Dracozolt	197
Dragalge	478
Dragapult	167
Dragonair	164
Dragonite	165
Drakloak	166
Drampa	446
Dratini	164
Dreepy	166
Druddigon	176
Duraludon	570
Exeggutor (Island)	330
Flapple	327
Flygon	339
Fraxure	160
Gabite	168
Garchomp	169
Gible	168
Goodra	171
Goomy	170
Hakamo-o	172
Haxorus	161
Hydreigon	133
Jangmo-o	172
Kingdra	577
Kommo-o	173
Noibat	266
Noivern	266
Salamence	163
Shelgon	162
Sliggoo	170
Turtonator	263
Tyrantrum	547
Tyrunt	547
Vibrava	338
Zweilous	132



<b>Electric</b>		Zebstrika	188	<b>Fighting</b>		<b>Fire</b>	
Ampharos	183			Bewear	433	Arcanine	250
Arctozolt	197			Blaziken	43	Blaziken	43
Blitzle	188	<b>Fairy</b>		Breloom	320	Braixen	48
Boltund	196	Alcremie	212	Chesnaught	33	Camerupt	253
Charjabug	84	Aromatisse	215	Clobbopus	224	Carkol	528
Chinchou	592	Audino	442	Combusken	42	Centiskorch	257
Dedenne	198	Azumarill	575	Conkeldurr	223	Chandelure	275
Dracozolt	197	Azurill	574	Crabominable	226	Charizard	39
Eelektrik	186	Carbink	551	Crabrawler	226	Charmander	38
Eelektross	187	Clefable	207	Croagunk	466	Charmeleon	38
Electabuzz	178	Clefairy	206	Emboar	47	Chimchar	44
Electivire	179	Cleffa	206	Falinks	241	Cinderace	53
Electrike	190	Comfey	218	Farfetch'd (Massive Leek)	227	Coalossal	529
Electrode	194	Cottonee	308	Gallade	498	Combusken	42
Elekid	178	Cutiefly	99	Grapploct	224	Cyndaquil	40
Emolga	199	Dedenne	198	Gurdurr	222	Darmanitan	248
Flaaffy	182	Flabébé	208	Hakamo-o	172	Darumaka	248
Galvantula	102	Floette	208	Hariyama	229	Delphox	49
Geodude (Iron-rich)	522	Florges	209	Hawlucha	241	Emboar	47
Golem (Iron-rich)	523	Gardevoir	498	Heracross	129	Fennekin	48
Graveler (Iron-rich)	522	Granbull	214	Hitmonchan	239	Flareon	75
Heliolisk	191	Grimmsnarl	135	Hitmonlee	238	Fletchinder	244
Helioptile	191	Hatterene	491	Hitmontop	239	Growlithe	250
Jolteon	74	Igglybuff	386	Infernape	45	Heatmor	261
Joltik	102	Impidimp	134	Kommo-o	173	Houndoom	138
Lanturn	592	Jigglypuff	386	Lucario	236	Houndour	138
Luxio	184	Kirlia	497	Machamp	221	Incineroar	51
Luxray	185	Klefki	571	Machoke	220	Infernape	45
Magnemite	180	Marill	574	Machop	220	Lampent	274
Magneton	180	Mawile	572	Makuhita	229	Larvesta	106
Magnezone	181	Milcery	212	Mankey	230	Litleo	251
Manectric	190	Mime Jr.	494	Medicham	232	Litten	50
Mareep	182	Mimikyu	290	Meditite	232	Litwick	274
Minun	203	Morelull	315	Mienfoo	233	Magby	246
Morpeko	200	Morgrem	134	Mienshao	233	Magcargo	259
Oricorio	269	Mr. Mime	494	Monferno	44	Magmar	246
Pachirisu	201	Ninetales (Icy Mountain)	377	Pancham	235	Magmortar	247
Pichu	70	Primarina	67	Pangoro	235	Marowak (Volcanic)	359
Pikachu	70	Ralts	497	Passimian	242	Monferno	44
Pincurchin	201	Rapidash (Forest Glade)	507	Pignite	46	Ninetales	260
Plusle	203	Ribombee	99	Poliwrath	583	Numel	253
Raichu	70	Shiinotic	315	Primeape	230	Oricorio	269
Raichu (Island)	70	Slurpuff	217	Riolu	236	Pansear	254
Rotom	204	Snubbull	214	Sawk	243	Pignite	46
Shinx	184	Spritzee	215	Scrafty	152	Ponyta	256
Stunfisk	360	Swirlx	217	Scraggy	152	Pyroar	251
Togedemaru	205	Sylveon	78	Sirfetch'd	227	Quilava	40
Toxel	193	Togekiss	211	Stufful	433	Raboot	52
Toxtricity	193	Togepi	210	Throh	243	Rapidash	262
Tynamo	186	Togetic	210	Timburr	222	Salandit	475
Vikavolt	85	Weezing (Heavy Pollution)	484	Toxicroak	466	Salazzle	475
Voltorb	194	Whimsicott	308	Tyrogue	238	Scorbunny	52
Yamper	196	Wigglytuff	387			Simisear	254

Sizzlipede	257	Masquerain	117
Slugma	259	Minior	553
Talonflame	245	Mothim	125
Tepig	46	Murkrow	143
Torchic	42	Natu	506
Torkoal	262	Ninjask	126
Torracat	50	Noctowl	415
Turtonator	263	Noibat	266
Typhlosion	41	Noivern	266
Volcarona	106	Oricorio	269
Vulpix	260	Pelipper	625

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Aerodactyl	550	Pidgeot	391
Altaria	174	Pidgeotto	390
Archen	533	Pidgey	390
Archeops	533	Pidove	392
Beautifly	95	Pikipek	394
Braviary	426	Rookidee	264
Butterfree	83	Rowlet	34
Charizard	39	Rufflet	426
Chatot	445	Salamence	163
Combee	97	Scyther	112
Corviknight	265	Sigilyph	517
Corvisquire	264	Skarmory	573
Cramorant	267	Skiploom	298
Crobat	465	Spearow	432
Dartrix	34	Staraptor	401
Delibird	381	Staravia	400
Dodrio	412	Starly	400
Doduo	412	Swablu	174
Dragonite	165	Swanna	598
Drifblim	278	Swellow	435
Drifloon	278	Swoobat	510
Ducklett	598	Tailow	435
Emolga	199	Talonflame	245
Farfetch'd	448	Togekiss	211
Fearow	432	Togetic	210
Fletchinder	244	Toucannon	395
Fletchling	244	Tranquill	392
Gligar	346	Tropius	333
Gliscor	346	Trumbeak	394
Golbat	464	Unfezant	393
Gyarados	607	Vespiqueen	97
Hawlucha	241	Vivillon	87
Honchkrow	143	Vullaby	155
Hoothoot	415	Wingull	625
Hoppip	298	Woobat	510
Jumpluff	299	Xatu	506
Ledian	108	Yanma	122
Ledyba	108	Yanmega	122
Mandibuzz	155	Zubat	464
Mantine	609		
Mantyke	609		

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Aegislash	561
Banette	285
Chandelure	275
Cofagrigus	288
Corsola (Dead Seas)	276
Cursola	276
Decidueye	35
Dhelmise	290
Doublade	560
Dragapult	167
Drakloak	166
Dreepy	166
Drifblim	278
Drifloon	278
Dusclops	270
Dusknoir	271
Duskull	270
Frillish	603
Froslass	380
Gastly	272
Gengar	273
Golett	348
Golurk	348
Gourgeist	282
Haunter	272
Honedge	560
Jellicent	603
Lampent	274
Litwick	274
Marowak (Volcanic)	359
Mimikyu	290
Misdreavus	279
Mismagius	279
Oricorio	269
Palossand	284
Phantump	281
Polteageist	287
Pumpkaboo	282
Rotom	204
Runerigus	357
Sableye	159
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Shedinja	127
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Appletun	328
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Bellsprout	292
Bounsweet	294
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Budew	296
Bulbasaur	22
Cacnea	305
Cacturne	305
Carnivine	331
Cherrim	306
Cherubi	306
Chesnaught	33
Chespin	32
Chikorita	24
Cottonee	308
Cradily	541
Dartrix	34
Decidueye	35
Deerling	410
Dhelmise	290
Eldegoss	314
Exeggcute	329
Exeggutor	329
Exeggutor (Island)	330
Ferroseed	309
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Flapple	327
Fomantis	311
Foongus	312
Gloom	302
Gogoat	321
Gossifleur	314
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Grotle	28
Grovyle	26
Hoppip	298
Ivysaur	22
Jumpluff	299
Leafeon	77
Leavanny	89
Lileep	541
Lilligant	318
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Morelull	315		Sandygast	284	Swinub	364	
Nuzleaf	300		Seismitoad	581	Vanillish	366	
Oddish	302		Silicobra	355	Vanillite	366	
Pansage	317		Steelix	569	Vanilluxe	367	
Paras	109		Stunfisk	360	Vulpix (Icy Mountain)	377	
Parasect	109		Stunfisk (Iron-rich)	361	Walrein	363	
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Phantump	281		Swinub	364			
Pumpkaboo	282		Diglett	342			
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Rillaboom	37	Donphan	352		Aipom	404	
Roselia	296	Drilbur	345		Ambipom	404	
Roserade	297	Dugtrio	342		Audino	442	
Rowlet	34	Dugtrio (Volcanic)	343		Azurill	574	
Sawsbuck	411	Excadrill	345		Bewear	433	
Sceptile	27	Flygon	339		Bibarel	406	
Seedot	300	Gabite	168		Bidoof	406	
Serperior	31	Garchomp	169		Blissey	384	
Servine	30	Gastrodon	618		Abomasnow	323	Bouffalant
Sewaddle	88	Geodude	520	Amaura	530	Braviary	426
Shiftry	301	Gible	168	Arctovish	633	Buneary	407
Shiinotic	315	Gligar	346	Arctozolt	197	Bunnelby	409
Shroomish	320	Gliscor	346	Aurorus	530	Castform	444
Simisage	317	Golem	521	Avalugg	368	Chansey	384
Skiddo	321	Golett	348	Beartic	370	Chatot	445
Skiploom	298	Golurk	348	Bergmite	368	Cinccino	420
Snivy	30	Graveler	520	Cloyster	616	Deerling	410
Snover	323	Hippopotas	349	Crabominable	226	Delcatty	429
Steenee	294	Hippowdon	349	Cryogonal	381	Diggersby	409
Sunflora	324	Krokorok	336	Cubchoo	370	Ditto	446
Sunkern	324	Krookodile	337	Darmanitan (Icy Mountain)	371	Dodrio	412
Swadloon	88	Larvitar	524	Darumaka (Icy Mountain)	371	Doduo	412
Tangela	326	Mamoswine	365	Delibird	381	Drampa	446
Tangrowth	326	Marowak	358	Dewgong	615	Dubwool	438
Thwackey	36	Marshtomp	58	Eiscue	383	Dunsparce	447
Torterra	29	Mudbray	351	Froslash	380	Eevee	73
Treecko	26	Mudsdaile	351	Frosmoth	376	Exploud	403
Trevenant	281	Nidoking	463	Glaceon	77	Farfetch'd	448
Tropius	333	Nidoqueen	461	Glalie	379	Fearow	432
Tsareena	295	Nincada	126	Jynx	374	Fletchling	244
Turtwig	28	Numel	253	Lapras	636	Furfrou	449
Venusaur	23	Onix	569	Mamoswine	365	Furret	427
Victreebel	293	Palossand	284	Mr. Mime (Icy Mountain)	495	Girafarig	450
Vileplume	303	Palpitoad	580	Mr. Rime	495	Glameow	414
Weepinbell	292	Phanpy	352	Ninetales (Icy Mountain)	377	Greedent	430
Whimsicott	308	Piloswine	364	Piloswine	364	Gumshoos	439
Wormadam (Plant)	123	Pupitar	524	Sandshrew (Icy Mountain)	373	Happiny	384
		Quagsire	627	Sandslash (Icy Mountain)	373	Heliolisk	191
		Rhydon	334	Sealeo	362	Helioptile	191
		Rhyhorn	334	Smoochum	374	Herdier	388
		Rhyperior	335	Sneasel	153	Hoothoot	415
		Runerigus	357	Snom	376	Igglybuff	386
		Sandaconda	355	Snorunt	379	Indeedge	517
		Sandile	336	Snover	323	Jigglypuff	386
		Sandshrew	354				

Kangaskhan	451	Trumbeak	394	Seviper	485	Gothorita	488
Kecleon	451	Unfezant	393	Skorupi	477	Grumpig	509
Komala	453	Ursaring	436	Skrelp	478	Hatenna	490
Lickilicky	417	Vigoroth	398	Skuntank	480	Hatterene	491
Lickitung	417	Watchog	423	Slowbro (Spice Diet)	515	Hattrem	490
Lillipup	388	Whismur	402	Spinarak	115	Hypno	501
Linoone	441	Wigglytuff	387	Stunky	480	Indeedge	517
Litleo	251	Wooloo	438	Swalot	472	Inkay	140
Lopunny	407	Yungoos	439	Tentacool	621	Jynx	374
Loudred	402	Zangoose	458	Tentacruel	621	Kadabra	486
Meowth	418	Zigzagoon	441	Toxapex	474	Kirlia	497
Miltank	453			Toxel	193	Lunatone	552
Minccino	420	<b>Poison</b>		Toxicroak	466	Malamar	140
Munchlax	421	Amoonguss	312	Toxtricity	193	Medicham	232
Obstagoon	137	Arbok	468	Trubbish	481	Meditite	232
Oranguru	455	Ariados	115	Venipede	90	Meowstic	514
Patrat	423	Beedrill	93	Venomoth	118	Metagross	559
Persian	418	Bellsprout	292	Venonat	118	Metang	558
Pidgeot	391	Budew	296	Venusaur	23	Mime Jr.	494
Pidgeotto	390	Bulbasaur	22	Victreebel	293	Mr. Mime	494
Pidgey	390	Croagunk	466	Vileplume	303	Mr. Mime (Icy Mountain)	495
Pidove	392	Crobat	465	Weedle	92	Mr. Rime	495
Pikipek	394	Dragalge	478	Weepinbell	292	Munna	505
Porygon	396	Drapion	477	Weezing	483	Musharna	505
Porygon 2	396	Dustox	96	Weezing (Heavy Pollution)	484	Natu	506
Porygon Z	397	Ekans	468	Whirlipede	90	Oranguru	455
Purugly	414	Foongus	312	Zubat	464	Orbeetle	81
Pyroar	251	Garbodor	481			Oricorio	269
Raticate	424	Gastly	272	<b>Psychic</b>		Ponyta (Forest Glade)	507
Rattata	424	Gengar	273	Abra	486	Raichu (Island)	70
Rufflet	426	Gloom	302	Alakazam	487	Ralts	497
Sawsbuck	411	Golbat	464	Baltoy	340	Rapidash (Forest Glade)	507
Sentret	427	Grimer	469	Beheeyem	503	Reuniclus	493
Skitty	429	Grimer (Oil Polluted)	471	Beldum	558	Sigilyph	517
Skwovet	430	Gulpin	472	Bronzong	564	Slowbro	630
Slaking	399	Haunter	272	Bronzor	564	Slowbro (Spice Diet)	515
Slakoth	398	Ivysaur	22	Bruxish	635	Slowking	631
Smeargle	456	Kakuna	92	Chimecho	500	Slowking (Spice Diet)	516
Snorlax	421	Koffing	483	Chingling	500	Slowpoke	630
Spearow	432	Mareanie	474	Claydol	340	Slowpoke (Spice Diet)	515
Spinda	457	Muk	469	Delphox	49	Smoochum	374
Stantler	457	Muk (Oil Polluted)	471	Dottler	80	Solosis	492
Staraptor	401	Nidoking	463	Drowzee	501	Solrock	552
Staravia	400	Nidoqueen	461	Duosion	492	Spink	509
Starly	400	Nidoran	460/462	Elgyem	503	Starmie	619
Stoutland	389	Nidorina	460	Espeon	75	Swoobat	510
Stufful	433	Nidorino	462	Espurr	513	Unown	519
Swablu	174	Oddish	302	Exeggcute	329	Wobbuffet	512
Swellow	435	Qwilfish	639	Exeggutor	329	Woobat	510
Tailow	435	Roselia	296	Gallade	498	Wynaut	512
Tauros	454	Roserade	297	Gardevoir	498	Xatu	506
Teddiursa	436	Salandit	475	Girafarig	450		
Toucannon	395	Salazzle	475	Gothita	488		
Tranquill	392	Scolipede	91	Gothitelle	489		



<b>Rock</b>					
Aerodactyl	550	Rockruff	548	Sandslash (Icy Mountain)	373
Aggron	557	Roggenrola	526	Scizor	112
Amaura	530	Rolycoly	528	Sheldon	545
Anorith	532	Sheldon	545	Skarmory	573
Archen	533	Shuckle	130	Steelix	569
Archeops	533	Solrock	552	Stunfisk (Iron-rich)	361
Armaldo	532	Stonjourner	554	Togedemaru	205
Aron	556	Sudowoodo	536	Wormadam (Trash)	124
Aurorus	530	Tirtouga	622		
Barbaracle	535	Tyranitar	525	<b>Water</b>	
Bastiodon	545	Tyrantrum	547	Alomomola	632
Binacle	535	Tyrunt	547	Araquanid	597
Boldore	526			Arctovish	633
Bonsly	536	<b>Steel</b>		Arrokuda	584
Carbink	551	Aegislash	561	Azumarill	575
Carkol	528	Aggron	557	Barbaracle	535
Carracosta	622	Aron	556	Barboach	586
Coalossal	529	Bastiodon	545	Barraskewda	584
Cradily	541	Beldum	558	Basculin	634
Cranidos	538	Bisharp	146	Bibarel	406
Crustle	100	Bronzong	564	Binacle	535
Cursola	276	Bronzor	564	Blastoise	55
Drednaw	591	Copperajah	566	Brionne	66
Dwebble	100	Corviknight	265	Bruxish	635
Geodude	520	Cufant	566	Buizel	588
Geodude (Iron-rich)	522	Diglett (Volcanic)	343	Carracosta	622
Gigalith	527	Doublade	560	Carvanha	589
Golem	521	Dugtrio (Volcanic)	343	Chewtle	591
Golem (Iron-rich)	523	Duraludon	570	Chinchou	592
Graveler	520	Durant	128	Clamperl	628
Graveler (Iron-rich)	522	Empoleon	61	Clauncher	594
Kabuto	539	Escavalier	103	Clawitzer	594
Kabutops	539	Excadrill	345	Cloyster	616
Lairon	556	Ferroseed	309	Corphish	595
Larvitar	524	Ferrothorn	309	Corsola	636
Lileep	541	Forretress	111	Cramorant	267
Lunatone	552	Honedge	560	Crawdaunt	595
Lycanroc (Day)	548	Klang	562	Croconaw	56
Lycanroc (Dusk)	549	Klefki	571	Dewgong	615
Lycanroc (Night)	549	Klink	562	Dewott	62
Magcargo	259	Klinklang	563	Dewpider	597
Minior	553	Lairon	556	Dracovish	630
Nosepass	542	Lucario	236	Drednaw	591
Omanyte	544	Magnemite	180	Drizzile	68
Omastar	544	Magneton	180	Ducklett	598
Onix	569	Magnezone	181	Empoleon	61
Probopass	542	Mawile	572	Feebas	600
Pupitar	524	Meowth (Cold Climate)	567	Feraligatr	57
Rampardos	538	Metagross	559	Finneon	601
Relicanth	640	Metang	558	Floatzel	588
Rhydon	334	Pawniard	146	Frillish	603
Rhyhorn	334	Perrserker	567	Froakie	64
Rhyperior	335	Probopass	542	Frogadier	64
		Sandshrew (Icy Mountain)	373	Gastrodon	618
				Golddeen	604
				Golduck	612
				Golisopod	120
				Gorebyss	629
				Greninja	65
				Gyarados	607
				Horsea	576
				Huntail	628
				Inteleon	69
				Jellicent	603
				Kabuto	539
				Kabutops	539
				Kingdra	577
				Kingler	607
				Krabby	606
				Lanturn	592
				Lapras	636
				Lombre	578
				Lotad	578
				Ludicolo	579
				Lumineon	601
				Luvdisc	637
				Magikarp	607
				Mantine	609
				Mantyke	609
				Mareanie	474
				Marill	574
				Marshtomp	58
				Milotic	600
				Mudkip	58
				Octillery	613
				Omanyte	544
				Omastar	544
				Oshawott	62
				Palpitoad	580
				Panpour	610
				Pelipper	625
				Piplup	60
				Politoed	583
				Poliwag	582
				Poliwhirl	582
				Poliwrath	583
				Popplio	66
				Primarina	67
				Prinplup	60
				Psyduck	612
				Pyukumuku	638
				Quagsire	627
				Qwilfish	639
				Relicanth	640
				Remoraid	613
				Samurott	63
				Seadra	576
				Seaking	604

Sealeo	362
Seel	615
Seismitoad	581
Sharpedo	589
Shellder	616
Shellos	618
Simipour	610
Skrelp	478
Slowbro	630
Slowking	631
Slowpoke	630
Sobble	68
Spheal	362
Squirtle	54
Starmie	619
Staryu	619
Surskit	117
Swampert	59
Swanna	598
Tentacool	621
Tentacruel	621
Tirtouga	622
Totodile	56
Toxapex	474
Tympole	580
Vaporeon	73
Wailmer	624
Wailord	624
Walrein	363
Wartortle	54
Whiscash	586
Wimpod	120
Wingull	625
Wishiwashi	641
Wooper	627





<b>Pokémon by</b>					
<b>Egg Group</b>					
<b>Amorphous</b>					
Alcremie	212	Shuppet	285	Heracross	129
Banette	285	Sigilyph	517	Illumise	131
Castform	444	Sinistea	287	Joltik	102
Chandelure	275	Slugma	259	Kakuna	92
Chimecho	500	Solosis	492	Karrablast	103
Chingling	500	Spiritomb	291	Kingler	607
Cofagrigus	288	Stunfisk	360	Krabby	606
Dragapult	167	Stunfisk (Iron-rich)	361	Kricketot	105
Drakloak	166	Swalot	472	Kricketune	105
Dreepy	166	Tentacool	621	Larvesta	106
Drifblim	278	Tentacruel	621	Leavanny	89
Drifloon	278	Trevenant	281	Ledian	108
Duosion	492	Tynamo	186	Ledyba	108
Dusclops	270	Unown	519	Lurantis	311
Dusknoir	271	Weezing	483	Masquerain	117
Duskull	270	Weezing (Heavy Pollution)	484	Metapod	82
Eelektrik	186	Wobuffet	512	Mothim	125
Eelektross	187	Wynaut	512	Nincada	126
Frillish	603	Yamask	288	Ninjask	126
Gallade	498	Yamask (Stone Ruins)	357	Orbeetle	81
Gardevoir	498	<b>Bug</b>		Paras	109
Gastly	272	Accelgor	114	Parasect	109
Gastrodon	618	Anorith	532	Pineco	111
Gengar	273	Araquanid	597	Pinsir	129
Gourgeist	282	Ariados	115	Ribombee	99
Grimer	469	Ariados	115	Scatterbug	86
Grimer (Oil Polluted)	471	Armaldo	532	Scizor	112
Gulpin	472	Beautifly	95	Scolipede	91
Haunter	272	Beedrill	93	Scyther	112
Jellicent	603	Blipbug	80	Sewaddle	88
Kirlia	497	Burmy	123	Shedinja	127
Koffing	483	Butterfree	83	Shelmet	114
Lampent	274	Cascoon	95	Shuckle	130
Litwick	274	Caterpie	82	Silcoon	94
Magcargo	259	Centiskorch	257	Sizzlipede	257
Milcery	212	Charjabug	84	Skorupi	477
Mimikyu	290	Combee	97	Snom	376
Misdreavus	279	Crabominable	226	Spewpa	86
Mismagius	279	Crabrawler	226	Spinarak	115
Muk	469	Crustle	100	Surskit	117
Muk (Oil Polluted)	471	Cutiefly	99	Swadloon	88
Palossand	284	Dewpider	597	Trapinch	338
Phantump	281	Dottler	80	Venipede	90
Pincurchin	201	Drapion	477	Venomoth	118
Polteageist	287	Durant	128	Venonat	118
Pumpkaboo	282	Dustox	96	Vespiqueen	97
Ralts	497	Dwebble	100	Vibrava	338
Reuniclus	493	Escavalier	103	Vikavolt	85
Rotom	204	Flygon	339	Vivillon	87
Runerigus	357	Fomantis	311	Volbeat	131
Sandygast	284	Forretress	111	Volcarona	106
Shellos	618	Frosmoth	376	Weedle	92
		Galvantula	102	Whirlipede	90
		Gligar	346	Wimpod	120
		Gliscor	346	Wormadam (Plant)	123
		Golisopod	120	Wormadam (Sandy)	124
		Grubbin	84	Wormadam (Trash)	124
				Wurmpile	94
				Yanma	122
				Yanmega	122
				<b>Dragon</b>	
				Aggron	557
				Altaria	174
				Amaura	530
				Appletun	328
				Applin	327
				Arbok	468
				Aron	556
				Aurorus	530
				Axew	160
				Bagon	162
				Bastiodon	545
				Charizard	39
				Charmander	38
				Charmeleon	38
				Cranidos	538
				Deino	132
				Dragalge	478
				Dragapult	167
				Dragonair	164
				Dragonite	165
				Drakloak	166
				Drampa	446
				Dratini	164
				Dreepy	166
				Druidigon	176
				Duraludon	570
				Ekans	468
				Feebas	600
				Flapple	327
				Flygon	339
				Fraxure	160
				Gabite	168
				Garchomp	169
				Gible	168
				Goodra	171
				Goomy	170
				Grovyle	26
				Gyarados	607
				Hakamo-o	172
				Haxorus	161
				Heliolisk	191
				Helioptile	191
				Horsea	576
				Hydreigon	133
				Jangmo-o	172
				Kingdra	577
				Kommo-o	173
				Lairon	556
				Larvitar	524
				Magikarp	607
				Milotic	600
				Noibat	266
				Noivern	266

Onix	569	Flareon	75	Wigglytuff	387	Dugtrio (Volcanic)	343
Pupitar	524	Floette	208			Dunsparce	447
Rampardos	538	Florges	209	<b>Field</b>		Eevee	73
Salamence	163	Froslass	380			Eiscue	383
Salandit	475	Glaceon	77	Absol	158	Ekans	468
Salazzle	475	Glalie	379	Aipom	404	Eldegoss	314
Sandaconda	355	Granbull	214	Ambipom	404	Electrike	190
Sceptile	27	Grimmsnarl	135	Ampharos	183	Emboar	47
Scrafty	152	Happiny	384	Arbok	468	Emolga	199
Scraggy	152	Hatenna	490	Arcanine	250	Empoleon	61
Seadra	576	Hatterene	491	Beartic	370	Espeon	75
Seviper	485	Hattrem	490	Bewear	433	Espurr	513
Shelgon	162	Hoppip	298	Bibarel	406	Excadrill	345
Shieldon	545	Igglybuff	386	Bidoof	406	Exploud	403
Silicobra	355	Impidimp	134	Blaziken	43	Farfetch'd	448
Skrelp	478	Indeedge	517	Blitzle	188	Farfetch'd (Massive Leek)	227
Sliggoo	170	Jigglypuff	386	Boltund	196	Fennekin	48
Steelix	569	Jolteon	74	Bouffalant	443	Flaaffy	182
Swablu	174	Jumpluff	299	Braixen	48	Flareon	75
Trapinch	338	Klefki	571	Brionne	66	Floatzel	588
Treecko	26	Leafeon	77	Buizel	588	Furfrou	449
Turtonator	263	Marill	574	Buneary	407	Furret	427
Tyranitar	525	Milcery	212	Bunnelby	409	Girafarig	450
Tyrantrum	547	Mimikyu	290	Camerupt	253	Glaceon	77
Tyrunt	547	Minccino	420	Chesnaught	33	Glameow	414
Vibrava	338	Minun	203	Chespin	32	Gligar	346
Zweilous	132	Morgrem	134	Chimchar	44	Gliscor	346
		Morpeko	200	Cinccino	420	Gogoat	321
		Oricorio	269	Cinderace	53	Golbat	464
<b>Fairy</b>		Pachirisu	201	Clefable	207	Golduck	612
Alcremie	212	Pichu	70	Clefairy	206	Gossifleur	314
Aromatisse	215	Pikachu	70	Cleffa	206	Granbull	214
Audino	442	Plusle	203	Combusken	42	Greedent	430
Azumarill	575	Raichu	70	Copperajah	566	Grookey	36
Azurill	574	Raichu (Island)	70	Crobat	465	Growlithe	250
Blissey	384	Ribombee	99	Cubchoo	370	Grumpig	509
Bounsweet	294	Roselia	296	Cubone	358	Gumshoos	439
Breloom	320	Roserade	297	Cufant	566	Hawlucha	241
Budew	296	Shroomish	320	Cyndaquil	40	Heatmor	261
Carbink	551	Skiploom	298	Darmanitan	248	Herdier	388
Castform	444	Skitty	429	Darmanitan (Icy Mountain)	371	Hippopotas	349
Chansey	384	Slurpuff	217	Darumaka	248	Hippowdon	349
Cherrim	306	Snorunt	379	Darumaka (Icy Mountain)	371	Houndoom	138
Cherubi	306	Snubbull	214	Dedenne	198	Houndour	138
Cinccino	420	Spritzee	215	Deerling	410	Incineroar	51
Clefable	207	Steenee	294	Delcatty	429	Indeedge	517
Clefairy	206	Sunflora	324	Delibird	381	Infernape	45
Cleffa	206	Sunkern	324	Delphox	49	Inteleon	69
Comfey	218	Swirlix	217	Dewgong	615	Jolteon	74
Cottonee	308	Sylveon	78	Dewott	62	Kecleon	451
Cutiefly	99	Togedemaru	205	Diggersby	409	Komala	453
Dedenne	198	Togekiss	211	Diglett	342	Krokorok	336
Delcatty	429	Togepi	210	Diglett (Volcanic)	343	Krookodile	337
Eevee	73	Togetic	210	Donphan	352	Leafeon	77
Emolga	199	Tsareena	295	Drilbur	345	Liepard	149
Espeon	75	Umbreon	76	Drizzile	68	Lilligant	318
Falinks	241	Vaporeon	73	Dubwool	438	Lillipup	388
Flabébé	208	Whimsicott	308	Dugtrio	342	Linoone	441



Linoone (Urban)	136	Persian (Tropical)	141	Shiftry	301	Yungoos	439
Litleo	251	Petilil	318	Shinx	184	Zangoose	458
Litten	50	Phanpy	352	Silicobra	355	Zebstrika	188
Lopunny	407	Pichu	70	Simipour	610	Zigzagoon	441
Loudred	402	Pignite	46	Simisage	317	Zigzagoon (Urban)	136
Lucario	236	Pikachu	70	Simisear	254	Zoroark	156
Luxio	184	Piloswine	364	Sirfetch'd	227	Zorua	156
Luxray	185	Piplup	60	Skiddo	321	Zubat	464
Lycanroc (Day)	548	Plusle	203	Skitty	429		
Lycanroc (Dusk)	549	Politoed	583	Skuntank	480	<b>Flying</b>	
Lycanroc (Night)	549	Poliwag	582	Skwovet	430		
Mamoswine	365	Poliwhirl	582	Slaking	399	Aerodactyl	550
Manectric	190	Poliwrath	583	Slakoth	398	Altaria	174
Mankey	230	Ponyta	256	Slurpuff	217	Archen	533
Mareep	182	Ponyta (Forest Glade)	507	Smeargle	456	Archeops	533
Marowak	358	Popplio	66	Sneasel	153	Aromatisse	215
Marowak (Volcanic)	359	Primarina	67	Snivy	30	Blaziken	43
Mawile	572	Primeape	230	Snorlax	421	Braviary	426
Meowstic	514	Prinplup	60	Snubbull	214	Chatot	445
Meowth	418	Psyduck	612	Sobble	68	Combusken	42
Meowth (Cold Climate)	567	Purrloin	149	Spheal	362	Corviknight	265
Meowth (Tropical)	141	Purugly	414	Spinda	457	Corvisquire	264
Mienfoo	233	Pyroar	251	Spoink	509	Cramorant	267
Mienshao	233	Quagsire	627	Stantler	457	Crobat	465
Miltank	453	Quilava	40	Stoutland	389	Dartrix	34
Minccino	420	Quilladin	32	Stufful	433	Decidueye	35
Minun	203	Raboot	52	Stunky	480	Dodrio	412
Monferno	44	Raichu	70	Swinub	364	Doduo	412
Morpeko	200	Raichu (Island)	70	Swirlix	217	Ducklett	598
Mudbray	351	Rapidash	262	Swoobat	510	Farfetch'd	448
Mudsdales	351	Rapidash (Forest Glade)	507	Sylveon	78	Farfetch'd (Massive Leek)	227
Munchlax	421	Raticate	424	Tauros	454	Fearow	432
Munna	505	Rattata	424	Teddiursa	436	Fletchinder	244
Musharna	505	Rhydon	334	Tepig	46	Fletchling	244
Nickit	144	Rhyhorn	334	Thievul	144	Golbat	464
Nidoking	463	Rhyperior	335	Thwackey	36	Hawlucha	241
Nidoqueen	461	Rillaboom	37	Togedemaru	205	Honchkrow	143
Nidoran	460/462	Riolu	236	Torchic	42	Hoothoot	415
Nidorina	460	Rockruff	548	Torkoal	262	Mandibuzz	155
Nidorino	462	Samurott	63	Torracat	50	Murkrow	143
Ninetales	260	Sandaconda	355	Tympole	580	Natu	506
Ninetales (Icy Mountain)	377	Sandile	336	Typhlosion	41	Noctowl	415
Numel	253	Sandshrew	354	Umbreon	76	Noibat	266
Nuzleaf	300	Sandshrew (Icy Mountain)	373	Ursaring	436	Noivern	266
Obstagoon	137	Sandslash	354	Vaporeon	73	Oricorio	269
Oranguru	455	Sandslash (Icy Mountain)	373	Vigoroth	398	Pelipper	625
Oshawott	62	Sawsbuck	411	Vulpix	260	Pidgeot	391
Pachirisu	201	Scorbunny	52	Vulpix (Icy Mountain)	377	Pidgeotto	390
Palpitoad	580	Scrafty	152	Wailmer	624	Pidgey	390
Pancham	235	Scraggy	152	Wailord	624	Pidove	392
Pangoro	235	Sealeo	362	Walrein	363	Pikipek	394
Panpour	610	Seedot	300	Watchog	423	Rookidee	264
Pansage	317	Seel	615	Weavile	153	Rowlet	34
Pansear	254	Seismitoad	581	Whismur	402	Rufflet	426
Passimian	242	Sentret	427	Woobat	510	Sigilyph	517
Patrat	423	Serperior	31	Wooloo	438	Sirfetch'd	227
Perrserker	567	Servine	30	Wooper	627	Skarmory	573
Persian	418	Seviper	485	Yamper	196	Spearow	432

Spritzee	215	Fomantis	311	<b>Human-like</b>	Magmar	246	
Staraptor	401	Foongus	312		Magmortar	247	
Staravia	400	Gloom	302	Abra	486	Makuhita	229
Starly	400	Gossifleur	314	Alakazam	487	Mankey	230
Swablu	174	Gourgeist	282	Beheeyem	503	Medicham	232
Swanna	598	Grookey	36	Bisharp	146	Meditite	232
Swellow	435	Grotle	28	Braixen	48	Mienfoo	233
Swoobat	510	Hoppip	298	Buneary	407	Mienshao	233
Tailow	435	Ivysaur	22	Cacnea	305	Mime Jr.	494
Talonflame	245	Jumpluff	299	Cacturne	305	Monferno	44
Togekiss	211	Lileep	541	Chesnaught	33	Morgrem	134
Togepi	210	Lilligant	318	Chespin	32	Mr. Mime	494
Togetic	210	Lombre	578	Chimchar	44	Mr. Mime (Icy Mountain)	495
Torchic	42	Lotad	578	Cinderace	53	Mr. Rime	495
Toucannon	395	Ludicolo	579	Clobbopus	224	Pancham	235
Tranquill	392	Lurantis	311	Conkeldurr	223	Pangoro	235
Trumbeak	394	Maractus	332	Croagunk	466	Pawniard	146
Unfezant	393	Meganium	25	Dartrix	34	Pignite	46
Vullaby	155	Morelull	315	Decidueye	35	Primeape	230
Wingull	625	Nuzleaf	300	Delphox	49	Quilladin	32
Woobat	510	Oddish	302	Drowzee	501	Raboot	52
Xatu	506	Paras	109	Electabuzz	178	Ralts	497
Zubat	464	Parasect	109	Electivire	179	Riolu	236
		Petilil	318	Elekid	178	Rowlet	34
<b>Grass</b>		Phantump	281	Elgyem	503	Sableye	159
Abomasnow	323	Pumpkaboo	282	Emboar	47	Sawk	243
Amoonguss	312	Rillaboom	37	Fennekin	48	Scorbunny	52
Appletun	328	Roselia	296	Froakie	64	Smoochum	374
Applin	327	Roserade	297	Frogadier	64	Spinda	457
Bayleef	24	Seedot	300	Gallade	498	Tepig	46
Bellossom	303	Serperior	31	Gardevoir	498	Throh	243
Bellsprout	292	Servine	30	Gothita	488	Timburr	222
Bonsly	536	Shiftry	301	Gothitelle	489	Torracat	50
Bounsweet	294	Shiinotic	315	Gothorita	488	Toxel	193
Breloom	320	Shroomish	320	Grapploct	224	Toxicroak	466
Budew	296	Skiploom	298	Greninja	65	Toxtricity	193
Bulbasaur	22	Snivy	30	Grimmsnarl	135	Tyrogue	238
Cacnea	305	Snover	323	Gurdurr	222	Volbeat	131
Cacturne	305	Steenee	294	Hariyama	229		
Carnivine	331	Sudowoodo	536	Hawlucha	241	<b>Mineral</b>	
Cherrim	306	Sunflora	324	Hitmonchan	239	Aegislash	561
Cherubi	306	Sunkern	324	Hitmonlee	238	Avalugg	368
Chikorita	24	Tangela	326	Hitmontop	239	Baltoy	340
Comfey	218	Tangrowth	326	Hypno	501	Beldum	558
Cottonee	308	Thwackey	36	Illumise	131	Bergmite	368
Cradily	541	Torterra	29	Impidimp	134	Boldore	526
Dhelmise	290	Trevenant	281	Incineroar	51	Bonsly	536
Eldegoss	314	Tropius	333	Infernape	45	Bronzong	564
Exeggcute	329	Tsareena	295	Jynx	374	Bronzor	564
Exeggutor	329	Turtwig	28	Kadabra	486	Burmy	123
Exeggutor (Island)	330	Venusaur	23	Kirlia	497	Camerupt	253
Ferroseed	309	Victreebel	293	Litten	50	Carbink	551
Ferrothorn	309	Vileplume	303	Lopunny	407	Carkol	528
Flabébé	208	Weepinbell	292	Lucario	236	Claydol	340
Flapple	327	Whimsicott	308	Machamp	221	Coalossal	529
Floette	208			Machoke	220	Cofagrigus	288
Florges	209			Machop	220	Copperajah	566
				Magby	246		



Crustle	100	Runerigus	357	Gible	168	Toxel	193
Cryogonal	381	Sandygast	284	Grotle	28	Toxtricity	193
Cufant	566	Shedinja	127	Grovyle	26	Treecko	26
Dhelmise	290	Sinistea	287	Hakamo-o	172	Tropius	333
Doublade	560	Slugma	259	Haxorus	161	Turtonator	263
Duraludon	570	Snorunt	379	Heliolisk	191	Turtwig	28
Dwebble	100	Solrock	552	Helioptile	191	Typhlosion	41
Electrode	194	Steelix	569	Hydreigon	133	Tyrannitar	525
Falinks	241	Stonjourner	554	Ivysaur	22	Tyrantrum	547
Ferroseed	309	Sudowoodo	536	Jangmo-o	172	Tyrunt	547
Ferrothorn	309	Trubbish	481	Kangaskhan	451	Venusaur	23
Forretress	111	Unown	519	Kecleon	451	Wartortle	54
Froslass	380	Vanillish	366	Kommo-o	173	Whismur	402
Garbodor	481	Vanillite	366	Krokorok	336	Zweilous	132
Geodude	520	Vanilluxe	367	Krookodile	337	Snover	323
Geodude (Iron-rich)	522	Voltorb	194	Lairon	556	Abomasnow	323
Gigalith	527	Weezing	483	Apras	636		
Glalie	379	Weezing (Heavy Pollution)	484	Larvitar	524	<b>Water 1</b>	
Golem	521	Wormadam (Plant)	123	Lickilicky	417	Alomomola	632
Golem (Iron-rich)	523	Wormadam (Sandy)	124	Lickitung	417	Araquanid	597
Golett	348	Wormadam (Trash)	124	Loudred	402	Azumarill	575
Golurk	348	Yamask	288	Mareep	182	Azurill	574
Graveler	520	Yamask (Stone Ruins)	357	Marowak	358	Barbaracle	535
Graveler (Iron-rich)	522			Marowak (Volcanic)	359	Bibarel	406
Grimer	469	<b>Monster</b>		Marshomp	58	Bidoof	406
Grimer (Oil Polluted)	471	Aerodactyl	550	Meganium	25	Binacle	535
Honedge	560	Aggron	557	Mudkip	58	Blastoise	55
Klang	562	Amaura	530	Munchlax	421	Brionne	66
Klefki	571	Ampharos	183	Nidoking	463	Buizel	588
Klink	562	Aron	556	Nidoqueen	461	Carracosta	622
Klinklang	563	Aurorus	530	Nidoran	460/462	Chewtle	591
Koffing	483	Axew	160	Nidorina	460	Clamperl	628
Lunatone	552	Bagon	162	Nidorino	462	Clauncher	594
Magcargo	259	Bastiodon	545	Pupitar	524	Clawitzer	594
Magnemite	180	Bayleef	24	Quilava	40	Clobbopus	224
Magnetron	180	Blastoise	55	Rampardos	538	Corphish	595
Magnezone	181	Bulbasaur	22	Rhydon	334	Corsola	636
Mawile	572	Charizard	39	Rhyhorn	334	Corsola (Dead Seas)	276
Metagross	559	Charmander	38	Rhyperior	335	Cramorant	267
Metang	558	Charmeleon	38	Salamence	163	Crawdaunt	595
Minior	553	Chewtle	591	Salandit	475	Croagunk	466
Mothim	125	Chikorita	24	Salazle	475	Croconaw	56
Muk	469	Cranidos	538	Sandile	336	Cursola	276
Muk (Oil Polluted)	471	Croconaw	56	Sceptile	27	Delibird	381
Nincada	126	Cubone	358	Shelgon	162	Dewgong	615
Ninjask	126	Cyndaquil	40	Sheldon	545	Dewott	62
Nosepass	542	Deino	132	Slowbro	630	Dewpider	597
Numel	253	Drampa	446	Slowbro (Spice Diet)	515	Dragalge	478
Onix	569	Drednaw	591	Slowking	631	Dragonair	164
Palossand	284	Druidigon	176	Slowking (Spice Diet)	516	Dragonite	165
Pineco	111	Dunsparce	447	Slowpoke	630	Dratini	164
Polteageist	287	Exploud	403	Slowpoke (Spice Diet)	515	Drednaw	591
Porygon	396	Feraligatr	57	Snorlax	421	Drizzle	68
Porygon 2	396	Flaaffy	182	Squirtle	54	Ducklett	598
Porygon Z	397	Fraxure	160	Swampert	59	Eiscue	383
Probopass	542	Gabite	168	Torkoal	262	Empoleon	61
Roggenrola	526	Garchomp	169	Torterra	29	Feebas	600
Rolycoly	528			Totodile	56		

Feraligatr	57	Slowking	631
Floatzel	588	Slowking (Spice Diet)	516
Froakie	64	Slowpoke	630
Frogadier	64	Slowpoke (Spice Diet)	515
Gastrodon	618	Sobble	68
Golduck	612	Spheal	362
Gorebyss	629	Squirtle	54
Grapploct	224	Stunfisk	360
Greninja	65	Stunfisk (Iron-rich)	361
Horsea	576	Surskit	117
Huntail	628	Swampert	59
Inkay	140	Swanna	598
Inteleon	69	Tirtouga	622
Kabuto	539	Totodile	56
Kabutops	539	Toxapex	474
Kingdra	577	Toxicroak	466
Lapras	636	Tympole	580
Lombre	578	Walrein	363
Lotad	578	Wartortle	54
Ludicolo	579	Wingull	625
Malamar	140	Wooper	627
Mantine	609		
Mantyke	609	<b>Water 2</b>	
Mareanie	474	Alomomola	632
Marill	574	Arrokuda	584
Marshtomp	58	Barboach	586
Masquerain	117	Barraskewda	584
Milotic	600	Basculin	634
Mudkip	58	Bruxish	635
Octillery	613	Carvanha	589
Omanyte	544	Chinchou	592
Omastar	544	Eelektrik	186
Oshawott	62	Eelektross	187
Palpitoad	580	Finneon	601
Pelipper	625	Goldeen	604
Pincurchin	201	Gyarados	607
Piplup	60	Inkay	140
Politoed	583	Kabuto	539
Poliwag	582	Kabutops	539
Poliwhirl	582	Lanturn	592
Poliwrath	583	Lumineon	601
Popplio	66	Luvdisc	637
Primarina	67	Magikarp	607
Prinplup	60	Malamar	140
Psyduck	612	Mantine	609
Pyukumuku	638	Mantyke	609
Quagsire	627	Octillery	613
Relicanth	640	Qwilfish	639
Remoraid	613	Relicanth	640
Samurott	63	Remoraid	613
Seadra	576	Seaking	604
Sealeo	362	Sharpedo	589
Seel	615	Tynamo	186
Seismitoad	581	Wailmer	624
Shellos	618	Wailord	624
Skrelp	478	Whiscash	586
Slowbro	630	Wishiwashi	641
Slowbro (Spice Diet)	515		

**Water 3**

Anorith	532
Archen	533
Archeops	533
Armaldo	532
Barbaracle	535
Binacle	535
Carracosta	622
Clamperl	628
Clauncher	594
Clawitzer	594
Cloyster	616
Corphish	595
Corsola	636
Corsola (Dead Seas)	276
Crabominable	226
Crabrawler	226
Cradily	541
Crawdaunt	595
Cursola	276
Drapion	477
Frillish	603
Golisopod	120
Goodra	171
Goomy	170
Gorebyss	629
Huntail	628
Jellicent	603
Kingler	607
Krabby	606
Lileep	541
Mareanie	474
Omanyte	544
Omastar	544
Pyukumuku	638
Shellder	616
Skorupi	477
Sliggoo	170
Starmie	619
Staryu	619
Tentacool	621
Tentacruel	621
Tirtouga	622
Toxapex	474
Wimpod	120



<b>Pokémon by</b>					
<b>Habitat</b>					
<b>Badlands</b>					
Beldum	558	Dewott	62	Carbink	551
Bisharp	146	Eelektrik	186	Carkol	528
Cubone	358	Eelektross	187	Clefable	207
Dusclops	270	Exeggcute	329	Clefairy	206
Dusknor	271	Exeggutor (Island)	330	Cleffa	206
Duskull	270	Gastrodon	618	Coalossal	529
Falinks	241	Golduck	612	Combee	97
Fearow	432	Golisopod	120	Crobat	465
Gabite	168	Grapploct	224	Crustle	100
Garchomp	169	Grumpig	509	Cubchoo	370
Gible	168	Inkay	140	Cubone	358
Hakamo-o	172	Kingler	607	Deino	132
Houndoom	138	Krabby	606	Diglett	342
Houndour	138	Malamar	140	Diglett (Volcanic)	343
Jangmo-o	172	Marshomp	58	Drilbur	345
Kangaskhan	451	Mudkip	58	Druddigon	176
Kommo-o	173	Nosepass	542	Dugtrio	342
Larvitar	524	Oshawott	62	Dugtrio (Volcanic)	343
Lycanroc (Day)	548	Palossand	284	Dunsparce	447
Lycanroc (Dusk)	549	Panpour	610	Duraludon	570
Lycanroc (Night)	549	Pelipper	625	Durant	128
Mandibuzz	155	Pichu	70	Dwebble	100
Marowak	358	Pikachu	70	Eelektrik	186
Metagross	559	Pincurchin	201	Eelektross	187
Metang	558	Popplio	66	Excadrill	345
Mudbray	351	Primarina	67	Exploud	403
Mudsdale	351	Probopass	542	Ferroseed	309
Pawniard	146	Psyduck	612	Ferrothorn	309
Pupitar	524	Pyukumuku	638	Fraxure	160
Rhydon	334	Raichu (Island)	70	Froslax	380
Rhyhorn	334	Samurott	63	Gabite	168
Rhyperior	335	Sandygast	284	Galvantula	102
Rockruff	548	Shellos	618	Garchomp	169
Salandit	475	Shuckle	130	Geodude	520
Salazle	475	Simipour	610	Geodude (Iron-rich)	522
Skarmory	573	Slowbro	630	Gible	168
Spearow	432	Slowbro (Spice Diet)	515	Gigalith	527
Toxel	193	Slowking	631	Glalie	379
Toxtricity	193	Slowking (Spice Diet)	516	Golbat	464
Tyranitar	525	Slowpoke	630	Golem	521
Vullaby	155	Slowpoke (Spice Diet)	515	Golem (Iron-rich)	523
		Spoin	509	Golisopod	120
		Swampert	59	Graveler	520
		Tirtouga	622	Graveler (Iron-rich)	522
		Tynamo	186	Hakamo-o	172
		Wimpod	120	Haxorus	161
		Wingull	625	Heatmor	261
				Horsea	576
				Hydreigon	133
				Jangmo-o	172
				Joltik	102
				Jynx	374
				Kingdra	577
				Klang	562
				Klink	562
				Klinklang	563
				Kommo-o	173
				Lairon	556
				Loudred	402
				Lucario	236
				Lunatone	552
				Machamp	221
				Machoke	220
				Machop	220
				Mamoswine	365
				Marowak	358
				Marowak (Volcanic)	359
				Mawile	572
				Misdreavus	279
				Mismagius	279
				Noibat	266
				Noivern	266
				Nosepass	542
				Onix	569
				Paras	109
				Parasect	109
				Piloswine	364
				Politoed	583
				Poliwag	582
				Poliwhirl	582
				Poliwrath	583
				Probopass	542
				Relicanth	640
				Rhydon	334
				Rhyhorn	334
				Rhyperior	335
				Riolu	236
				Roggenrola	526
				Rolycoly	528
				Sableye	159
				Salamence	163
				Sandshrew	354
				Sandshrew (Icy Mountain)	373
				Sandslash	354
				Sandslash (Icy Mountain)	373
				Scrafty	152
				Scraggy	152
				Seadra	576
				Sealeo	362
				Shelgon	162
				Shuckle	130
				Smoochum	374
				Sneasel	153
				Snorunt	379
				Solrock	552
				Spheal	362
				Steelix	569
				Swinub	364
				Swoobat	510
				Turtonator	263
				Tynamo	186
				Vanillish	366
				Vanillite	366
				Vanilluxe	367
				Vespiquen	97
				Walrein	363

Weavile	153	Skorupi	477	Luxio	184	Togedemaru	205
Whismur	402	Trapinch	338	Luxray	185	Tranquill	392
Wimpod	120	Vibrava	338	Mareep	182	Unfezant	393
Wobbuffet	512	Watchog	423	Medicham	232	Volbeat	131
Woobat	510	Wormadam (Sandy)	124	Meditite	232	Watchog	423
Wynaut	512	Xatu	506	Meowstic	514	Wooloo	438
Zubat	464	Lycanroc (Dusk)	549	Mightyena	147	Yamper	196
Zweilous	132			Milcery	212	Zigzagoon	441
				Minun	203	Zigzagoon (Urban)	136
				Morpeko	200		
				Nickit	144		

## Deserts

Beheeyem	503
Braixen	48
Burmy	123
Cacnea	305
Cacturne	305
Crustle	100
Darmanitan	248
Darumaka	248
Delphox	49
Diglett	342
Dodrio	412
Doduo	412
Drapion	477
Drilbur	345
Dugtrio	342
Dwebble	100
Elgyem	503
Excadrill	345
Fennekin	48
Flygon	339
Gligar	346
Gliscor	346
Heliolisk	191
Helioptile	191
Hippopotas	349
Hippowdon	349
Krokorok	336
Krookodile	337
Lycanroc (Day)	548
Lycanroc (Night)	549
Maractus	332
Mothim	125
Natu	506
Patrat	423
Rockruff	548
Sandaconda	355
Sandile	336
Sandshrew	354
Sandslash	354
Silicobra	355

## Fields

Accelgor	114
Alcremie	212
Altaria	174
Amoonguss	312
Ampharos	183
Blipbug	80
Boltund	196
Budew	296
Bunnelby	409
Chatot	445
Chesnaught	33
Chespin	32
Cutiefly	99
Dedenne	198
Diggersby	409
Dottler	80
Dubwool	438
Eldegoss	314
Electabuzz	178
Electivire	179
Elekid	178
Emboar	47
Escavalier	103
Espurr	513
Fearow	432
Flaaffy	182
Flabébé	208
Fletchinder	244
Fletchling	244
Floette	208
Florges	209
Foongus	312
Gogoat	321
Gossifleur	314
Hawlucha	241
Herdier	388
Hoppip	298
Illumise	131
Jumpluff	299
Karrablast	103
Kecleon	451
Kricketot	105
Kricketune	105
Lillipup	388
Linoone	441
Linoone (Urban)	136
Litleo	251

Nidoking	463
Nidoqueen	461
Nidoran	460/462
Nidorina	460
Nidorino	462
Obstagoon	137
Orbeetle	81
Patrat	423
Pichu	70
Pidgeot	391
Pidgeotto	390
Pidgey	390
Pidove	392
Pignite	46
Pikachu	70
Plusle	203
Poochyena	147
Pyroar	251
Quilladin	32
Raichu	70
Raichu (Island)	70
Raticate	424
Raticate (Island)	150
Rattata	424
Rattata (Island)	150
Ribombee	99
Roselia	296
Roserade	297
Serperior	31
Servine	30
Shelmet	114
Shinx	184
Skiddo	321
Skiploom	298
Snivy	30
Spearow	432
Spinda	457
Stantler	457
Staraptor	401
Staravia	400
Starly	400
Stoutland	389
Swablu	174
Talonflame	245
Tepig	46
Thievul	144

## Forests

Abomasnow	323
Accelgor	114
Aerodactyl	550
Aipom	404
Altaria	174
Ambipom	404
Amoonguss	312
Appletun	328
Applin	327
Archen	533
Archeops	533
Ariados	115
Audino	442
Bastiodon	545
Beautifly	95
Beedrill	93
Bewear	433
Blipbug	80
Blissey	384
Bonsly	536
Braixen	48
Braviary	426
Breloom	320
Bulbasaur	22
Buneary	407
Bunnelby	409
Burmy	123
Butterfree	83
Carnivine	331
Cascoon	95
Caterpie	82
Chansey	384
Chatot	445
Cherrim	306
Cherubi	306
Chesnaught	33
Chespin	32
Combee	97
Conkeldurr	223
Corviknight	265
Corvisquire	264
Cottonee	308
Croagunk	466
Darmanitan	248
Dartrix	34
Darumaka	248



Decidueye	35	Leafeon	77	Quilladin	32	Throh	243
Deerling	410	Leavanny	89	Raichu	70	Timburr	222
Delcatty	429	Ledian	108	Ralts	497	Togekiss	211
Delphox	49	Ledyba	108	Rapidash (Forest Glade)	507	Togepi	210
Diggersby	409	Lickilicky	417	Rockruff	548	Togetic	210
Dottler	80	Lickitung	417	Rookidee	264	Torterra	29
Drowzee	501	Lilligant	318	Rowlet	34	Toxicroak	466
Dusclops	270	Lopunny	407	Rufflet	426	Tranquill	392
Dusknoir	271	Lycanroc (Day)	548	Sawk	243	Treecko	26
Duskull	270	Lycanroc (Dusk)	549	Sawsbuck	411	Trevenant	281
Dustox	96	Lycanroc (Night)	549	Scatterbug	86	Turtwig	28
Eevee	73	Mankey	230	Sceptile	27	Umbreon	76
Emolga	199	Meowth	418	Scizor	112	Unfezant	393
Escavalier	103	Meowth (Cold Climate)	567	Scolipede	91	Ursaring	436
Espeon	75	Meowth (Tropical)	141	Scrafty	152	Vaporeon	73
Exeggcute	329	Metapod	82	Scraggy	152	Venipede	90
Exeggutor	329	Mightyena	147	Scyther	112	Venomoth	118
Farfetch'd	448	Misdreavus	279	Seedot	300	Venonat	118
Farfetch'd (Massive Leek)	227	Mismagius	279	Serperior	31	Venusaur	23
Fennekin	48	Morelull	315	Servine	30	Vespiquen	97
Flapple	327	Mothim	125	Sewaddle	88	Vigoroth	398
Flareon	75	Munchlax	421	Shedinja	127	Vivillon	87
Foongus	312	Natu	506	Shelmet	114	Volbeat	131
Forretress	111	Nickit	144	Sheldon	545	Weavile	153
Frosmoth	376	Nincada	126	Shiftry	301	Weedle	92
Gallade	498	Ninjask	126	Shiinotic	315	Whimsicott	308
Galvantula	102	Noctowl	415	Shroomish	320	Whirlipede	90
Gardevoir	498	Noibat	266	Silcoon	94	Wobbuffet	512
Gastly	272	Noivern	266	Simipour	610	Woobat	510
Gengar	273	Nuzleaf	300	Simisage	317	Wormadam (Plant)	123
Glaceon	77	Orbeetle	81	Simisear	254	Wurmple	94
Glameow	414	Pachirisu	201	Sirfetch'd	227	Wynaut	512
Gligar	346	Pancham	235	Skiploom	298	Xatu	506
Gliscor	346	Pangoro	235	Skitty	429	Yungoos	439
Gourgeist	282	Panpour	610	Skuntank	480	Zoroark	156
Granbull	214	Pansage	317	Slaking	399	Zorua	156
Grotle	28	Pansear	254	Slakoth	398		
Grovyle	26	Paras	109	Smeargle	456	<b>Grasslands</b>	
Gumshoos	439	Parasect	109	Sneasel	153	Bayleef	24
Gurduurr	222	Passimian	242	Snivy	30	Boltund	196
Happiny	384	Perrserker	567	Snom	376	Bouffalant	443
Haunter	272	Persian	418	Snorlax	421	Buneary	407
Hawlucha	241	Persian (Tropical)	141	Snover	323	Chesnaught	33
Heracross	129	Petilil	318	Snubbull	214	Chespin	32
Hoothoot	415	Phantump	281	Spewpa	86	Chikorita	24
Hoppip	298	Pichu	70	Spinarak	115	Chimecho	500
Hypno	501	Pidgeot	391	Staraptor	401	Chingling	500
Illumise	131	Pidgeotto	390	Staravia	400	Cinderace	53
Indeedee	517	Pidgey	390	Starly	400	Cyndaquil	40
Ivysaur	22	Pidove	392	Stufful	433	Drowzee	501
Jolteon	74	Pikachu	70	Stunky	480	Dubwool	438
Joltik	102	Pineco	111	Sudowoodo	536	Electrike	190
Jumpluff	299	Pinsir	129	Swablu	174	Emboar	47
Kakuna	92	Ponyta (Forest Glade)	507	Swadloon	88	Farfetch'd	448
Karrablast	103	Poochyena	147	Swoobat	510	Farfetch'd (Massive Leek)	227
Kecleon	451	Primeape	230	Sylveon	78	Furret	427
Kirlia	497	Pumpkaboo	282	Teddiursa	436	Greedent	430
Komala	453	Purugly	414	Thievul	144		

Gulpin	472	<b>Jungles</b>	Toucannon	395	Feebas	600	
Gumshoos	439		Tropius	333	Goldeen	604	
Hypno	501	Aipom	404	Trumbeak	394	Goodra	171
Incineroar	51	Ambipom	404	Tsareena	295	Goomy	170
Linoone	441	Archen	533	Tyrantrum	547	Marshomp	58
Linoone (Urban)	136	Archeops	533	Tyrrunt	547	Milotic	600
Litten	50	Bellossom	303	Venomoth	118	Mudkip	58
Lopunny	407	Bellsprout	292	Venonat	118	Quagsire	627
Manectric	190	Bounsweet	294	Venusaur	23	Seaking	604
Meganium	25	Bulbasaur	22	Victreebel	293	Skorupi	477
Mightyena	147	Butterfree	83	Vileplume	303	Sliggoo	170
Miltank	453	Caterpie	82	Weepinbell	292	Stunfisk	360
Morpeko	200	Copperajah	566	Xatu	506	Stunfisk (Iron-rich)	361
Obstagoon	137	Cranidos	538			Swampert	59
Pidgeot	391	Cufant	566	<b>Lakes</b>		Swanna	598
Pidgeotto	390	Drowzee	501	Arrokuda	584	Toxicroak	466
Pidgey	390	Durant	128	Azumarill	575	Whiscash	586
Pidove	392	Exeggcute	329	Azurill	574	Wooper	627
Pignite	46	Exeggutor	329	Barraskewda	584		
Ponyta	256	Fomantis	311	Basculin	634	<b>Meadows</b>	
Poochyena	147	Gloom	302	Blastoise	55	Aromatisse	215
Quilava	40	Grookey	36	Corphish	595	Budew	296
Quilladin	32	Heatmor	261	Crawdaunt	595	Comfey	218
Raboot	52	Hypno	501	Croconaw	56	Cutiefly	99
Rapidash	262	Incineroar	51	Dragapult	167	Dedenne	198
Sandshrew	354	Ivysaur	22	Dragonair	164	Eldegoss	314
Sandslash	354	Kangaskhan	451	Dragonite	165	Flabébé	208
Scizor	112	Kecleon	451	Drakloak	166	Floette	208
Scorbunny	52	Ledian	108	Dratini	164	Florges	209
Scyther	112	Ledyba	108	Dreepy	166	Furret	427
Sentret	427	Lickilicky	417	Feraligatr	57	Gossifleur	314
Serperior	31	Lickitung	417	Golduck	612	Igglybuff	386
Servine	30	Liepard	149	Gyarados	607	Jigglypuff	386
Seviper	485	Litten	50	Magikarp	607	Oricorio	269
Sirfetch'd	227	Lurantis	311	Marill	574	Ribombee	99
Skwovet	430	Mankey	230	Masquerain	117	Roselia	296
Snivy	30	Metapod	82	Politoed	583	Roserade	297
Stonjourner	554	Natu	506	Poliwoad	582	Sentret	427
Swalot	472	Oddish	302	Poliwhirl	582	Slurpuff	217
Swellow	435	Oranguru	455	Poliwrath	583	Spritzee	215
Taillow	435	Panpour	610	Psyduck	612	Swellow	435
Tauros	454	Pansage	317	Quagsire	627	Swirlix	217
Tepig	46	Pansear	254	Slowbro	630	Taillow	435
Togedemaru	205	Passimian	242	Slowking	631	Wigglytuff	387
Torracat	50	Pikipek	394	Squirtle	54		
Toxel	193	Pinsir	129	Surskit	117	<b>Mountains</b>	
Toxtricity	193	Primeape	230	Totodile	56	Abomasnow	323
Tranquill	392	Purrloin	149	Wartortle	54	Absol	158
Typhlosion	41	Rampardos	538	Wooper	627	Aerodactyl	550
Unfezant	393	Rillaboom	37			Aggron	557
Wooloo	438	Simipour	610			Aron	556
Yamper	196	Simisage	317			Avalugg	368
Yungoos	439	Simisear	254	<b>Marshlands</b>		Bagon	162
Zangoose	458	Steenee	294	Barboach	586	Beldum	558
Zigzagoon	441	Tangela	326	Carnivine	331	Bergmite	368
Zigzagoon (Urban)	136	Tangrowth	326	Croagunk	466	Bisharp	146
		Thwackey	36	Drapion	477	Boldore	526
		Torracat	50	Ducklett	598		





Lileep	541	Lanturn	592	Spheal	362	Buizel	588
Mareanie	474	Lumineon	601	Walrein	363	Chewtle	591
Octillery	613	Malamar	140			Cloyster	616
Omanyte	544	Relicanth	640	<b>Ponds</b>		Copperajah	566
Omastar	544	Skrelp	478			Corphish	595
Pincurchin	201			Araquanid	597	Crawdaunt	595
Pyukumuku	638	<b>Plains</b>		Azumarill	575	Croconaw	56
Remoraid	613			Azurill	574	Cufant	566
Shellder	616	Arbok	468	Barboach	586	Dewpider	597
Starmie	619	Arcanine	250	Blastoise	55	Drednaw	591
Staryu	619	Bellossom	303	Chewtle	591	Eelektrik	186
Toxapex	474	Blitzle	188	Corphish	595	Eelektross	187
		Bouffalant	443	Crawdaunt	595	Feebas	600
<b>Ocean Reefs</b>		Dodrio	412	Dewpider	597	Feraligatr	57
Anorith	532	Doduo	412	Drednaw	591	Floatzel	588
Armaldo	532	Donphan	352	Drizzile	68	Fraxure	160
Arrokuda	584	Ekans	468	Ducklett	598	Goldeen	604
Barraskewda	584	Girafarig	450	Froakie	64	Golduck	612
Bruxish	635	Gloom	302	Frogadier	64	Gyarados	607
Clamperl	628	Growlithe	250	Goldeen	604	Haxorus	161
Clauncher	594	Mandibuzz	155	Greninja	65	Kingler	607
Clawitzer	594	Miltank	453	Illumise	131	Krabby	606
Cloyster	616	Mudbray	351	Inteleon	69	Magikarp	607
Corsola	636	Mudsdale	351	Lombre	578	Marill	574
Corsola (Dead Seas)	276	Oddish	302	Lotad	578	Milotic	600
Cradily	541	Phanpy	352	Ludicolo	579	Pawniard	146
Cursola	276	Ponyta	256	Marill	574	Psyduck	612
Gastrodon	618	Rapidash	262	Masquerain	117	Quagsire	627
Gorebyss	629	Raticate	424	Palpitoad	580	Seaking	604
Horsea	576	Raticate (Island)	150	Politoed	583	Shellder	616
Huntail	628	Rattata	424	Poliwag	582	Slowbro	630
Kabuto	539	Rattata (Island)	150	Poliwhirl	582	Slowking	631
Kabutops	539	Rhydon	334	Poliwrath	583	Slowpoke	630
Kingdra	577	Rhyhorn	334	Quagsire	627	Totodile	56
Lileep	541	Rhyperior	335	Seaking	604	Tynamo	186
Luvdisc	637	Tangela	326	Seismitoad	581	Whiscash	586
Mareanie	474	Tangrowth	326	Sobble	68	Wooper	627
Omanyte	544	Tauros	454	Squirtle	54		
Omastar	544	Vileplume	303	Surskit	117	<b>Ruins</b>	
Pincurchin	201	Vullaby	155	Swanna	598		
Seadra	576	Zebstrika	188	Tympole	580	Abra	486
Shellder	616			Volbeat	131	Aegislash	561
Shellos	618	<b>Polar</b>		Wartortle	54	Alakazam	487
Toxapex	474			Whiscash	586	Baltoy	340
Wishiwashi	641	Avalugg	368	Wooper	627	Beheeyem	503
		Beartic	370			Claydol	340
		Bergmite	368	<b>Rivers</b>		Cofagrigus	288
		Clobbopus	224			Darmanitan	248
<b>Ocean Abyss</b>		Cramorant	267	Araquanid	597	Darumaka	248
Chinchou	592	Cubchoo	370	Arrokuda	584	Doublade	560
Clamperl	628	Dewgong	615	Axew	160	Elgyem	503
Dhelmise	290	Eiscue	383	Azumarill	575	Golett	348
Dragalge	478	Empoleon	61	Azurill	574	Golurk	348
Finneon	601	Grapploct	224	Barboach	586	Honedge	560
Frillish	603	Lapras	636	Barraskewda	584	Kadabra	486
Gorebyss	629	Piplup	60	Basculin	634	Polteageist	287
Huntail	628	Prinplup	60	Bibarel	406	Runerigus	357
Inkay	140	Sealeo	362	Bidoof	406	Sigilyph	517
Jellicent	603	Seel	615	Bisharp	146		



Sinistea	287	Sliggoo	170	Corvisquire	264	Lampent	274
Spiritomb	291	Toxel	193	Escavalier	103	Ledian	108
Stonjourner	554	Toxtricity	193	Froakie	64	Ledyba	108
Unown	519	Victreebel	293	Frogadier	64	Lilligant	318
Yamask	288	Vileplume	303	Greninja	65	Linoone	441
Yamask (Stone Ruins)	357	Weepinbell	292	Karrablast	103	Linoone (Urban)	136
<b>Savanna</b>		Whiscash	586	Masquerain	117	Litwick	274
		Yanma	122	Palpitoad	580	Minccino	420
		Yanmega	122	Rookidee	264	Misdreavus	279
		<b>Volcanoes</b>		Rufflet	426	Mismagius	279
Arbok	468	Arcanine	250	Seismitoad	581	Morelull	315
Blaziken	43	Blaziken	43	Shelmet	114	Morgrem	134
Blitzle	188	Camerupt	253	Slowbro (Spice Diet)	515	Murkrow	143
Combusken	42	Carkol	528	Slowpoke (Spice Diet)	515	Nickit	144
Copperajah	566	Centiskorch	257	Stunfisk	360	Nincada	126
Cufant	566	Charizard	39	Stunfisk (Iron-rich)	361	Ninjask	126
Dodrio	412	Charmander	38	Surskit	117	Noctowl	415
Doduo	412	Charmeleon	38	Tangela	326	Nuzleaf	300
Drowzee	501	Coalossal	529	Tangrowth	326	Obstagoon	137
Ekans	468	Combusken	42	Tympole	580	Pansage	317
Girafarig	450	Cubone	358	<b>Woodlands</b>		Paras	109
Hypno	501	Cyndaquil	40	Ariados	115	Parasect	109
Liepard	149	Diglett (Volcanic)	343	Aromatisse	215	Petilil	318
Litleo	251	Drifblim	278	Bastiodon	545	Phantump	281
Luxio	184	Drifloon	278	Beedrill	93	Ponyta	256
Luxray	185	Dugtrio (Volcanic)	343	Chandelure	275	Ponyta (Forest Glade)	507
Mightyena	147	Growlithe	250	Charjabug	84	Pumpkaboo	282
Nidoking	463	Houndoom	138	Cinccino	420	Rapidash	262
Nidoqueen	461	Houndour	138	Corviknight	265	Rapidash (Forest Glade)	507
Nidoran	460/462	Larvesta	106	Corvisquire	264	Rookidee	264
Nidorina	460	Magby	246	Cottonee	308	Rowlet	34
Nidorino	462	Magcargo	259	Dartrix	34	Sawsbuck	411
Patrat	423	Magmar	246	Decidueye	35	Scizor	112
Poochyena	147	Magmortar	247	Deerling	410	Scolipede	91
Purrloin	149	Marowak (Volcanic)	359	Dusclops	270	Scyther	112
Pyroar	251	Ninetales	260	Dusknoir	271	Seedot	300
Raticate	424	Numel	253	Duskull	270	Sentret	427
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Rattata	424	Quilava	40	Fletchling	244	Shieldon	545
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Rhydon	334	Salandit	475	Gourgeist	282	Shiinotic	315
Rhyhorn	334	Salazzle	475	Greedent	430	Simisage	317
Rhyperior	335	Simisear	254	Grimmsnarl	135	Skuntank	480
Shinx	184	Sizzlipede	257	Grubbin	84	Skwovet	430
Torchic	42	Slugma	259	Hatenna	490	Slaking	399
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		Typhlosion	41	Hoothoot	415	Spritzee	215
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Goomy	170						
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Venipede	90	Delcatty	429	Mothim	125
Venomoth	118	Doublade	560	Mr. Mime	494
Venonat	118	Duosion	492	Mr. Mime (Icy Mountain)	495
Vigoroth	398	Eevee	73	Mr. Rime	495
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Weedle	92	Electivire	179	Muk (Oil Polluted)	471
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Yanmega	122	Espurr	513	Ninetales	260
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		Gengar	273	Pidgeotto	390
		Glaceon	77	Pidgey	390
		Glameow	414	Pidove	392
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Abomasnow	323	Gothitelle	489	Porygon	396
Amaura	530	Gothorita	488	Porygon 2	396
Aurorus	530	Granbull	214	Porygon Z	397
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Delibird	381	Grimer (Oil Polluted)	471	Ralts	497
Froslass	380	Grimmsnarl	135	Raticate	424
Frosmoth	376	Grubbin	84	Raticate (Island)	150
Glalie	379	Haunter	272	Rattata	424
Jynx	374	Hitmonchan	239	Rattata (Island)	150
Mamoswine	365	Hitmonlee	238	Reuniclus	493
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Snom	376	Impidimp	134	Sinistea	287
Snorunt	379	Indeedge	517	Skitty	429
Snover	323	Jolteon	74	Smeargle	456
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Swinub	364	Kirlia	497	Solosis	492
Teddiursa	436	Klang	562	Staraptor	401
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Castform	444	Meowth	418	Vulpix	260
Chandelure	275	Meowth (Cold Climate)	567	Weezing	483
Charjabug	84	Meowth (Tropical)	141	Weezing (Heavy Pollution)	484
Chatot	445	Milcery	212	Wormadam (Trash)	124
Chimecho	500	Mime Jr.	494	Zigzagoon (Urban)	136
Chingling	500	Mimikyu	290	Zoroark	156
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At its core, Pokémon Tabletop Adventures is about realizing your Pokémon adventures that aren't found in other Pokémon media. Part of this is making sure everyone's having fun. Tabletop offers an unlimited amount of experiences and scenarios, but that doesn't always mean any player will enjoy any given scenario.

**Game Masters:** Always make sure players know what kind of things to expect in a campaign in terms of any less friendly themes and do a good job of stopping poor player behavior that's directly affecting other players' ability to enjoy gameplay.

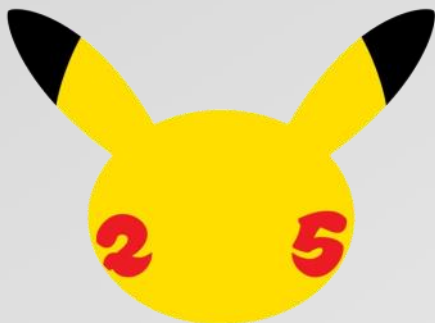
**Players:** Know what kind of game you're getting into, try to make sure you're not stepping over any lines, and be aware of whether or not you're making yourself the center of attention. There are other players, including the GM, so it's important to give everyone a voice and not cut off other players with too many interruptions.

Whenever there's any problem talk it out. Together, tabletop games can stay fun and keep going. When players and game masters only treat each other as opponents, sidekicks, or obstacles instead of treating each other as people, games fall apart and end.

Happy 25th Anniversary, Pokémon

You made an amazing world to play in, filled with creatures that we all loved to raise up and be strong with. We loved it so much that we had to make a world where we could play out any scenario with Pokémon that we could possibly imagine. Here's to another 25 years!

- Dr. Mr. Stark



## Thank you, Trainers

Pokémon: Tabletop Adventures has come very far from its original threads on traditional games. Many people have helped along the way and I want to be sure to thank them.

### Credits:

Thank you, contributors and writers from any point of Pokémon: Tabletop Adventure's works:

Anise, Aeros, Castfromhp, Cloudjsh7, DamienLunas, Dirty, Garlye, Glipp, Gorbash, Halfwing, Happymaner, KamenWriter, OlympusMons, Paradox, Peewah, P-Wing, Sir Cucumber, TehOwnerer, Webmetz, Zoofman, #pokeymans

Special thanks to theworldofpokemon.com for many blurbs and data used in PTA3's Pokédex. Give them a look, they're an amazing resource for tabletop Pokémon.

Thanks to the original Alpha testers:

Click	LittleBear
Darakian	Nextimagination
Dirty	Popook88
DotDotDot	Pwah
EatsEverything	P-Wing
Glipp	Sir cucumber

Sources of Information:

AskJeeves	Twitter
Google	Wikipedia
Serebii	Yahoo

Thank you to the players who love to play tabletop and who love Pokémon. Thank you to everyone who makes the actual Pokémon games, those are rad. Thank you to my friends who help keep me relaxed and sane between sessions. Thank you to my partner, who helps in many ways they don't even know and who I love greatly. Stay safe out in the tall grass, trainers.

- Dr. Mr. Stark

Join the PTA3 Discord Server:

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PTA3 Editors:

#typos-grammar-and-fix-reports

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Sol

Talian

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The Pokédex contains a complete list of all Pokémon that trainers may find and train within the world of Pokémon Tabletop Adventures 3. This guide is used by both Players and Game Masters while managing their Pokémon.

The Pokémon within are from the entirety of the Pokémon franchise's history, but excludes Legendary Pokémon.

To play, you'll also need...

Player's Handbook

For even more, check out...

Game Master's Guide

Player's Handbook 2

Game Master's Screen



DrMrStark