

Bulbasaur No. 001

HP Def Spd
5 3 2



Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1 2
3 4

Tackle

Normal 2+



5 6
7 8

Strange Powder

Grass

!2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

9
10

Leech Seed

Grass

!3



Pokémon next to target each recover 1 HP. It loses that HP.

11
12

Vine Whip

Grass

4+ !2



Ivysaur No. 002

HP Def Spd
6 3 2



Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1
2
3

Tackle

Normal 3+



4 5
6 7

Razor Leaf

Grass

6+ !1



6: Deals an additional hit.

8
9

Leech Seed

Grass

!2



Pokémon next to target each recover 1 HP. It loses that HP.

10
11
12

Strange Powder

Grass

!1



2-3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

Venusaur No. 003

HP Def Spd
7 4 3



Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1
2

Tackle

Normal 3+



3 4
5 6

Razor Leaf

Grass

6+ !1



5-6: Deals an additional hit.

7
8
9

Strange Powder

Grass

!1



2-3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

10
11
12

Solar Beam

Grass

!1



Charges, roll next round.
Deals 5 hits on the next turn.

Charmander No. 004

HP Def Spd
5 3 3



Cut, Strength, Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2
3 4

Scratch

Normal 2+



5 6
7 8

Ember

Fire

!2



Deals 2 hits.
6: Poison.

9

Smoke Screen

Normal

!2



Darkens the field for the rest of the battle.

10
11
12

Rage

Normal

4+ !1



If this Pokémon is at or below 2 HP, deals 6+ instead.

Charmeleon No. 005

HP Def Spd
6 3 3



Cut, Strength, Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1
2
3

Scratch

Normal 3+



4
5
6

Heat Tackle

Fire

7+ !1



Hit: This Pokémon loses 1 HP.

7
8
9

Slash

Normal

5+ !2



5-6: Deals an additional hit.

10
11
12

Flamethrower

Fire

!3



Deals 3 hits.
6: Poison.

Charizard No. 006

HP Def Spd
7 4 4



Cut, Fly, Strength, Flash

Fire x2: Wtr Elec Ice Rck
Flying -1: Fire Grs Fgt Grn Bug

1
2

Scratch

Normal 3+



3 4
5 6

Flamethrower

Fire

!3



Deals 3 hits.
6: Poison.

7 8
9 10

Slash

Normal

5+ !2



4-6: Deals an additional hit.

11
12

Fire Spin

Fire

!4



Deals 1 hit + targets can't take actions until end of next round.

Bulbasaur

No. 001

Seed Pokémon



Power: 1
Size: Small
Habitat:



Grass

Poison

Description

Bulbasaur is born with a seed implanted on its back that grows over time.

It is unclear whether Bulbasaur is more plant or more animal. While it can eat food with its mouth, it can also extend vines from its bulb, which allow it to draw nutrients from the soil. These vines can also be used to grab things.

While it can be found wandering around in small groups, a wild Bulbasaur often spends long stretches of time alone in the woods.

Ivysaur

No. 002

Seed Pokémon



Power: 2
Size: Small
Habitat:



Grass

Poison

Description

As Bulbasaur evolves into Ivysaur, the plant on its back grows into a bud. As it ages, the bud grows larger and larger. At some point, it seems to lose the ability to stand on its hind legs.

Ivysaur seems to like clearings in the woods. It can stay in those spots for hours, basking in the sunlight.

Venusaur

No. 003

Seed Pokémon



Power: 3
Size: Large
Habitat:



Grass

Poison

Description

As Ivysaur evolves into Venusaur, the bud on its back blossoms into a large flower. The weight of this flower almost definitely makes it impossible for it to stand on its hind legs.

Venusaur seems to require a lot of sunlight, suggesting that it gets most of its nutrients through photosynthesis. It spends most of its time basking in the sunlight, often without moving. While doing so, its flower emits a strong but pleasant aroma.

Charmander

No. 004

Lizard Pokémon



Power: 1
Size: Tiny
Habitat:



Fire

Description

From the time of its birth, a flame burns at the end of Charmander's tail. It is said that it will die if this flame ever goes out, but this is hard to prove, since the flame seems to burn even under water, albeit with a lot less intensity. When it rains, the heat of its tail causes steam to rise from it.

Charmander seems to prefer warm places. It can often be found in small groups sitting close to hot springs or even lava pools.

Charmeleon

No. 005

Flame Pokémon



Power: 2
Size: Small
Habitat:



Fire

Description

The flame on Charmeleon's tail burns with a white-hot intensity. When it swings its tail, the surrounding air becomes unbearably hot. It uses its powerful tail to mow down its foes and then uses its sharp claws to tear into them.

It usually loves a good fight and doesn't often shy away from a challenge. An excited Charmeleon's flame glows noticeably brighter—a good sign that you probably shouldn't get too close.

Charizard

No. 006

Flame Pokémon



Power: 3
Size: Medium
Habitat:



Fire

Flying

Description

In its final stage of evolution, Charizard has gained the power of flight. It can fly at high altitude, but prefers to fly close to mountaintops when doing so.

Charizard can spit fire of such intense heat that it can even melt boulders.

When it leaves its preferred rocky terrain for more wooded areas, it can accidentally cause forest fires just by walking around.

Squirtle

No. 007

HP Def Spd
5 4 2



Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

2+



5
6

Bite

Normal

4+

!1



2: The target can't take actions this round.

7
8
9

Bubble

Water



!2



Deals 2 hits.
6: Paralysis.

10
11
12

Water Gun

Water



!2



Deals 2 hits.

Wartortle

No. 008

HP Def Spd
6 4 2



Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2
3

Tackle

Normal

3+



4 5
6 7

Bubble Beam

Water



!3



Deals 3 hits.
6: Paralysis.

8
9

Skull Bash

Normal

13+ !1



Charge for this round, try to attack on the next round.

10
11
12

Bite

Normal

5+

!1



2: The target can't take actions this round.

Blastoise

No. 009

HP Def Spd
7 5 3



Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Tackle

Normal

3+



3 4
5 6

Bubble Beam

Water



!3



Deals 3 hits.
6: Paralysis.

7 8
9 10

Bite

Normal

5+ !1



2: The target can't take actions this round.

11
12

Hydro Pump

Water



!3



Deals 4 hits.

Caterpie

No. 010

HP Def Spd
5 3 2



Bug

x2: Fire Psn Fly Rck

-1: Grs Fgt Grn Psy

1 2
3 4
5 6
7 8

Tackle

Normal

1+



9
10
11
12

String Shot

Grass



!4



Inflicts Paralysis.

Metapod

No. 011

HP Def Spd
5 4 1



Bug

x2: Fire Psn Fly Rck

-1: Grs Fgt Grn Psy

1 2
3 4
5 6
7 8

Tackle

Normal

1+



9
10
11
12

Harden

Normal



!1



Increase this Pokémon's Defence by 1 (max +2).

Butterfree

No. 012

HP Def Spd
6 3 3



Fly, Flash

Bug

x2: Fire Elec Ice Psn Fly Rck

Flying

-1: Grs Fgt Grn Psy Bug

1
2
3

Tackle

Normal

2+



4 5
6 7

Strange Powder

Grass



!1



2-3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

8
9

Whirlwind

Normal

3+ !1



Hit: Pushes each target back 1 space (if that space is open).

10
11
12

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

Squirtle

No. 007



Tiny Turtle Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Squirtle is born with a soft shell which quickly swells and hardens. Within the shell, it can amass large amounts of water which shoots out when it retreats into its shell. When threatened, it retreats into its shell and lets the force of the water launch it away to safety.

Squirtle spends most of its time at the edges of bodies of water, feasting on the plants that grow there.

Wartortle

No. 008



Turtle Pokémon

Power: 2

Size: Small

Habitat:

Water



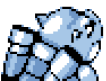
Description

Wartortle uses its fluffy ears to maintain balance while swimming at high speeds. It often hides in water to stalk unwary prey, then quickly swims towards its prey once it stops swimming.

Its fur-covered tail is popular among Pokémon aficionados and makes it a popular pet.

Blastoise

No. 009



Shellfish Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Research seems to indicate that Blastoise was not Wartortle's original evolution, which might mean humans of old have changed its genetics in some way. This might explain the sudden appearance of cannon-like structures on the back of Blastoise's shell and its aggressive nature.

Blastoise is not as mobile as its previous evolutions, but it makes up for this with sheer bulk. It can use the cannons on its back to propel itself and then squash its victims with its heavy body.

Caterpie

No. 010



Worm Pokémon

Power: 0

Size: Tiny

Habitat:

Bug



Description

Caterpie's short legs are tipped with suction pads that enable it to tirelessly climb slopes, walls, and trees. It climbs all over the forest looking for leaves to nibble on.

Its archenemy is Pidgey. If Caterpie senses the presence of a Pidgey, it quickly burrows underground.

Metapod

No. 011



Cocoon Pokémon

Power: 0

Size: Small

Habitat:

Bug



Description

After Caterpie wraps itself in silk, it forms a cocoon known as Metapod. While the outside shell quickly hardens, the inside remains soft and tender. This still makes it vulnerable to attack.

Metapod can often be found dangling from tree branches, usually in large groups.

Butterfree

No. 012



Butterfly Pokémon

Power: 2

Size: Small

Habitat:

Bug

Flying



Description

It doesn't take long before a beautiful Butterfree emerges from a Metapod.

Butterfree's wings are covered in water-repellant, dust-like scales which enables it to fly even on rainy days. In battle, it flaps its wings at high speed to release this toxic dust into the air.

Butterfree mostly feeds on the nectar of flowers. Its furry skin is great for storing nectar and bringing it back to its nest.

Weedle

No. 013



HP 5 Def 3 Spd 2

1 2
3 4
5 6
7 8

Poison Sting
Poison 1+
1: Poison.



9
10
11
12

String Shot
Grass !4
Inflicts Paralysis.



Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

Kakuna

No. 014



HP 5 Def 4 Spd 1

1 2
3 4
5 6
7 8

Poison Sting
Poison 1+
1: Poison.



9
10
11
12

Harden
Normal !1
Increase this Pokémon's Defence by 1 (max +2).



Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

Beedrill

No. 015



HP 6 Def 3 Spd 4

Cut, Fly

1 2
3 4
5 6
7 8

Poison Sting
Poison 3+
1: Poison.



4 5
6 7

Fury Attack
Normal 3+ !3
Use 3 times (against the same target).



Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

8
9

Rage
Normal 5+ !2
If this Pokémon is at or below 3 HP, deals 7+ instead.



10
11
12

Twineedle
Bug 6+ !3
Use twice.
4: Poison.



Pidgey

No. 16



HP 6 Def 3 Spd 3

Fly

1 2
3 4
5 6
7 8

Tackle
Normal 2+



5 6
7 8

Gust
Normal 4+ !1
Pushes the target back 1 space if that space is open.



Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

9
10

Sand-Attack
Normal 3+ !3
Hit: Inflicts Confusion.



11
12

Quick Attack
Normal 4+ !1
This Move happens before all other Moves this round.



Pidgeotto

No. 17



HP 7 Def 3 Spd 4

Fly

1 2
3 4
5 6
7 8
9

Tackle
Normal 2+



4
5
6

Razor Wind
Normal 12+ !1
Charge for this round, try to attack on the next round.



Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

7
8
9

Whirlwind
Normal 3+ !1
Hit: Pushes each target back 1 space (if that space is open).



10
11
12

Wing Attack
Flying 4+ !1



Pidgeot

No. 18



HP 7 Def 4 Spd 5

Fly

1 2
3 4
5 6
7 8
9 10

Tackle
Normal 3+



3 4
5 6

Quick Turn
Normal 5+ !1
After this Move, this Pokémon may move 1 space.



Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

7 8
9 10

Wing Attack
Flying 5+ !1



11
12

Hurricane
Normal 8+ !2
Hit: Pushes each target back 1 space (if that space is open).



Weedle

No. 013

Hairy Bug Pokémon



Power: 0

Size: Tiny

Habitat:



Bug

Poison

Description

Weedle has a sharp, venomous stinger with a length of roughly 5 cm on its head. When faced with a predator, it wiggles the stinger for intimidation.

It is mostly found in forests, eating the leaves of low-lying plants. It often hides in grass and bushes, so be careful where you step!

Kakuna

No. 014

Cocoon Pokémon



Power: 0

Size: Tiny

Habitat:



Bug

Poison

Description

After Weedle wraps itself in silk, it forms a cocoon known as Kakuna. In this new form, it is almost completely incapable of movement. However, it can extend the venomous barbs on its chest to defend itself.

Kakuna can often be found in large groups, dangling from tree branches.

Beedrill

No. 015

Poison Bee Pokémon



Power: 2

Size: Small

Habitat:



Bug

Poison

Description

Beedrill often appears in large swarms. It buzzes around at high speed and uses its large venomous stingers on its forelegs and rear to repeatedly attack its prey.

A swarm of Beedrill is a frightening sight. The best recourse is often to jump into the nearest body of water and hope that the swarm flies past.

Pidgey

No. 16

Tiny Bird Pokémon



Power: 1

Size: Tiny

Habitat:



Normal

Flying

Description

Pidgey has amazing eyesight and can spot prey from high in the air. It builds small nests for its young high in the trees, as well as on rooftops.

It does not like to fight. When surrounded, it flaps its wings at the ground to scatter blinding sand and then tries to fly away. When not in the air, it hides among trees and tall grass, looking for small bugs to feed on. It likes to feed on Caterpie and Weedle (in addition to non-Pokémon bugs).

Pidgeotto

No. 17

Bird Pokémon



Power: 2

Size: Small

Habitat:



Normal

Flying

Description

When Pidgeotto sees prey from up in the skies, it can dive down for almost a kilometre to capture it. The claws on its feet are well developed. It can carry even heavy prey such as an Exeggcuter to its nest over 100 km away.

Pidgeotto tends to stick to a specific area. If anything enters its territory, it fiercely pecks at the intruder.

Pidgeot

No. 18

Bird Pokémon



Power: 3

Size: Medium

Habitat:



Normal

Flying

Description

Pidgeot can fly at speeds which match the aeroplanes of old. When you hear the flapping of its wings, it is often long gone. It often flies over a kilometre up in the air. When on the ground, it often spreads its gorgeous wings to frighten its enemies.

Its search for food leads it to even the seas. When hunting, it skims the surface of the water to pick off unwary prey such as Magikarp.

Rattata

No. 019



HP Def Spd
5 3 4

1 2
3 4

Tackle

Normal 2+



Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

Normal

x2: Fgt

-1: Gho

10
11
12

Hyper Fang

Normal 5+ !1



2: The target can't take actions this round.

Raticate

No. 020



HP Def Spd
6 3 4

1
2
3

Tackle

Normal 3+



Poison Fang

Poison 6+ !1



2: Poison.

Normal

x2: Fgt

-1: Gho

7
8
9

Hyper Fang

Normal 6+ !1



2: The target can't take actions this round.

Super Fang

Normal 3+



If this would deal a hit, halve target's current HP (round up).

Spearow

No. 021



Fly

HP Def Spd
6 3 3

1 2
3 4

Peck

Flying 2+



Fury Attack

Normal 2+ !3



Use 3 times (against the same target).

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

9

Screech

Normal !4



Deals 2 hits.

Quick Turn

Normal 4+ !1



After this Move, this Pokémon may move 1 space.

Fearow

No. 022



Fly

HP Def Spd
7 4 4

1
2

Peck

Flying 4+



Drill Peck

Flying 7+ !1



Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

7 8
9 10

Quick Turn

Normal 6+ !1



After this Move, this Pokémon may move 1 space.

Dive Bomb

Flying 7+ !1



Disappear, reappear in open space and attack next round.

Ekans

No. 023



Strength

HP Def Spd
5 3 2

1 2
3 4

Poison Sting

Poison 2+



1: Poison.

Glare

Normal !2



Inflicts Paralysis.

Poison

x2: Grn Psy Bug

-1: Fgt Psn

7
8
9

Bite

Normal 4+ !1



2: The target can't take actions this round.

Wrap

Normal 3+ !1



Hit: Stops this & target until end of next round or either moves.

Arbok

No. 024



Strength

HP Def Spd
6 4 4

1
2

Poison Sting

Poison 4+



1: Poison.

Poison Fang

Poison 7+ !1



2: Poison.

Poison

x2: Grn Psy Bug

-1: Fgt Psn

7
8
9

Glare

Normal !2



Inflicts Paralysis.

Acid

Poison !2



Deals 2 hits.

Rattata

No. 019



Mouse Pokémon

Power: 1

Size: Tiny

Habitat:

Normal



Description

Rattata's long, sharp fangs continuously grow throughout its life. It gnaws on hard things to whittle them down. It mostly eats nuts while in the wild, but often ventures into urban terrain to scavenge on the leftovers of humans.

Rattata's small size and quick reflexes make it a tough Pokémon to prey on. It is very eager to bite anything and everything that threatens it.

Raticate

No. 020



Mouse Pokémon

Power: 2

Size: Small

Habitat:

Normal



Description

Raticate has webbed feet, which allow it to swim across rivers. This allows it to add fish to its diet of nuts and litter.

Raticate's whiskers are used for balance. If they are cut off, it has to go back to walking on all fours until they grow back.

Its large fangs can gnaw through tough materials such as wood and concrete.

Spearow

No. 021



Tiny Bird Pokémon

Power: 1

Size: Tiny

Habitat:

Normal

Flying



Description

Compared to Pidgey, Spearow is a lot more aggressive. It mainly searches for prey in the tall grass. It can often be seen flitting from one patch of grass to another. It sometimes flaps its wings to flush out insects from the tall grass.

It has to flap its short wings at high speed to stay airborne, which is why it tends to prefer staying on the ground.

Fearow

No. 022



Beak Pokémon

Power: 3

Size: Medium

Habitat:

Normal

Flying



Description

With its huge and magnificent wings, Fearow can keep aloft without ever having to land for rest. It can dart into the air at great speed, then suddenly come down in one fell swoop to strike its prey. Its powerful beak can swallow prey like Rattata whole.

Fearow can often be seen flying over mountains and lakes looking for prey. If it spots its prey, it often circles it for quite a while, waiting for the perfect moment to strike.

Ekans

No. 023



Snake Pokémon

Power: 1

Size: Small

Habitat:

Poison



Description

Ekans flicks its tongue in and out to smell its surroundings and sense danger. It can move silently and stealthily. It mostly preys on the eggs of Pokémon such as Pidgey and Spearow, although it sometimes swallows other Pokémon (such as Rattata) whole. It doesn't have to eat for another month after doing so.

In the winter, it hibernates in the warm soil of forests. It grows by shedding its skin, which can occasionally be found lying on the forest floor.

Arbok

No. 024



Cobra Pokémon

Power: 3

Size: Medium

Habitat:

Poison



Description

The markings on Arbok's belly resemble a frightening face. Each Arbok seems to have a different pattern.

Arbok's gaze seems to cause paralysis, so avert your gaze when you encounter one.

Raticate seems to be its mortal enemy. The two of them fight whenever they encounter each other.

Pikachu

No. 025



HP 5 Def 2 Spd 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

2+



9
10

Quick Attack

Normal

4+ !1



This Move happens before all other Moves this round.

5 6
7 8

Thunder Shock

Electric



!2



Deals 2 hits.
6: Paralysis.

11
12

Thunder Wave

Electric



!2



Inflicts Paralysis.

Raichu

No. 026



HP 6 Def 3 Spd 5

Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal

3+



7
8
9

Slam

Normal

8+ !2



3 4
5 6

Thunderbolt

Electric



!2



Deals 3 hits.
6: Paralysis.

10
11
12

Thunder

Electric



!3



Deals 4 hits.
6: Paralysis.

Sandshrew

No. 027



HP 5 Def 4 Spd 2

Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2
3

Scratch

Normal

3+



7
8
9

Sand-Attack

Normal

4+ !3



Inflicts Confusion.

4
5
6

Poison Sting

Poison

3+



1: Poison.

10
11
12

Slash

Normal

6+ !1



6: Deals an additional hit.

Sandslash

No. 028



HP 7 Def 5 Spd 3

Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2

Poison Sting

Poison

4+



1: Poison.

7
8
9

Pin Missile

Bug

4+ !3



Use 3 times (against the same target).

3 4
5 6

Slash

Normal

7+ !1



6: Deals an additional hit.

10
11
12

Dig

Ground

8+ !1



Disappear, reappear in open space and attack next round.

Nidoran ♀

No. 029



HP 6 Def 4 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Scratch

Normal

2+



7
8

Lure

Normal

!4



Target can't move this round.
Move it next to this Pokémon.

4
5
6

Poison Sting

Poison

2+



1: Poison.

9 10
11
12

Bite

Normal

4+ !1



2: The target can't take actions this round.

Nidorina

No. 030



HP 7 Def 4 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Poison Sting

Poison

3+



1: Poison.

7
8
9

Poison Fang

Poison

6+ !1



2: Poison.

4
5
6

Bite

Normal

5+ !1



2: The target can't take actions this round.

10
11
12

Double Kick

Fighting

6+ !3



Use twice (against the same target).

Pikachu

No. 025



Mouse Pokémon

Power: 1

Size: Tiny

Habitat:



Electric

Description

Pikachu lives in the forest where it feeds mainly on nuts. It has small pouches on its cheeks which are used to store electricity. It discharges this electricity at its foes when it feels threatened. When several Pikachu gather, their combined electricity can build and cause lightning storms.

Pikachu is generally quite intelligent and kind to humans, which makes it a popular Pokémon among trainers and researchers. Its rarity makes it all the more popular.

Raichu

No. 026



Mouse Pokémon

Power: 3

Size: Small

Habitat:



Electric

Description

Raichu stores large amounts of electricity within its cheeks. Carelessly touching it can cause even an elephant to faint. To protect itself from its own electricity, it can stick its long tail into the ground to ground itself. This leaves behind scorched patches of ground.

Finding a Raichu can be difficult, since it's quite rare and hides away within its nest most of the time. Your best chance is during thunderstorms, when it can be seen holding up its tail to gather electricity.

Sandshrew

No. 027



Mouse Pokémon

Power: 1

Size: Tiny

Habitat:



Ground

Description

Sandshrew lives in deep burrows underground and only comes up to look for food. Thanks to its powerful claws, it can dig holes in sand at an incredible speed. It tends to prefer arid locations far away from the water.

It sometimes hunts for prey by hiding at the edge of its burrow and lunging out when the prey gets close.

When threatened, Sandshrew often curls into a ball.

Sandslash

No. 028



Mouse Pokémon

Power: 3

Size: Small

Habitat:



Ground

Description

Sandslash is adept at attacking with the spines on its back and its sharp claws. If one of its claws breaks, it grows back in around a day. It curls into a spiny ball when threatened. It can roll while curled up to attack or to escape.

Sandslash spends most of its day scurrying through sand looking for food. It can dig at an alarmingly fast pace.

Nidoran ♀

No. 029



Poison Pin Pokémon

Power: 1

Size: Tiny

Habitat:



Poison

Description

A female Nidoran lacks the large horn of its male counterpart. Despite being small, it can still be quite dangerous thanks to its venomous barbs. It can retract these barbs to prevent harming allies.

It is often quite gentle and skittish, except during its mating season in spring. Only if it feels like its mate, offspring, or other companions are threatened will it turn violent. At the end of summer, it lays its eggs and protects them at all costs.

Nidorina

No. 030



Poison Pin Pokémon

Power: 2

Size: Small

Habitat:



Poison

Description

After evolving, Nidorina loses the ability to lay eggs. This shifts its focus to protecting its offspring. While it is usually docile, it will do everything in its power to protect its family.

Nidorina still has the retractable venomous barbs of its previous form, but has also gained quite powerful teeth and claws.

It uses ultrasonic cries to lure and confuse its prey.

Nidoqueen

No. 031



HP 8 Def 5 Spd 3

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug
Ground -1: Fgt Elec Psn Rck

1
2

Poison Sting

Poison 3+

1: Poison.



3 4
5 6

Poison Fang

Poison 6+ !1

2: Poison.



7
8
9

Drag Off

Normal 6+ !1

Hit: Pulls the target towards this Pokémon.



10
11
12

Body Slam

Normal 8+ !2

2: Paralysis



Nidoran♂

No. 032



HP 6 Def 3 Spd 3

Poison x2: Grn Psy Bug
-1: Fgt Psn

1
2
3

Tackle

Normal 2+



4
5
6

Poison Sting

Poison 2+

1: Poison.



7
8

Focus Energy

Normal !1

Whenever this Pokémon deals damage, it deals an extra hit.



9 10
11
12

Horn Attack

Normal 5+ !1



Nidorino

No. 033



HP 7 Def 3 Spd 3

Poison x2: Grn Psy Bug
-1: Fgt Psn

1
2
3

Poison Sting

Poison 3+

1: Poison.



4 5
6 7

Horn Attack

Normal 6+ !1



8
9

Focus Energy

Normal !1

Whenever this Pokémon deals damage, it deals an extra hit.



10
11
12

Double Kick

Fighting 6+ !3

Use twice (against the same target).



Nidoking

No. 034



HP 7 Def 4 Spd 4

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug
Ground -1: Fgt Elec Psn Rck

1
2

Poison Sting

Poison 4+

1: Poison.



3 4
5 6

Thrash

Normal 8+ !1

Hit: This Pokémon becomes Confused.



8
9
10

Drag Off

Normal 7+ !1

Hit: Pulls the target towards this Pokémon.



10
11
12

Horn Drill

Normal 11+ !3

6: The target faints.



Clefairy

No. 035



HP 7 Def 3 Spd 2

Strength, Flash

Normal x2: Fgt
-1: Gho

1 2
3 4

Pound

Normal 1+



5
6
7
8

Metronome (1)

Normal !2

3: Swap spaces.
4-5: 1 hit + Paralysis.
6: 3 hits + Confusion.



9
10
11
12

Metronome (2)

Normal !2

3: Sleep.
4-5: 2 hits.
6: 4 hits.



Clefable

No. 036



HP 8 Def 3 Spd 3

Strength, Flash

Normal x2: Fgt
-1: Gho

1
2

Pound

Normal 3+



5
6
7
8

Metronome (1)

Normal !2

3: Swap spaces.
4-5: 1 hit + Paralysis.
6: 3 hits + Confusion.



9
10
11
12

Comet Punch

Normal 6+ !3

Use twice.



Metronome (2)

Normal !2

3: Sleep.
4-5: 2 hits.
6: 4 hits.



Nidoqueen

No. 031

Drill Pokémon



Power: 3

Size: Medium

Habitat:

Poison

Ground



Description

Tough scales cover Nidoqueen's sturdy body. These scales can stand up when it becomes agitated, forming venomous spikes.

Since it requires a Moon Stone to evolve, a wild Nidoqueen is a rare sight indeed. A Nidorina often travels into more dangerous terrain to try and find these special stones. Once it has found one and evolves, it often takes its family with it to its newfound territory.

Nidoran♂

No. 032

Poison Pin Pokémon



Power: 1

Size: Tiny

Habitat:

Poison



Description

Unlike its female counterpart, a male Nidoran has a large venomous horn. This horn isn't just for defence, but also to attract a mate. It also has retractable venomous barbs which help protect this otherwise small Pokémon.

Nidoran's large ears are constantly listening for dangerous noises. It starts flapping them when it's straining to hear faraway sounds.

It is often quite skittish and only turns aggressive when threatened.

Nidorino

No. 033

Poison Pin Pokémon



Power: 2

Size: Small

Habitat:

Poison



Description

Nidorino is a lot more aggressive than its previous form. It can turn violent at the slightest provocation.

The horn on its head secretes a powerful venom. It is also incredibly hard—hard enough to damage even diamonds.

Unlike Nidorina, Nidorino does not lose its ability to breed after its evolution. It usually seems more focused on finding a Moon Stone to evolve, though.

Nidoking

No. 034

Drill Pokémon



Power: 3

Size: Medium

Habitat:

Poison

Ground



Description

Nidoking is known as one of the most fearsome Pokémon. It has an incredibly powerful tail which it can use to smash buildings and break bones, has long and sharp claws and an even longer horn. This horn is also incredibly venomous.

A wild Nidoking doesn't always stay behind to protect its family, if it even has one. It can often be found wandering the mountainsides looking for other Pokémon to fight, although it never seems to want to fight a Nidoqueen.

Clefairy

No. 035

Fairy Pokémon



Power: 1

Size: Tiny

Habitat:

Normal



Description

Clefairy is a rare Pokémon which is said to have many magical powers. Among these is its signature move Metronome. It moves its small hands from side to side and unleashes an unpredictable effect. It sometimes startles even itself with this effect.

Its adorable appearance makes it popular as a pet. However, it is rare and difficult to find, often hiding deep within caves, gently hopping around. Its fellow Pokémon also seem to adore it.

Clefable

No. 036

Fairy Pokémon



Power: 3

Size: Medium

Habitat:

Normal



Description

Clefable does not like conflict. Its hearing is incredibly well developed. It can even hear the sound of a pin dropping a kilometre away. It immediately flees if it hears any danger approaching. It likes to hide in quiet places deep within caves to get away from all the noise and conflict of the outside world. However, during a full moon, it seems more daring.

Vulpix

No. 037



HP 5 Def 2 Spd 3

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1 2
3 4

Tackle

Normal

2+



5 6
7 8

Ember

Fire



!2



Deals 2 hits.
6: Poison.

9

Roar

Normal



!2



Pushes targets back 1 space,
opponents can't enter area.

10
11
12

Quick Attack

Normal



4+ !1



This Move happens before all
other Moves this round.

Ninetales

No. 038



HP 6 Def 4 Spd 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Tackle

Normal

3+



3 4
5 6
7 8

Flamethrower

Fire



!2



Deals 3 hits.
6: Poison.

9
10

Confuse Ray

Ghost



!1



Inflicts Confusion.

11
12

Fire Spin

Fire



!4



Deals 1 hit + targets can't take
actions until end of next round.

Jigglypuff

No. 039



HP 9 Def 2 Spd 1

Strength, Flash

Normal

x2: Fgt

-1: Gho

1 2
3 4

Pound

Normal

2+



5 6
7 8
9

Sing

Normal



!4



Inflicts Sleep.

10
11
12

Double Slap

Normal

2+ !2



Use twice (against the same
target).

Wigglytuff

No. 040



HP 11 Def 3 Spd 2

Strength, Flash

Normal

x2: Fgt

-1: Gho

1
2

Pound

Normal

3+



3 4
5 6

Body Slam

Normal

8+ !2



6: Paralysis.

7
8
9

Sing

Normal



!3



Inflicts Sleep.

10
11
12

Do the Wave

Normal



!2



Deals hits = adjacent
Pokémon (incl. target).

Zubat

No. 041



HP 6 Def 2 Spd 3

Fly, Flash

Poison

x2: Elec Ice Psy Rck

Flying

-1: Grs Fgt Psn Grn

1 2
3 4

Tackle

Normal

2+



9
10
11
12

Leech Life

Bug

3+ !1



Recovers HP equal to the HP
the target loses.

5 6
7 8

Supersonic

Normal



!3



Inflicts Confusion.

Golbat

No. 042



HP 7 Def 4 Spd 4

Fly, Flash

Poison

x2: Elec Ice Psy Rck

Flying

-1: Grs Fgt Psn Grn

1
2

Tackle

Normal

3+



3 4
5 6

Poison Fang

Poison

6+ !1



2: Poison.

7
8
9

Confuse Ray

Ghost



!2



Inflicts Confusion.

10
11
12

Wing Attack

Flying

5+ !1



Vulpix

No. 037

Fox Pokémon



Power: 1

Size: Tiny

Habitat:



Fire

Description

When Vulpix is born, it has only a single snow-white tail. As it grows, this tail splits into additional tails. It is said to have reached adulthood once it has formed its sixth tail, although it can grow more as it ages.

Vulpix is a popular pet, known for its soft fur and warm body temperature.

It doesn't usually spend a lot of time with its kin, but will team up with other Pokémon when hunting. When attacked, it often feigns injury to fool its enemy.

Ninetales

No. 038

Fox Pokémon



Power: 3

Size: Medium

Habitat:



Fire

Description

After evolving, Ninetales always has nine long tails. Its beautiful golden fur is beloved among Pokémon collectors, but many are too afraid of the legends surrounding Ninetales to dare keep it. Touching its tail is said to curse you.

Ninetales is a very smart and long-lived Pokémon, living up to 1,000 years. It tends to live a quiet, contemplative life atop the mountains, only coming down to search for food or to portend a tragedy it has foreseen.

Jigglypuff

No. 039

Balloon Pokémon



Power: 1

Size: Tiny

Habitat:



Normal

Description

Jigglypuff uses its alluring, glowing eyes to enrapture its foe, then sings a soothing melody that lulls its foe to sleep. If it becomes unhappy, it inflates itself like a balloon.

While its cute appearance makes it a popular Pokémon, it is hard to keep as a pet, since its frequent singing makes it hard for its owner to stay awake.

Wigglytuff

No. 040

Balloon Pokémon



Power: 3

Size: Small

Habitat:



Normal

Description

Wigglytuff's fur is extremely fine, dense, and supple. When angered, it sucks in air and inflates itself to an enormous size.

Wigglytuff is considered one of the most luxurious pets. It is less prone to random singing than Jigglypuff, which means its owner doesn't often fall asleep without warning throughout the day.

Zubat

No. 041

Bat Pokémon



Power: 1

Size: Small

Habitat:



Poison

Flying

Description

Zubat mostly lives in murky caves or—more rarely—within dark woods. Because it lives in darkness, it has lost its eyesight. It emits ultrasonic cries which allow it to navigate while flitting around in darkness.

It mostly lives in large swarms, although occasionally a lone Zubat leaves its swarm in search of food. Zubat is bigger than one might expect, which makes a Zubat swarm quite an intimidating sight.

Golbat

No. 042

Bat Pokémon



Power: 3

Size: Medium

Habitat:



Poison

Flying

Description

Golbat's massive jaw houses sharp fangs. Once it bites into its victim, it starts draining its blood. It keeps sucking blood even when it becomes too heavy to fly. With its large form and imposing silhouette, it strikes fear into the hearts of all who see it.

Unlike Zubat, Golbat tends to travel alone or in small groups, which leaves more blood for itself when it finds prey.

Oddish

No. 043



HP 5 Def 3 Spd 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1 2
3 4

Tackle

Normal

2+



5 6
7 8

Strange Powder

Grass

!2



3: Paralysis.
5: Confusion.

4: Poison.
6: Sleep.

9
10
11
12

Absorb

Grass



!2



Deals 1 hit. Recovers HP equal to the HP the target loses.

Gloom

No. 044



HP 6 Def 4 Spd 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2
3

Tackle

Normal

3+



8
9
10

Foul Odour

Poison

!3



Deals 2 hits. This Pokémon and each target becomes Confused.

4 5
6 7

Strange Powder

Grass

!2



3: Paralysis.
5: Confusion.
6: Sleep.

Vileplume

No. 045



HP 7 Def 5 Spd 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Tackle

Normal

3+



7
8
9

Foul Odour

Poison

!2



Deals 2 hits. This Pokémon and each target becomes Confused.

3 4
5 6

Petal Dance

Grass

!1



Deals 3 hits. This Pokémon becomes confused.

Paras

No. 046



HP 5 Def 3 Spd 2

Cut

Bug

x2: Fire Ice Psn Fly Bug Rck

Grass

-1: Wtr Elec Grs Fgt Grn Psy

1 2
3 4

Scratch

Normal

3+



10
11
12

Spore

Grass

!2



Inflicts Sleep.

5 6
7 8
9

Leech Life

Bug

4+ !1



Recovers HP equal to the HP the target loses.

Parasect

No. 047



HP 7 Def 4 Spd 2

Cut

Bug

x2: Fire Ice Psn Fly Bug Rck

Grass

-1: Wtr Elec Grs Fgt Grn Psy

1
2

Scratch

Normal

4+



7
8
9

Spore

Grass

!1



Inflicts Sleep.

3 4
5 6

Leech Life

Bug

5+ !1



Recovers HP equal to the HP the target loses.

Venonat

No. 048



HP 6 Def 3 Spd 2

Flash

Bug

x2: Fire Fly Bug Rck

Poison

-1: Grs Fgt

1 2
3 4

Tackle

Normal

2+



8
9

Leech Life

Bug

3+ !1



Recovers HP equal to the HP the target loses.

5
6
7

Disable

Normal

!2



Deals 1 hit. The target must use a Basic Move next round.

10
11
12

Confusion

Psychic

!2



Deals 2 hits. Swap with target.
6: Confusion.

Oddish

No. 043

Weed Pokémon



Power: 1

Size: Tiny

Habitat:

Grass

Poison



Description

Oddish is often found next to small bodies of water. During the day, it tends to keep its face buried in the ground. At night, it wanders far and wide, spreading its pollen.

While underground, it is often mistaken for weeds. If anything tries to yank it out, it starts shrieking horribly.

Gloom

No. 044

Weed Pokémon



Power: 2

Size: Small

Habitat:

Grass

Poison



Description

The pistil of Gloom's flower emits a foul stench that can make even those with the toughest stomachs start to retch. It uses this stench as a defence mechanism. This allows it to freely walk around during the day, unlike its previous form.

Gloom seems to be constantly drooling, but what oozes from its mouth isn't drool. It is a nectar that it uses to attract its prey.

Vileplume

No. 045

Flower Pokémon



Power: 3

Size: Medium

Habitat:

Grass

Poison



Description

Vileplume's large petals contain toxic pollen. This pollen affects the airways of anyone who breathes it in. It can flap its petals to spread its pollen far and wide. This makes it difficult for other Pokémon to live near Vileplume, which suits Vileplume just fine, since its heavy head makes it difficult for it to walk around.

Vileplume likes to hang out deep in the woods, where it can sit in peace.

Paras

No. 046

Mushroom Pokémon



Power: 1

Size: Tiny

Habitat:

Bug

Grass



Description

Paras always has several mushrooms growing on its back. These mushrooms draw nutrients from their host. Paras occasionally takes one of the mushrooms off its back and plants it. This seems to serve no function for Paras, which means it must be compelled by the mushroom to do this.

It mostly feeds by sucking nutrients from the roots of trees.

Parasect

No. 047

Mushroom Pokémon



Power: 3

Size: Small

Habitat:

Bug

Grass



Description

After a mushroom on Paras' back grows large enough, it essentially takes over its host and forces it to evolve. Parasect, the new entity, essentially becomes a hybrid of the plant and the insect. It spends most of its time in dark and damp places, the preference not of the insect, but of the mushroom.

When threatened, Parasect can scatter toxic spores from the mushroom's cap. These spores are often used as ingredients in herbal medicines, although their effectiveness is dubious.

Venonat

No. 048

Insect Pokémon



Power: 1

Size: Small

Habitat:

Bug

Poison



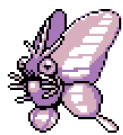
Description

Venonat's eyes act as a radar, enabling it to stay active even in complete darkness. The eyes can also emit beams of light. A group of Venonat can be a scary sight to unprepared nightly adventurers. During the day, it tends to stay in the shadows of tall trees, looking for insects.

Venonat evolves into Venomoth through a brief pupal stage. It digs underground for this, which makes information on this pupa quite scarce.

Venomoth

No. 049



HP 7 Def 3 Spd 4

Fly, Flash

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

1
2

Tackle

Normal 3+



3 4
5 6

Psybeam

Psychic !1
Deals 2 hits.
6: Confusion.



7
8
9

Healing Pollen

Grass !2



Recovers 2 HP from this
Pokémon and each target.

10
11
12

Psychic

Psychic !2
Deals 3 hits.



Diglett

No. 050



HP 4 Def 2 Spd 5

Cut

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2
3 4

Scratch

Normal 2+



5
6
7

Tremor

Ground 4+ !1



8
9

Sand-Attack

Normal 3+ !3



Hit: Inflicts Confusion.

10
11
12

Dig

Ground 6+ !1
Disappear, reappear in open
space and attack next round.



Dugtrio

No. 051



HP 5 Def 3 Spd 6

Cut

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1
2

Scratch

Normal 4+



3 4
5 6

Slash

Normal 7+ !1
2-6: Deals an additional hit.



7
8
9

Dig

Ground 8+ !1



Disappear, reappear in open
space and attack next round.

10
11
12

Earthquake

Ground 9+ !2



Meowth

No. 052



HP 6 Def 2 Spd 4

Flash

Normal x2: Fgt
-1: Gho

1 2
3 4

Scratch

Normal 2+



5
6
7

Fury Swipes

Normal 2+ !3
Use 3 times (against the
same target).



8
9

Pounce

Normal 4+ !1



Move up to 1 extra space
before using this Move.

10
11
12

Pay Day

Normal 4+ !1
Hit: The opponent gains 1
Poké.



Persian

No. 053



HP 6 Def 3 Spd 6

Flash

Normal x2: Fgt
-1: Gho

1
2

Scratch

Normal 3+



3 4
5 6

Slash

Normal 6+ !1
2-6: Deals an additional hit.



7
8
9

Pounce

Normal 5+ !1



Move up to 1 extra space
before using this Move.

10
11
12

Fury Swipes

Normal 3+ !3
Use 3 times (against the
same target).



Psyduck

No. 054



HP 6 Def 3 Spd 2

Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4

Scratch

Normal 2+



5 6
7 8

Disable

Normal !2
Deals 1 hit. The target must
use a Basic Move next round.



9 10
11
12

Confusion

Psychic !2



Deals 2 hits. Swap with target.
6: Confusion.

Venomoth

No. 049

Poison Moth Pokémon



Power: 3

Size: Medium

Habitat:



Bug

Poison

Description

Venomoth's wings are covered in dust-like, toxic scales. With every flap of its wings, it scatters these scales, creating poisonous clouds.

A wild Venomoth is a rare sight. While dangerous up close, seeing a Venomoth fly by, leaving behind colourful clouds, is something many travellers wish to experience. Seeing a Venomoth fly over a lake during sunset is said to be one of the most beautiful sights in the world.

Diglett

No. 050

Mole Pokémon



Power: 1

Size: Tiny

Habitat:



Ground

Description

Diglett mostly lives in grasslands, but around a metre underground, which makes it very difficult to find it there. It feeds on plant roots, which doesn't make them popular among farmers (even though they actually help till the soil).

In caves, Diglett is sometimes found in the trail of an Onix—probably looking for its leftovers.

Diglett's lower body is hard to describe... Don't worry about it, just know that there are claws involved somewhere.

Dugtrio

No. 051

Mole Pokémon



Power: 3

Size: Small

Habitat:



Ground

Description

A Dugtrio is actually just three Diglett working together as one unit. They are entangled below the ground in ways which are hard to describe or comprehend, so don't worry about it.

Dugtrio can cause big earthquakes by digging deep underground and vibrating the earth at just the right frequency. They can dig through even the hardest ground at incredible speed.

Meowth

No. 052

Scratch Cat Pokémon



Power: 1

Size: Tiny

Habitat:



Normal

Description

As a nocturnal Pokémon, Meowth is rarely seen during the day. At night, it prowls its territory looking for both prey and trinkets. It loves circular objects and often tries to amass quite a sizeable collection. It wears its most precious object on its forehead, perhaps to attract potential mates. This is often a golden coin commonly used by humans. To find one of these, it often risks travelling deep into human settlements.

Persian

No. 053

Classy Cat Pokémon



Power: 3

Size: Small

Habitat:



Normal

Description

Persian is highly prized as a pet, but keeping and raising one is often difficult. It is often quite picky about what it wants to eat and how it wants to be treated.

Unlike its previous evolution, the gem on its forehead is an actual part of its body. The gem can emit a faint red light, which it can combine with its infrared vision to hunt even in complete darkness.

It straightens its curly tail as a sign of aggression.

Psyduck

No. 054

Duck Pokémon



Power: 1

Size: Small

Habitat:



Water

Description

Psyduck seems to be constantly suffering from headaches. When the headache turns intense, it begins manifesting mysterious powers, such as levitating nearby objects. It does not seem to remember these events once the headache subsides a bit.

Its vacant look can lull its enemies into a false sense of security, but don't be fooled, it can and will use its psychokinetic powers when challenged.

Golduck

No. 055



HP Def Spd
7 4 4

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Scratch

Normal

3+



9
10

Super Psy

Psychic

!3



Deals 4 hits.

3 4
5 6
7 8

Fury Swipes

Normal

3+

!3



Use 3 times (against the same target).

11
12

Hydro Pump

Water

!3



Deals 4 hits.

Mankey

No. 056



HP Def Spd
6 2 3

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1 2
3 4

Scratch

Normal

3+



8
9
10

Drag Off

Normal

6+

!1



Hit: Pulls the target towards this Pokémon.

5
6
7

Low Kick

Fighting

5+

!1



2: The target can't take actions this round.

11
12

Karate Chop

Fighting

5+

!1



5-6: Deals an additional hit.

Primeape

No. 057



HP Def Spd
7 3 5

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2

Scratch

Normal

4+



3 4
5 6

Karate Chop

Fighting

6+

!1



4-6: Deals an additional hit.

7
8
9

Seismic Toss

Fighting

7+

!1



Hit: Moves the target to the other side of this Pokémon.

10
11
12

Thrash

Normal

8+

!1



Hit: This Pokémon becomes Confused.

Growlithe

No. 058



HP Def Spd
6 2 2

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1 2
3 4

Tackle

Normal

3+



8
9

Roar

Normal

!2



Pushes targets back 1 space, opponents can't enter area.

5
6
7

Ember

Fire

!2



Deals 2 hits.
6: Poison.

10
11
12

Bite

Normal

5+

!1



2: The target can't take actions this round.

Arcanine

No. 059



HP Def Spd
7 4 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Tackle

Normal

4+



3 4
5 6

Heat Tackle

Fire

8+

!1



Hit: This Pokémon loses 1 HP.

7
8
9

Take Down

Normal

8+

!1



Hit: This Pokémon loses 1 HP.

10
11
12

Flamethrower

Fire

!3



Deals 3 hits.
6: Poison.

Poliwag

No. 060



HP Def Spd
5 2 4

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

2+



8
9

Hypnosis

Psychic

!3



Inflicts Sleep.

5
6
7

Bubble

Water

!2



Deals 2 hits.
6: Paralysis

10
11
12

Water Gun

Water

!2



Deals 2 hits.

Golduck

No. 055



Duck Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Golduck can often be found swimming elegantly by lake shores. Its hands are webbed, which makes it an excellent swimmer. Although research is still ongoing, it seems that Golduck might even be the fastest Pokémon in the water.

The gem on its head is used to regulate its psychic powers. No longer burdened by the headaches of its previous form, it is now free to use these powers as it sees fit.

Mankey

No. 056



Pig Monkey Pokémon

Power: 1

Size: Tiny

Habitat:

Fighting



Description

A wild Mankey spends most of its time in the treetops searching for berries and other fruits. It can deftly swing from branch to branch with incredible speed and precision.

While it can often appear quite docile, a wild Mankey can turn aggressive with the slightest provocation.

Primeape

No. 057



Pig Monkey Pokémon

Power: 3

Size: Small

Habitat:

Fighting



Description

Primeape always seems to be in a constant state of anger. If something or someone becomes the focus of its ire, it will not abandon chasing its quarry until it is caught. Simply looking it straight in the eyes is often enough to provoke it.

Primeape doesn't spend as much time in trees as it did when it was a Mankey. While it can definitely still swing from tree to tree, it finds that running is often more effective.

Growlithe

No. 058



Puppy Pokémon

Power: 1

Size: Small

Habitat:

Fire



Description

A Growlithe is generally friendly towards people who seem to mean it no harm. It will however bark fiercely at anything which it sees as invading its territory or threatening its companions. If the barking fails, it will not hesitate to turn to biting.

More than any other Pokémon, Growlithe seem to actively seek out the companionship of humans. In the wild, they generally travel in small groups.

Arcanine

No. 059



Legendary Pokémon

Power: 3

Size: Large

Habitat:

Fire

Description

Despite being the evolution of the seemingly innocuous Growlithe, Arcanine has long been considered a legendary Pokémon. It can run at incredible speeds as if borne by the wind. Its majesty and beauty are often considered to be unmatched. Its mighty bark commands the respect of all who hear it. Many stories of old feature an Arcanine saving its protagonist from otherwise insurmountable danger.

Poliwag

No. 060



Tadpole Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Poliwag's slick black skin is thin and damp. Part of its internal organs can be seen through its skin as a spiral pattern. It can rotate these organs to make the spiral on its belly spin, which can hypnotise its foe.

Its legs are quite weak, which makes it unable to run. It prefers to swim instead. When threatened, it often tries to swim away or hide.

Poliwhirl

No. 061



HP Def Spd
6 3 4

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2
3

Pound

Normal

3+



4 5
6 7

Water Gun

Water



!2



Deals 2 hits.

8
9

Hypnosis

Psychic



!3



Inflicts Sleep.

10
11
12

Body Slam

Normal

8+

!2



3: Paralysis.

Poliwrath

No. 062



HP Def Spd
7 5 3

Surf, Strength

Water

x2: Elec Grs Fly Psy

Fighting

-1: Fire Wtr Ice Bug Rck

1
2

Pound

Normal

4+



3 4
5 6

Body Slam

Normal

9+

!2



3: Paralysis.

7 8
9
10

Special Punch

Fighting

9+

!2



11
12

Bubble Beam

Water



!3



Deals 3 hits.

6: Paralysis

Abra

No. 063



HP Def Spd
4 2 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2 3
4 5 6
7 8 9
10 11 12

Teleport

Psychic



!1



Move to any open space.

Kadabra

No. 064



HP Def Spd
5 2 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

Teleport

Psychic



!1



Move to any open space.

4 5
6 7

Psybeam

Psychic



!1



Deals 2 hits.

6: Confusion.

8
9
10

Disable

Normal



!1



Deals 1 hit. The target must use a Basic Move next round.

11
12

Psychic

Psychic



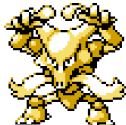
!2



Deals 3 hits.

Alakazam

No. 065



HP Def Spd
6 3 6

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Teleport

Psychic



!1



Move to any open space.

3 4
5 6
7

Psybeam

Psychic



!1



Deals 2 hits.

6: Confusion.

8
9

Recover

Normal



!2



Recovers HP equal to the result of the Move die -2.

10
11
12

Super Psy

Psychic



!2



Deals 4 hits.

Machop

No. 066



HP Def Spd
6 3 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1 2
3 4

Jab

Fighting

3+



5
6
7

Low Kick

Fighting

5+

!1



2: The target can't take actions this round.

8
9

Focus Energy

Normal



!1



Whenever this Pokémon deals damage, it deals an extra hit.

10
11
12

Karate Chop

Fighting

5+

!1



6: Deals an additional hit.

Poliwhirl

No. 061



Tadpole Pokémon

Power: 2

Size: Small

Habitat:



Water

Description

Upon evolution, Poliwhirl grows two muscular arms. Its hands are protected by thick, rubbery skin which looks like mittens. It can stretch the bones inside to give it separate fingers.

Like its previous form, it can rotate its internal organs to make the spiral on its belly spin. Poliwhirl's mouth is located right about this spiral.

While Poliwhirl is capable of living on land, it prefers the water. It constantly keeps its skin moist while on land.

Poliwrath

No. 062



Tadpole Pokémon

Power: 3

Size: Medium

Habitat:



Water

Fighting

Description

Thanks to its powerful arms, Poliwrath is a strong swimmer. It swims much like a human, using either front crawl or breast stroke, although it can easily overtake even the best human swimmers. Its leg muscles aren't nearly as strong, which limits its speed on land. Like its previous forms, it still prefers the water to the land.

Abra

No. 063



Psi Pokémon

Power: 1

Size: Small

Habitat:



Psychic

Description

Abra possesses unusual magical powers, although it rarely uses them. If trained well, it can levitate objects with its mind. Its most notable power is teleportation—it can teleport to any location with ease. It is rarely seen in the wild, partly because of its small population, but also because it teleports to safety as soon as it feels threatened.

Abra spends around two-thirds of the day sleeping, but it uses its extrasensory perception to sense if any threat is nearby even while asleep.

Kadabra

No. 064



Psi Pokémon

Power: 2

Size: Medium

Habitat:



Psychic

Description

After evolving, Kadabra looks for a physical object to hone and focus its mental powers with. It is said to favour spoons, since their elliptical shape can help it focus the special alpha waves emitted by its brain. These alpha waves can induce headaches just by standing near it.

Many odd things happen around Kadabra, such as objects suddenly levitating and clocks running backwards.

Alakazam

No. 065



Psi Pokémon

Power: 3

Size: Medium

Habitat:

Psychic

Description

Alakazam seems to have honed its extrasensory powers to perfection. It seems to dislike physical attacks and prefers to use its mental powers in battle. It remains expressionless, but nevertheless exerts great power over its foe.

It is said to be extremely intelligent. It can do calculations faster than most computers and can remember everything it sees.

Machop

No. 066



Superpower Pokémon

Power: 1

Size: Small

Habitat:



Fighting

Description

Despite its small size, Machop's powerful muscles allow it to carry and throw many times its own weight. It trains its muscles by constantly lifting rocks.

When it's not training, Machop wanders around looking for food. It lives a mostly solitary life, but will spend time with other Machop when it encounters them so they can teach each other new fighting styles.

Machoke

No. 067



HP 7 Def 4 Spd 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2
3

Jab

Fighting 4+



8
9

Focus Energy

Normal !1



Whenever this Pokémon deals damage, it deals an extra hit.

4 5
6 7

Drag Off

Normal 7+ !1



Hit: Pulls the target towards this Pokémon.

10
11
12

Seismic Toss

Fighting 7+ !1



Hit: Moves the target to the other side of this Pokémon.

Machop

No. 068



HP 8 Def 4 Spd 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2

Jab

Fighting 5+



8
9
10

Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

3 4
5 6
7

Seismic Toss

Fighting 8+ !1



Hit: Moves the target to the other side of this Pokémon.

11
12

Special Punch

Fighting 10+ !2



Bellsprout

No. 069



HP 6 Def 2 Spd 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1 2
3 4

Constrict

Normal 3+



Hit: The target can't move this round.

10
11
12

Vine Whip

Grass 5+ !1



5 6
7 8
9

Wrap

Normal 4+ !1



Hit: Stops this & target until end of next round or either moves.

Weepinbell

No. 070



HP 6 Def 3 Spd 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2
3

Constrict

Normal 4+



Hit: The target can't move this round.

6 7
8 9

Vine Whip

Grass 6+ !1



4
5

Lure

Normal !2



Pulls targets towards itself and it can't move this round.

10
11
12

Acid

Poison !2



Deals 2 hits.

Victreebel

No. 071



HP 7 Def 3 Spd 3

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Constrict

Normal 4+



Hit: The target can't move this round.

6 7
8 9

Razor Leaf

Grass 7+ !1



5-6: Deals an additional hit.

3
4
5

Acid

Poison !1



Deals 2 hits.

10
11
12

Slam

Normal 9+ !2



Tentacool

No. 072



HP 5 Def 2 Spd 3

Cut, Surf

Water

x2: Elec Grn Psy Bug

Poison

-1: Fire Wtr Ice Fgt Psn

1
2
3

Constrict

Normal 1+



Hit: The target can't move this round.

7
8
9

Acid

Poison !1



Deals 2 hits.

4
5
6

Poison Sting

Poison 1+



1: Poison.

10
11
12

Water Gun

Water !1



Deals 2 hits.

Machoke

No. 067

Superpower Pokémon



Power: 2

Size: Medium

Habitat:

Fighting



Description

Machoke's muscles have grown so powerful, it has to tie ropes and vines around its waist to regulate its emotions. Trainers can get special belts specifically designed for Machoke at any Pokémon Mart.

Machoke are often used in construction. They are diligent and hardworking and can carry a lot of weight with very little effort.

In the wild, it mostly wanders around honing its martial arts skills.

Machop

No. 068

Superpower Pokémon



Power: 3

Size: Medium

Habitat:

Fighting



Description

Using its heavy muscles, Machop can throw powerful punches that can launch small Pokémon far away. Its arms are also incredibly fast, capable of throwing a thousand punches per minute.

A wild Machop is a rare sight. It usually travels to the most extreme locations to hone its skills.

Bellsprout

No. 069

Flower Pokémon



Power: 1

Size: Small

Habitat:

Grass

Poison



Description

Bellsprout mainly feeds on small insects. Its mouth emits a faint aroma which seems to attract these insects, which it then traps within its mouth.

It uses its roots to soak up moisture. These roots also allow it to walk along the forest floor. A walking Bellsprout can be an amusing sight, but it's nevertheless a surprisingly quick walker.

Weepinbell

No. 070

Flycatcher Pokémon



Power: 2

Size: Small

Habitat:

Grass

Poison



Description

Weepinbell's leaves act as cutters for slashing its enemies. Additionally, it can spit out strange powders to immobilise its enemies, as well as strong acids which can dissolve almost anything. Unlike Bellsprout, it captures and eats fairly large insects and even birds. Its feeding is quite a grim spectacle, since it slowly dissolves its prey with its strong acids.

Weepinbell spends most of its time hanging in trees surrounded by its kin.

Victreebel

No. 071

Flycatcher Pokémon



Power: 3

Size: Medium

Habitat:

Grass

Poison



Description

Victreebel uses a honey-like aroma to lure its prey into its mouth, where it is then dissolved using a strong acid, bones and all. Victreebel eats almost anything that fits in its mouth.

It lives in huge colonies deep in the woods. Large and sturdy trees can have multiple Victreebel hanging from them.

Tentacool

No. 072

Jellyfish Pokémon



Power: 1

Size: Small

Habitat:

Water

Poison



Description

Tentacool can shoot mysterious beams of light from the crystal-like eyes on the top of its head. It mostly feeds on plankton. 99% of its body is composed of water.

It mostly drifts in shallow seas. If a fisher hooks a Tentacool by accident, they often get stung by its venomous stingers.

Tentacruel

No. 073



HP Def Spd
7 3 4

Cut, Surf

Water x2: Elec Grn Psy Bug
Poison -1: Fire Wtr Ice Fgt Psn

1 Constrict
2 Normal 2+
The target can't move this round.

7 Screech
8 Normal !1
9 Deals 2 hits.

3 4 Acid
5 6 Poison !1
Deals 2 hits.

10 Hydro Pump
11 Water !2
12 Deals 4 hits.

Geodude

No. 074



HP Def Spd
5 4 2

Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 2 Tackle
3 4 Normal 3+

9 Tremor
10 Ground 5+ !1
11

5 6 Rock Throw
7 8 Rock 5+ !1

12 Selfdestruct
Normal 6+
This Pokémon faints.
Deals 2 additional hits.

Graveler

No. 075



HP Def Spd
6 5 2

Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 Tackle
2 Normal 4+
3

9 Earthquake
10 Ground 9+ !2
11

4 5 Rock Throw
6 7 Rock 6+ !1
8

12 Selfdestruct
Normal 7+
This Pokémon faints.
Deals 2 additional hits.

Golem

No. 076



HP Def Spd
7 6 2

Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 Tackle
2 Normal 4+
3

8 9 Earthquake
10 Ground 9+ !2
11

3 4 Rock Slide
5 6 Rock 7+ !1
7

12 Explosion
Normal 9+ !1
This Pokémon faints.
Deals 4 additional hits.

Ponyta

No. 077



HP Def Spd
6 3 4

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 Tackle
2 Normal 3+
3

7 Stomp
8 Normal 6+ !1
9 2: The target can't take actions this round.

4 Quick Turn
5 Normal 5+ !1
6 After this Move, this Pokémon may move 1 space.

10 Heat Tackle
11 Fire 7+ !1
12 Hit: This Pokémon loses 1 HP.

Rapidash

No. 078



HP Def Spd
6 3 5

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 Tackle
2 Normal 4+
3

7 Stomp
8 Normal 7+ !1
9 2: The target can't take actions this round.

3 4 Heat Tackle
5 6 Fire 8+ !1
Hit: This Pokémon loses 1 HP.

10 Fire Spin
11 Fire !4
12 Deals 1 hit + targets can't take actions until end of next round.

Tentacruel

No. 073

Jellyfish Pokémon



Power: 3

Size: Medium

Habitat:

Water

Poison



Description

Tentacruel has many extendable tentacles. They are usually kept short, but can be extended to ensnare and immobilise its prey. The tentacles are lined with venomous needles which cause a sharp, stabbing pain when touched. This pain completely paralyses the target.

While it can be found all over the ocean, it spends most of its time hiding in rock formations on the ocean floor.

Geodude

No. 074

Rock Pokémon



Power: 1

Size: Tiny

Habitat:

Rock

Ground



Description

Geodude moves by dragging itself along the ground with its strong arms. While this form of locomotion may seem cumbersome, it allows it to climb steep walls with relative ease. (It can't float.)

It is often quite a docile Pokémon. However, inattentive travellers may confuse them for rocks and accidentally step on them, which may cause them to lose their temper.

Graveler

No. 075

Rock Pokémon



Power: 2

Size: Small

Habitat:

Rock

Ground



Description

Graveler isn't the fastest walker, but it can climb at a decent pace. Its fastest way of moving, however, is to just start rolling. It can pick up incredible speeds by rolling downhill, ploughing through any rocks and trees that may be in its way. Travellers in the mountains should always look up to make sure there's no Graveler tumbling down.

Golem

No. 076

Megaton Pokémon



Power: 3

Size: Medium

Habitat:

Rock

Ground



Description

Golem is encased in a hard shell of rock-like slabs which can easily withstand dynamite blasts without taking damage. This allows it to tumble down slopes at greater speeds than Graveler. With its immense weight, you definitely don't want it tumbling into you.

It sheds its shell once a year to allow it to grow. The new shell is tender and white, but hardens quite quickly when exposed to air. Discarded Golem shells are a popular collectable among hikers.

Ponyta

No. 077

Fire Horse Pokémon



Power: 2

Size: Small

Habitat:

Fire



Description

Ponyta is known for its jumping prowess. With its incredibly strong legs, it can effortlessly jump metres into the air and is known to occasionally jump on top of buildings. Its hooves are said to be harder than diamond. Its unique physique allows it to absorb the impact of even the hardest landings.

Wild Ponyta often travel in herds, but it's not uncommon to find a lone grazer. They usually aren't afraid of humans, but will quickly jump away if they feel threatened.

Rapidash

No. 078

Fire Horse Pokémon



Power: 3

Size: Large

Habitat:

Fire



Description

Rapidash's strong legs allow it to run at incredible speeds. It can reach its top speed within just a few steps. At high speeds, it envelops itself in flames. It can easily keep pace with any train and is said to reach a top speed of 240 km/h.

Wild Rapidash often travel in small herds. They can be very aggressive and dangerous, especially if there are young Ponyta with them. Once tamed, they often become very loyal.

Slowpoke

No. 079



HP Def Spd
8 3 1

Surf, Strength, Flash

Water x2: Elec Grs Bug Gho
Psychic -1: Fire Wtr Ice Fgt Psy

1 2
3 4

Tackle

Normal

2+



5 6
7 8

Confusion

Psychic



!4



Deals 2 hits. Swap with target.
6: Confusion.

9 10
11
12

Headbutt

Normal

5+

!1



2: The target can't take actions this round (if it's somehow slower).

Slowbro

No. 080



HP Def Spd
8 6 1

Surf, Strength, Flash

Water x2: Elec Grs Bug Gho
Psychic -1: Fire Wtr Ice Fgt Psy

1
2

Tackle

Normal

3+



3 4
5 6

Water Gun

Water



!2



Deals 2 hits.

7
8
9

Headbutt

Normal

6+

!1



2: The target can't take actions this round.

10
11
12

Psychic

Psychic



!3



Deals 3 hits.

Magnemite

No. 081



HP Def Spd
4 4 2

Fly, Flash

Electric x2: Grn
-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



5
6
7

Sonic Boom

Normal



!1



Always deals exactly 2 hits.

8
9

Supersonic

Normal



!2



Inflicts Confusion.

10
11
12

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

Magneton

No. 082



HP Def Spd
6 5 3

Fly, Flash

Electric x2: Grn
-1: Elec Fly

1
2

Tackle

Normal

2+



3 4
5 6

Chain Lightning

Electric



!1



Deals 2 hits and 1 hit to each Pokémon next to the target.

7
8
9

Sonic Boom

Normal



!1



Always deals exactly 2 hits.

10
11
12

Tri Attack

Normal



!3



Deals 2 hits. Use 3 times (against the same target).

Farfetch'd

No. 083



HP Def Spd
6 3 3

Cut, Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1
2
3

Peck

Flying

4+



4 5
6 7
12

Slash

Normal

7+

!1



5-6: Deals an additional hit.

9
10
11

Swords Dance

Normal



!1



Double the number of hits of the next successful Move.

12

Leek Slap

Normal

9+

!1



Doduo

No. 084



HP Def Spd
5 3 3

Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1 2
3 4

Peck

Flying

3+



7
8
9

Quick Turn

Normal

5+

!1



After this Move, this Pokémon may move 1 space.

10
11
12

Fury Attack

Normal

3+

!3



Use 3 times (against the same target).

Slowpoke

No. 079



Dopey Pokémon

Power: 1

Size: Medium

Habitat:



Water

Psychic

Description

Slowpoke seems to be constantly lost in thought. Its vacant expression makes it impossible to determine what it is thinking. It takes around 5 seconds for it to register pain.

It lives by the water's edge, where it deftly catches prey with its tail. It sometimes swims underwater in search of food, but this rarely ends with a positive result.

Slowbro

No. 080



Hermit Crab Pokémon

Power: 3

Size: Medium

Habitat:



Water

Psychic

Description

After a Shellder bites a Slowpoke's tail, it evolves into Slowbro. Slowbro itself remains essentially the same, although the Shellder on its tail allows it to stand upright with greater ease. The Shellder, however, takes on a completely new form. It is said to feed on the leftover scraps of its host.

Slowbro's behaviour is largely unchanged. It still spends most of its time near the water's edge zoning out.

Magnemite

No. 081



Magnet Pokémon

Power: 1

Size: Tiny

Habitat:



Electric

Description

Magnemite moves around by levitating using some kind of magnetic power. The magnet-like units on its side radiate electromagnetic energy. Proximity to it can cause electronic devices to malfunction.

It seems to have been created by the previous civilisation for electronic maintenance. Since Magnemite can't reproduce, no new Magnemite are being created.

Magneton

No. 082



Magnet Pokémon

Power: 3

Size: Small

Habitat:



Electric

Description

Magneton is simply three Magnemite linked together. Thanks to their strong magnetic attraction, they are hard to separate again. Their combined power allows them to discharge powerful magnetic waves at high voltage.

They seem to show up when there are a lot of sunspots. Where they hide is unclear.

Farfetch'd

No. 083



Wild Duck Pokémon

Power: 2

Size: Small

Habitat:



Normal

Flying

Description

Farfetch'd always seems to carry a plant stalk. It uses these stalks to build its nest, but also for self-defence. It picks these stalks with great care, looking for ones which would serve as good weapons. So adept is Farfetch'd at finding suitable stalks, that they can even cut through wood as if they were a sword.

Once it has found a suitable stalk, it tends to stay away from the land. It mostly sits on the water looking for prey.

Doduo

No. 084



Twin Bird Pokémon

Power: 1

Size: Medium

Habitat:



Normal

Flying

Description

Doduo seems to dislike flying, probably as a result of its short wings. It makes up for this by having an incredible running speed—up to 100 kph. It leaves behind deep footprints when doing so.

Both of its heads have a separate brain. They have to work together, otherwise Doduo becomes unable to move. During the night, one head always stays awake to keep watch while the other rests.

Dodrio

No. 085



HP 6 Def 4 Spd 4

Fly

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

1
2

Peck

Flying

5+



3 4
5 6

Drill Peck

Flying

8+

!1



7
8
9

Tri Attack

Normal

!4



Use 3 times.
Deals 2 hits.

10
11
12

Rage

Normal

7+

!1



If this Pokémon is at or below 3 HP, deals 9+ instead.

Seel

No. 086



HP 6 Def 3 Spd 2

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

1+



5
6

Headbutt

Normal

4+

!1



2: The target can't take actions this round.

7
8
9

Aurora Beam

Ice

!2



Deals 2 hits.

10
11
12

Water Gun

Water

!2



Deals 2 hits.

Dewgong

No. 087



HP 8 Def 4 Spd 3

Surf, Strength

Water

x2: Elec Fgt Rck

-1: Wtr Ice

1
2

Tackle

Normal

2+



3 4
5 6
7

Ice Beam

Ice

!2



Deals 3 hits.
6: Sleep.

8
9

Rest

Psychic

!1



Recovers all of its HP, loses its conditions, then falls asleep.

10
11
12

Take Down

Normal

6+

!1



Hit: This Pokémon loses 1 HP.

Grimer

No. 088



HP 7 Def 2 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Pound

Normal

3+



5 6
7 8

Nasty Goo

Poison

5+

!1



2: Paralysis.

9

Foul Odour

Poison

!4



Deals 2 hits. This Pokémon and each target becomes Confused.

10
11
12

Poison Gas

Poison

!4



Inflicts Poison.

Muk

No. 089



HP 9 Def 4 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Pound

Normal

4+



3 4
5 6
7 8

Sludge

Poison

7+

!1



2: Poison.

9
10

Acid Armour

Poison

!2



Increase this Pokémon's Defence by 2 (max +2).

11
12

Screech

Normal

!2



Deals 2 hits.

Shellder

No. 090



HP 5 Def 5 Spd 2

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

2+



5 6
7 8
9

Clamp

Water

3+



Hit: Stops this & target until end of next round or either moves.

10
11
12

Withdraw

Water

!1



This Pokémon can't take actions or take damage until end of next round.

Dodrio

No. 085



Triple Bird Pokémon

Power: 3

Size: Medium

Habitat:

Normal

Flying



Description

Dodrio's three heads often have very different emotions, yet they seem to work together flawlessly. It can run at tremendously high speeds over plains and valleys.

During the night, when the other two heads sleep, one always stays awake to keep watch or look for easy prey.

Seel

No. 086



Sea Lion Pokémon

Power: 1

Size: Small

Habitat:

Water



Description

Covered with light blue fur, its hide is thick and tough. This allows it to stay active even in temperatures as low as -40°C . It mostly lives in sea caves or on icebergs. During the day, it often swims around looking for prey.

The horn on Seel's head is very hard. It uses it to bash through thick ice in search of food or shelter.

Dewgong

No. 087



Sea Lion Pokémon

Power: 3

Size: Medium

Habitat:

Water

Ice



Description

Dewgong is cloaked entirely in pure white fur, which allows it to camouflage within the snow. It is covered in thick blubber, which makes it highly resistant to cold. In fact, it seems to become more active when the temperature starts falling. It can swim at very high speeds even in intensely cold waters.

Like Seel, it uses its horn to dig through ice.

Grimer

No. 088



Sludge Pokémon

Power: 1

Size: Small

Habitat:

Poison



Description

Grimer's appearance seems to be a result of the toxic waste of the previous civilisation. While it may seem nasty, it actually serves a very useful function. It loves to eat filthy things, which makes it quite useful for cleaning up the mess that humans have left behind.

It is almost exclusively found in abandoned factories and landfills.

Muk

No. 089



Sludge Pokémon

Power: 3

Size: Medium

Habitat:

Poison



Description

Muk is covered with a filthy, vile sludge. It leaves behind a toxic trail when it moves. It tends to blend in with the soil, which makes it hard to detect.

While Muk produces a horrible smell and touching it can be very dangerous, it serves a useful purpose in cleaning up the filth that the humans of old have left behind.

It is almost exclusively found in abandoned factories and landfills.

Shellder

No. 090



Bivalve Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Shellder is encased in an incredibly hard shell which seems to repel any kind of attack. It is only vulnerable when its shell is open.

It spends most of its time on the sea floor. It uses its broad tongue to dig a hole in the sand, then hides and uses that same tongue to catch prey.

Shellder swims backwards by opening and closing its shell.

Cloyster

No. 091



HP 5 Def 7 Spd 2

Surf

Water x2: Elec Fgt Rck
Ice -1: Wtr Ice

1
2

Tackle

Normal 4+



3 4
5 6

Clamp

Water 5+ !1



Hit: Stops this & target until end of next round or either moves.

7 8
9
10

Spike Cannon

Normal 5+ !3



Use 3 times (against the same target).

11
12

Ice Beam

Ice !3



Deals 3 hits.
6: Sleep.

Gastly

No. 092



HP 4 Def 2 Spd 3

Fly

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 2
3 4

Lick

Ghost 1+



1: Paralysis.

5 6
7 8

Confuse Ray

Ghost !1



Inflicts Confusion.

9 10
11
12

Spook

Ghost !1



Deals 2 hits.
6: Target can't take actions this round.

Haunter

No. 093



HP 5 Def 2 Spd 4

Fly

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1
2
3

Lick

Ghost 1+



1: Paralysis.

4
5
6

Night Shade

Ghost !2



Deals 3 hits.

7
8
9

Dream Eater

Psychic !1



If target is Asleep: Deals 4 hits.
Recovers HP equal to HP lost.

10
11
12

Hypnosis

Psychic !2



Inflicts Sleep.

Gengar

No. 094



HP 5 Def 3 Spd 5

Fly, Strength

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1
2

Lick

Ghost 2+



1: Paralysis.

3
4

Confuse Ray

Ghost !1



Inflicts Confusion.

5 6
7 8

Dark Wave

Ghost !2



Deals 2 hits. Darkens the room until the end of the round.

9 10
11
12

Night Shade

Ghost !2



Deals 3 hits.

Onix

No. 095



HP 6 Def 6 Spd 3

Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1
2
3

Tackle

Normal 2+



4
5
6

Rock Throw

Rock 4+ !1



7
8
9

Rage

Normal 4+ !1



If this Pokémon is at or below 3 HP, deals 6+ instead.

10
11
12

Tunneling

Ground 5+ !1



Before using this Move, move to any open space.

Drowzee

No. 096



HP 6 Def 2 Spd 2

Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1 2
3 4

Pound

Normal 1+



5
6

Disable

Normal !1



Deals 1 hit. The target must use a Basic Move next round.

7
8
9

Hypnosis

Psychic !2



Inflicts Sleep.

10
11
12

Confusion

Psychic !1



Deals 2 hits. Swap with target.
6: Confusion.

Cloyster

No. 091

Bivalve Pokémon



Power: 3

Size: Medium

Habitat:

Water

Ice



Description

Cloyster's hard shell can withstand even explosives. The shell only opens when Cloyster wishes to attack. Within its shell, Cloyster can grow and store spikes. It can channel water within and through its shell to propel itself in the water and to fire these spikes at great speed.

Cloyster is less sanitary than its previous form and can often be found swimming around the ocean.

Gastly

No. 092

Gas Pokémon



Power: 1

Size: Medium

Habitat:

Ghost

Poison



Description

Gastly seems to consist entirely of a thin, noxious gas. Being enveloped by it can suffocate even an elephant. Strong winds can blow it away, although it will just reform when the winds subside. It likes to hang out in caves and abandoned buildings to escape the wind.

There are some who believe Gastly is the soul of a dead Pokémon, but there is little evidence for this. The more plausible explanation is that it arose out of some experiment by the previous civilisation, much like Grimer and Koffing.

Haunter

No. 093

Gas Pokémon



Power: 2

Size: Medium

Habitat:

Ghost

Poison



Description

Like its previous form, Haunter seems to be made entirely out of noxious gas. Because of its gaseous nature, it can slip through walls with ease. It manages to maintain a coherent shape most of the time, although strong winds can distort its features.

It likes to hide in the shadows. It especially loves abandoned places such as old buildings, mines, or even drifting ghost ships.

Gengar

No. 094

Shadow Pokémon



Power: 3

Size: Medium

Habitat:

Ghost

Poison



Description

After evolving, Gengar seems to have taken on a more solid form, although it can still transform into a gas to move through walls. It seems to absorb the heat from its surroundings, which may cause a sudden chill if you get near it.

Gengar is the subject of many ghost stories. It is said to emerge from the darkness to steal the lives of those who become lost in the mountains. There are shrines honouring it on many mountains.

Onix

No. 095

Rock Snake Pokémon



Power: 2

Size: Huge

Habitat:

Rock

Ground



Description

Onix is capable of tunnelling at great speed, moving up to 80 kph in search of prey. It usually spends its entire life deep below the ground, digging its tunnels. The thundering sounds it causes while digging strike fear into the heart of any Pokémon.

The Rocks of Onix's body seem only loosely connected, but are nearly impossible to separate. How the separate segments connect remains a mystery.

Drowzee

No. 096

Hypnosis Pokémon



Power: 1

Size: Small

Habitat:

Psychic



Description

Drowzee is a skilled hypnotist. Once it puts its foe to sleep, it seems to be able to feed off of its dreams. When put in front of a mirror, it often tries to hypnotise itself and occasionally even succeeds.

It is a gluttonous herbivore. It repeatedly brings up food from one of its four stomachs to rechew it.

Hypno

No. 097



HP 7 Def 4 Spd 3

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Pound

Normal

3+



3 4
5 6

Hypnosis

Psychic



!2



Inflicts Sleep.

7
8
9

Dream Eater

Psychic



!1



If target is Asleep: Deals 4 hits.
Recovers HP equal to HP lost.

10
11
12

Psychic

Psychic



!2



Deals 3 hits.

Krabby

No. 098



HP 4 Def 4 Spd 2

Cut, Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Pound

Normal

4+



5
6
7

Vice Grip

Normal

6+

!1



Hit: The target can't move this round.

8
9

Stomp

Normal

7+

!1



10
11
12

Crabhammer

Water

9+

!2



6: Deals an additional hit.

Kingler

No. 099



HP 6 Def 5 Spd 3

Cut, Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Pound

Normal

5+



3 4
5 6

Vice Grip

Normal

7+

!1



Hit: The target can't move this round.

7 8
9
10

Crabhammer

Water

10+

!2



6: Deals an additional hit.

11
12

Guillotine

Normal

12+

!3



6: The target faints.

Voltorb

No. 100



HP 5 Def 3 Spd 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



5 6
7 8
9

Selfdestruct

Normal

4+



This Pokémon faints.
Deals 2 additional hits.

10
11
12

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

Electrode

No. 101



HP 6 Def 3 Spd 7

Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal

2+



3 4
5 6

Explosion

Normal

7+

!1



This Pokémon faints.
Deals 4 additional hits.

7
8
9

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

10
11
12

Chain Lightning

Electric



!2



Deals 2 hits and 1 hit to each Pokémon next to the target.

Exeggcute

No. 102



HP 6 Def 4 Spd 2

Grass

x2: Fire Ice Psn Fly Bug Gho

Psychic

-1: Wtr Elec Grs Fgt Grn Psy

1 2
3 4

Barrage

Normal

1+

!3



Use 3 times (against the same target).

5
6
7

Leech Seed

Grass



!3



Pokémon next to target each recover 1 HP. It loses that HP.

8
9

Hypnosis

Psychic



!3



Inflicts Sleep.

10
11
12

Egg Bomb

Normal

6+

!2



Hypno

No. 097



Hypnosis Pokémon

Power: 3

Size: Medium

Habitat:

Psychic



Description

Hypno seems to always be carrying a pendulum-like device. It makes this device from discarded human objects such as rings and pieces of string. By swinging it from side to side, it can hypnotise almost anyone.

It seems to favour human settlements. It often lures away children from their parents, then hypnotises them so it can feed on their dreams. The children often show up a day or two later with no memory of what happened.

Krabby

No. 098



River Crab Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Krabby often raises its large pincers to intimidate its foes. It hopes to avoid a fight in this way. Its pincers aren't just powerful weapons—they're also used for balance when walking sideways. If a pincer is torn out of its sockets, it simply grows back.

You can usually find Krabby at the edges of bodies of water, in lakebeds, or on the sea floor.

Kingler

No. 099



Pincer Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Kingler's big pincer has an immense crushing force, capable of crushing cars. However, its large size makes it very unwieldy and makes it hard for Kingler to move. It prefers to walk underwater, where the weight of its pincer isn't as much of an issue.

Voltorb

No. 100



Ball Pokémon

Power: 1

Size: Tiny

Habitat:

Electric



Description

Who made Voltorb and why remains a mystery. It seems to be associated with the old factories that made Poké Balls. Having the same size and colours, it is easily mistaken for one. A dangerous mistake to make, since touching a Voltorb can lead to it zapping you or even exploding. An exploded Voltorb resembles an open Poké Ball (which isn't hollow). It puts itself together again after a while.

It mostly lives in old factories and power plants, where it 'eats' by draining electricity. It seems to have some way of reproducing, but it is unclear how.

Electrode

No. 101



Ball Pokémon

Power: 3

Size: Medium

Habitat:

Electric



Description

While it still resembles a Poké Ball, Electrode is much bigger than Voltorb, which means it isn't easily mistaken for one. Inside its smooth exterior, it stores energy under very high pressure. It often explodes with little or no provocation.

Like its previous form, Electrode mostly hangs around old factories and power plants, feeding off of the stored energy found there.

Exeggcute

No. 102



Egg Pokémon

Power: 1

Size: Tiny

Habitat:

Grass

Psychic



Description

While Exeggcute may look like eggs, it is actually more like a seed. The individual heads tend to swarm together in groups for protection.

Exeggcute can be quite aggressive. The heads often work together to throw whatever they can at anyone they perceive as an enemy, sometimes even throwing one of the other heads.

The heads can be of wildly different sizes, since each head is technically a different Pokémon.

Exeggutor

No. 103



HP Def Spd
7 4 2

Strength

Grass x2: Fire Ice Psn Fly Bug Gho
Psychic -1: Wtr Elec Grs Fgt Grn Psy

1 2 Barrage
3 4 Normal 3+ !3
Use 3 times (against the same target).

6 7 Psybeam
8 9 Psychic !1
Deals 2 hits.
6: Confusion

5 Egg Bomb
Normal 8+ !2

10 Solar Beam
11 Grass !1
12 Charge for this round.
Deals 5 hits on the next turn.

Cubone

No. 104



HP Def Spd
6 4 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2 Pound
3 4 Normal 2+

8 Focus Energy
9 Normal !1
Whenever this Pokémon deals damage, it deals an extra hit.

5 Fury Attack
6 Normal 2+ !3
7 Use 3 times (against the same target).

10 Bone Club
11 Ground 5+ !1
12 2: The target can't take actions this round.

Marowak

No. 105



HP Def Spd
7 6 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 Pound
2 Normal 4+

7 Focus Energy
8 Normal !1
9 Whenever this Pokémon deals damage, it deals an extra hit.

3 4 Fury Attack
5 6 Normal 4+ !3
Use 3 times (against the same target).

10 Bonemerang
11 Ground 7+ !3
12 Use twice (against the same target).

Hitmonlee

No. 106



HP Def Spd
6 3 3

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 Kick
2 Fighting 5+

8 High Jump Kick
9 Fighting 11+ !2
10 Miss: This Pokémon loses 2 HP.

4 5 Jump Kick
6 7 Fighting 9+ !1
Miss: This Pokémon loses 1 HP.

11 Rolling Kick
12 Fighting 7+ !1
2: The target can't take actions this round.

Hitmonchan

No. 107



HP Def Spd
6 4 3

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 Jab
2 Fighting 4+

7 Thunder Punch
8 Electric 7+ !1
9 2: Paralysis.

4 Ice Punch
5 Ice 7+ !1
6 2: Sleep.

10 Special Punch
11 Fighting 9+ !2
12

Lickitung

No. 108



HP Def Spd
8 4 2

Cut, Surf, Strength

Normal x2: Fgt
-1: Gho

1 Constrict
2 Normal 2+
3 The target can't move this round.

8 Supersonic
9 Normal !3
Inflicts Confusion.

4 5 Wrap
6 7 Normal 3+ !1
Hit: Stops this & target until end of next round or either moves.

10 Slam
11 Normal 7+ !2
12

Exeggutor

No. 103



Coconut Pokémon

Power: 3

Size: Large

Habitat:



Description

When Exeggute evolves into Exeggutor, it suddenly grows a body. Not every head attaches itself to this body—some just roll away. Each of the remaining heads still has a life and will of its own. It constantly grows new heads. When a head falls off, it becomes a new Exeggcute head. An Exeggutor head with a close bond with its trainer tries not to fall off, though.

Exeggutor loves warm and moist places. It can be found deep within tropical woods or while walking along tropical beaches.

Cubone

No. 104



Lonely Pokémon

Power: 1

Size: Tiny

Habitat:



Description

After being born, a young Cubone is given a skull by its mother to serve as protection. The fact that Marowak leaves its offspring behind after birth has led to the enduring idea that the skull Cubone wears is of its deceased mother.

Cubone is often heard crying, although the exact reason for this is hard to ascertain. The rattling and echoes of its skull make its cry seem mournful. It is a very asocial Pokémon. It often spends its time alone in small crevices. It collects small bones to use as weapons.

Marowak

No. 105



Bone Keeper Pokémon

Power: 3

Size: Small

Habitat:



Description

After evolving, Marowak's skull helmet has fused onto its skin for even greater protection.

Marowak collects the bones of dead Pokémon to use as weapons. Only once a female Marowak finds a suitable skull will it start looking for a mate. It then gives this skull to its offspring for protection. It doesn't spend any more time with its mate or offspring than is strictly necessary and quickly goes back to its solitary lifestyle.

Hitmonlee

No. 106



Kicking Pokémon

Power: 2

Size: Medium

Habitat:



Description

Hitmonlee can freely stretch and contract its legs. This not only allows it to kick far-away foes, it also allows it to easily cover great distances in mountainous terrain. It can also jump surprisingly high by quickly stretching and then contracting its legs.

A wild Hitmonlee is often surprisingly docile. It usually only attacks when specifically provoked.

Hitmonchan

No. 107



Punching Pokémon

Power: 2

Size: Medium

Habitat:



Description

Hitmonchan is known for its incredibly fast punches. Legend has it that each Hitmonchan is inhabited by the spirit of a former boxer. While this claim seems dubious, it does help explain why it is drawn to abandoned towns and why it often dresses in human clothing.

If it cannot find suitable gloves, it uses whatever it can find to wrap its hands. It is said that the power of Hitmonchan's punches would shatter the bones of its hand if it were unprotected.

Lickitung

No. 108



Licking Pokémon

Power: 2

Size: Medium

Habitat:



Description

At 2.5 metres, Lickitung's tongue is twice as long as its body. It usually stows this tongue away inside its body by curling it up. Its tongue can be moved as if it were an arm, which makes it useful for grabbing food and attacking enemies. It leaves a tickling sensation after getting licked by it.

Lickitung has a voracious appetite, but doesn't like to move. It often simply stands in a spot and uses its tongue to eat anything it can reach.

Koffing

No. 109



HP 5 Def 4 Spd 2

Fly

Poison

x2: Grn Psy Bug
-1: Fgt Psn

1 2
3 4

Tackle

Normal

2+



5 6
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

Smoke Screen

Normal

!2



9
10

Darkens the field for the rest of the battle.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

Weezing

No. 110



HP 6 Def 6 Spd 2

Fly

Poison

x2: Grn Psy Bug
-1: Fgt Psn

1
2

Tackle

Normal

4+



5 6
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

Sludge

Poison

7+ !1



9
10

2: Poison.

11
12

Explosion

Normal

9+ !1



This Pokémon faints. Deals 4 additional hits.

Rhyhorn

No. 111



HP 7 Def 5 Spd 2

Strength

Rock

x2: Wtr Grs Ice Fgt Grn
-1: Nrm Elec Fire Psn Fly Rck

1
2
3

Tackle

Normal

3+



4 5
6 7

Horn Attack

Normal

6+ !1



Fury Attack

Normal

3+ !3



8
9
10

Use 3 times (against the same target).

11
12

Stomp

Normal

6+ !1



6: The target can't take actions this round.

Rhydon

No. 112



HP 8 Def 5 Spd 2

Surf, Strength

Rock

x2: Wtr Grs Ice Fgt Grn
-1: Nrm Elec Fire Psn Fly Rck

1
2

Tackle

Normal

5+



3
4
5

Horn Attack

Normal

8+ !1



Fury Attack

Normal

5+ !3



6 7
8 9

Use 3 times (against the same target).

10
11
12

Horn Drill

Normal

12+ !3



6: The target faints.

Chansey

No. 113



HP 16 Def 1 Spd 2

Strength Flash

Normal

x2: Fgt
-1: Gho

1
2

Pound

Normal

1+



3 4
5 6

Softboiled

Normal



Transfer any HP from this Pokémon to the target.

Sing

Normal

!2



7
8
9

Inflicts Sleep.

10
11
12

Double-Edge

Normal

6+ !1



Hit: This Pokémon loses 1 HP.

Tangela

No. 114



HP 6 Def 6 Spd 3

Cut

Grass

x2: Fire Ice Psn Fly Bug
-1: Wtr Elec Grs Grn

1
2

Constrict

Normal

2+



The target can't move this round.

3 4
5 6

Slam

Normal

7+ !2



Mega Drain

Grass

!2



7 8
9
10

Deals 2 hits. Recovers HP equal to the HP the target loses.

11
12

Healing Pollen

Grass



Recovers 2 HP from this Pokémon and each target.

Koffing

No. 109

Poison Gas Pokémon



Power: 1

Size: Tiny

Habitat:

Poison



Description

Koffing's thin, balloon-like body is inflated by horribly toxic gases. It reeks when it is nearby. Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning. A deflated Koffing takes a while to restore itself and reinflate.

Koffing was created by the previous civilisation, probably for warfare. It now mostly hangs around abandoned munitions factories and other toxic places.

Weezing

No. 110

Poison Gas Pokémon



Power: 3

Size: Medium

Habitat:

Poison



Description

Weezing can arise in a few different ways. Sometimes two Koffing end up fusing after exploding near each other, sometimes two Koffings slowly fuse when in the presence of toxic fumes, and sometimes a Koffing simply grows another head.

Weezing's body is still filled with toxic gases, leading to the same stench and explosive tendencies as Koffing.

Rhyhorn

No. 111

Spikes Pokémon



Power: 2

Size: Medium

Habitat:

Rock

Ground



Description

Rhyhorn is not known for its intelligence, but it makes up for this with raw power. It can ram through buildings with ease and can even send vehicles flying. Sadly, its unreliable nature makes it less than ideal for use in construction.

Rhyhorn often travels in small herds. The sounds of an approaching Rhyhorn herd can be deafening. This should give unsuspecting travellers some time to get out of the way lest they be trampled.

Rhydon

No. 112

Drill Pokémon



Power: 3

Size: Large

Habitat:

Rock

Ground



Description

After evolution, Rhydon now walks on two legs. It also seems to have developed a greater intellect. It is however still quite unreliable and hard to train.

Rhydon's armour-like hide can resist even lava. Its powerful horn can rotate like a drill, which allows it to puncture rocks.

Rhydon often lives a solitary life in some of the most extreme terrains imaginable, such as shattered mountainsides or deep within a volcano.

Chansey

No. 113

Egg Pokémon



Power: 3

Size: Small

Habitat:

Normal



Description

Chansey lays several eggs a day, none of which are fertilised. It uses these eggs to feed other Pokémon, which in turn protect it and feed it. All this makes Chansey one of the kindest and peaceful Pokémon.

Seeing a wild Chansey is considered a rare and lucky occurrence. Catching one is a white whale for many a trainer.

Tangela

No. 114

Vine Pokémon



Power: 3

Size: Small

Habitat:

Grass



Description

Tangela is cloaked in blue plant vines which resemble seaweed. They shake as it walks, which makes a walking Tangela sound like rustling leaves.

It likes to hide in bushes and tries to entangle anyone who gets close to it.

You won't often find groups of wild Tangela, as they are mostly solitary Pokémon.

Kangaskhan

No. 115



HP Def Spd
8 4 4

Surf, Strength

Normal

x2: Fgt

-1: Gho

1
2

Pound

Normal

4+



3 4
5 6

Comet Punch

Normal

7+

!3



Use twice (against the same target).

7
8
9

Dizzy Punch

Normal

7+

!1



2: Confusion.

10
11
12

Mega Punch

Normal

9+

!2



Horsea

No. 116



HP Def Spd
5 4 2

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

1+



5 6
7 8
9

Bubble

Water

!2



Deals 2 hits.
6: Paralysis

10
11
12

Smoke Screen

Normal

!2



Darkens the field for the rest of the battle.

Seadra

No. 117



HP Def Spd
6 5 4

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Tackle

Normal

2+



3 4
5 6
7 8

Bubble Beam

Water

!2



Deals 3 hits.
6: Paralysis.

9
10

Smoke Screen

Normal

!1



Darkens the field for the rest of the battle.

11
12

Hydro Pump

Water

!3



Deals 4 hits.

Goldeen

No. 118



HP Def Spd
4 3 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Peck

Flying

2+



5
6
7

Quick Turn

Normal

4+

!1



After this Move, this Pokémon may move 1 space.

8
9

Supersonic

Normal

!3



Inflicts Confusion.

10
11
12

Horn Attack

Normal

5+

!1



Seaking

No. 119



HP Def Spd
7 4 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Peck

Flying

4+



3 4
5 6
7 8

Waterfall

Water

7+

!1



2: The target can't take actions this round.

9
10

Fury Attack

Normal

4+

!3



Use 3 times (against the same target).

11
12

Horn Drill

Normal

11+

!3



6: The target faints.

Saryu

No. 120



HP Def Spd
5 3 4

Surf, Flash

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

1+



9

Swift

Normal

!1



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Water Gun

Water

!2



Deals 2 hits.

10
11
12

Recover

Normal

!3



Recovers HP equal to the result of the Move die -3.

Kangaskhan

No. 115



Parent Pokémon

Power: 3

Size: Large

Habitat:

Normal



Description

A female Kangaskhan can easily be recognised by its pouch which often has a baby Kangaskhan inside it. A baby Kangaskhan only rarely ventures out of its pouch until it is 3 years old. The mother is very protective of its baby and will do everything in its power to protect it.

Male Kangaskhan are quite rare, but do exist.

Horsea

No. 116



Dragon Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Horsea keeps its balance in the water using its coiled tail. When it senses danger, it can shoot black ink to defend itself. It also shoots this ink to hunt. It is known to shoot down flying bugs from the surface of the water with extraordinary precision.

Every spring, a female Horsea can lay several thousand eggs on seaweed, although most of these get eaten by Goldeen. Male Horsea take care of the young.

Seadra

No. 117



Dragon Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Seadra is a lot more vicious than its previous form. Carelessly trying to touch it can result in punctures from the spikes growing on its body. These spikes are toxic and cause excruciating pain and may even result in fainting.

It often comes up to the surface to shoot ink at airborne prey.

Goldeen

No. 118



Goldfish Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Goldeen's dorsal and pectoral fins are strongly developed like muscles. This helps it propel through the water at great speed. They seem to have little intelligence and sometimes swim right towards predators. Its tail fin billows like an elegant ballroom dress, giving it the nickname "The Water Queen".

Seaking

No. 119



Goldfish Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Using the drill-like horn on its head, Seaking hollows out boulders to make its nest.

In autumn, Seaking swims up rivers and creeks to spawn. When large enough groups swim upstream, they can seemingly colour the river red. During the other seasons, it lives a mostly solitary life. It isn't generally aggressive and mostly feeds on small fish.

Staryu

No. 120



Star Shape Pokémon

Power: 1

Size: Small

Habitat:

Water



Description

Staryu is commonly found on beaches. At night, the crystal at its core shines brightly. Why it does this remains unclear. Staryu does not need a partner to reproduce and does not seem to possess a gender.

If a part of Staryu's body is cut off, it can effortlessly regenerate it.

By rapidly spinning, it can launch itself into the air.

Starmie

No. 121



HP 6 Def 4 Spd 5

Surf, Flash

Water x2: Elec Grs Bug Gho
Psychic -1: Fire Wtr Ice Fgt Psy

1 Tackle
2 Normal 1+

9 Star Freeze
10 Ice !3
Deals 3 hits and inflicts Paralysis.

3 4 Flood
4 6 Water !2
7 8 Deals 2 hits.

11 Hydro Pump
12 Water !3
Deals 4 hits.

Mr. Mime

No. 122



HP 5 Def 5 Spd 4

Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1 Barrier
2 Psychic !1
3 Completely blocks the space. A Regular Move can break it.

9 Light Screen
10 Psychic !2
Acts first. Can't move this round, unaffected by Special Moves.

4 5 Confusion
6 7 Psychic !1
Deals 2 hits. Swap with target. 6: Confusion.

11 Reflect
12 Psychic !2
Acts first. Can't move this round, unaffected by Regular Moves.

Scyther

No. 123



HP 6 Def 4 Spd 5

Cut

Bug x2: Fire Elec Ice Psn Fly Rck
Flying -1: Grs Fgt Grn Psy Bug

1 Scratch
2 Normal 4+

8 Swords Dance
9 Normal !1
10 Double the number of hits of the next successful Move.

3 4 Slash
5 6 Normal 7+ !1
2-6: Deals an additional hit.

10 Wing Attack
11 Flying 6+ !1
12 2-6: Deals an additional hit.

Jynx

No. 124



HP 7 Def 3 Spd 5

Ice x2: Fire Bug Rck Gho
Psychic -1: Grs Ice Psy

1 Pound
2 Normal 2+

7 Lovely Kiss
8 Normal !1
9 Inflicts Sleep.

3 4 Ice Punch
5 6 Ice 5+ !1
2: Sleep.

10 Powder Snow
11 Ice !1
12 Deals 2 hits. 6: Sleep.

Electabuzz

No. 125



HP 7 Def 3 Spd 5

Strength, Flash

Electric x2: Grn
-1: Elec Fly

1 Pound
2 Normal 3+

7 Drag Off
8 Normal 6+ !1
9 Hit: Pulls the target towards this Pokémon.

3 4 Thunder Punch
5 6 Electric 6+ !1
2: Paralysis.

10 Thunder Shock
11 Electric !2
12 Deals 2 hits. 6: Paralysis.

Magmar

No. 126



HP 7 Def 3 Spd 4

Strength, Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 Pound
2 Normal 4+

7 Drag Off
8 Normal 6+ !1
9 Hit: Pulls the target towards this Pokémon.

3 4 Fire Punch
5 6 Fire 7+ !1
2: Poison.

10 Ember
11 Fire !2
12 Deals 2 hits. 6: Poison.

Starmie

No. 121

Mysterious Pokémon



Power: 3

Size: Small

Habitat:

Water

Psychic



Description

Starmie's core glows with many different colours. The function of this glow remains unclear, although it is suspected that it is used for communication with other Starmie.

Starmie is a surprisingly fast swimmer. By quickly rotating, it can move through the water at great speed and can even become airborne.

Mr. Mime

No. 122

Barrier Pokémon



Power: 2

Size: Medium

Habitat:

Psychic



Description

Mr. Mime is perhaps the most enigmatic Pokémon of all. Its appearance seems too human-like to be a coincidence, but there are no clear indications of where or how it may have been created. It can create transparent walls out of thin air and then climb those walls with the suction pads on its fingertips. It tries to slap anyone who interrupts it while creating these walls.

People call it Mr. Mime, but its actual gender and reproductive habits remain a mystery. Presumably, just calling it "Mime" would be more correct.

Scyther

No. 123

Mantis Pokémon



Power: 3

Size: Medium

Habitat:

Bug

Flying



Description

Scyther is known for its incredibly sharp claws and amazing agility. If it moves fast enough, it can create the illusion that there are more of it. It only rarely uses its wings to fly and prefers to use its swift legs to get around.

Scyther can fully distinguish colours, which is somewhat rare among Pokémon. It especially likes the colour red.

While it sometimes travels as part of a swarm, it is usually quite solitary.

Jynx

No. 124

Human Shape Pokémon



Power: 3

Size: Medium

Habitat:

Ice

Psychic



Description

Jynx seems to have evolved to mimic humans. It speaks in a humanlike manner, but the words seem to be complete gibberish. If any attempt is made to remove its cloth-like shroud, it becomes incredibly violent.

It seems to prefer cold places. It can often be found in frigid caves singing an eerie song.

Electabuzz

No. 125

Electric Pokémon



Power: 3

Size: Small

Habitat:

Electric



Description

Electabuzz loves to feast on electricity. In the wild, it often stands in open fields during lightning storms. In urban areas, it often attacks transformer stations or wind farms. It especially likes (abandoned) power plants. If a wild Electabuzz finds an inhabited settlement, it often causes major blackouts.

It can fully distinguish colours, which is somewhat rare among Pokémon. It especially likes the colour red.

Magmar

No. 126

Spitfire Pokémon



Power: 3

Size: Medium

Habitat:

Fire



Description

Magmar's body temperature is incredibly high—up to 1200 °C—which causes it to constantly emit an orange glow and allows it to blend in seamlessly among flames.

It mostly hangs out near the craters of volcanoes, although it occasionally seeks out human-made sources of heat, such as abandoned factories and refineries.

Pinsir

No. 127



HP Def Spd
6 5 3

Cut, Strength

Bug

x2: Fire Psn Fly Rck
-1: Grs Fgt Grn Psy

Constrict

Normal 5+

Hit: The target can't move this round.



3 4
5 6

Seismic Toss

Fighting 8+ !1

Hit: Moves the target to the other side of this Pokémon.



Vice Grip

Normal 7+ !1

Hit: The target can't move this round.



11
12

Guillotine

Normal 12+ !3

6: The target faints.



Tauros

No. 128



HP Def Spd
6 4 5

Strength

Normal

x2: Fgt
-1: Gho

Tackle

Normal 4+



3 4
5 6

Overrun

Normal 7+ !1

Can move +2 spaces, can/must cross target to opposite side.



Stomp

Normal 7+ !1

2: The target can't take actions this round.



10
11
12

Rage

Normal 6+ !1

If this Pokémon is at or below 3 HP, deals 8+ instead.



Magikarp

No. 129



HP Def Spd
4 3 3

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

Splash

Normal



1 2
3 4
5 6
7 8

Tackle

Normal 1+



9
10
11
12

Gyarados

No. 130



HP Def Spd
7 3 3

Surf, Strength

Water

x2: Elec Rck
Flying -1: Fire Wtr Fgt Grn Bug

Tackle

Normal 5+ !1



3 4
4 6
7 8

Bubble Beam

Water !2

Deals 3 hits.
6: Paralysis.



Dragon Rage

Dragon !3

Deals 4 hits.



11
12

Hyper Beam

Normal !3

Deals 5 hits. If target doesn't faint, this skips its next turn.



Lapras

No. 131



HP Def Spd
9 4 2

Surf, Strength

Water

x2: Elec Fgt Rck
Ice -1: Wtr Ice

Tackle

Normal 3+



3 4
5 6

Flood

Water !3

Deals 3 hits.



Ice Beam

Ice !3

Deals 2 hits.
6: Sleep.



11
12

Sing

Normal !3

Inflicts Sleep.



Ditto

No. 132



HP Def Spd
6 3 2

Normal

x2: Fgt
-1: Gho

Transform

Normal



This Pokémon becomes the same Pokémon as the target, except for its HP.

1 2 3
4 5 6
7 8 9
10 11 12

Pinsir

No. 127



Stag Beetle Pokémon

Power: 3

Size: Medium

Habitat:



Bug

Description

Pinsir has two powerful pincer horns on the top of its head. If those pincers fail to crush its foe, it starts swinging around and tosses its opponent. I can toss Pokémon that are heavier than it in this way.

It spends most of its time in the forest undergrowth. It burrows a hole to sleep at night.

It can fully distinguish colours, which is somewhat rare among Pokémon. It seems to especially like the greens of its native forest.

Tauros

No. 128



Wild Bull Pokémon

Power: 3

Size: Large

Habitat:



Normal

Description

Tauros roams the prairie as part of a massive herd. While it generally doesn't attack other Pokémon without provocation, a herd can accidentally trample anyone who stands in its way. The thundering sound of hundreds of Tauros hooves is a frightening sound indeed.

When it's about to ram its foe, it whips itself with its three tails to heighten its will to fight.

Magikarp

No. 129



Fish Pokémon

Power: 0

Size: Small

Habitat:



Water

Description

Magikarp is generally known as one of the weakest and most pathetic Pokémon. If it is attacked, it tends to splash around uselessly instead of defending itself. However, deep within its DNA lurk the genes of a dragon.

Magikarp can be found swimming in the oceans, lakes, and even large puddles of the world. It usually follows the currents and eats whatever is nearby.

Gyarados

No. 130



Atrocious Pokémon

Power: 3

Size: Huge

Habitat:



Water

Flying

Description

Huge and vicious, Gyarados is known as one of the most dangerous Pokémon. It can fire a powerful Hyper Beam which allows it to destroy ships and buildings. An enraged Gyarados is a frightening sight for any sailor.

Gyarados mostly lives on the seafloor or in deep waters. As a result, it is rarely seen. It is an omnivore. Its powerful fangs are capable of crushing boulders. Its scales are as hard as steel and are sometimes used to make jewellery.

Lapras

No. 131



Transport Pokémon

Power: 3

Size: Large

Habitat:



Water

Ice

Description

Lapras is apparently quite gentle by nature. It doesn't mind ferrying people and Pokémon across the water on its back. Its enchanting cry often means salvation to anyone lost at sea.

It is quite a rare Pokémon. It seems that it was more abundant long ago, but its population has been dwindling for quite some time. In times of old, it was often used to ferry people and goods. Perhaps their exploitation of this Pokémon's kindness is to blame.

Ditto

No. 132



Transform Pokémon

Power: 1

Size: Tiny

Habitat:



Normal

Description

Ditto can transform into other Pokémon by changing its body's cellular structure. How it does this remains a mystery, but it seems to have been created by the previous civilisation to help them study Pokémon genetics. It may be related in some way to the mythical Pokémon Mew.

Finding a Ditto can be tricky, since it often doesn't look like a Ditto at all.

Eevee

No. 133



HP 6 Def 3 Spd 2

Normal

x2: Fgt
-1: Gho

1 2
3 4

Tackle

Normal

2+



3 4
5 6

Quick Attack

Normal

4+

!1



This Move happens before all other Moves this round.

9
10

Sand-Attack

Normal

3+ !3



Hit: Inflicts Confusion.

11
12

Bite

Normal

4+

!1



2: The target can't take actions this round.

Vaporeon

No. 134



HP 9 Def 3 Spd 3

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2

Tackle

Normal

2+



3 4
5 6

Water Gun

Water

!1



Deals 2 hits.

7 8
9
10

Aurora Beam

Ice

!1



Deals 2 hits.

11
12

Acid Armour

Poison

!1



Increase this Pokémon's Defence by 2 (max +2).

Jolteon

No. 135



HP 6 Def 3 Spd 6

Flash

Electric

x2: Grn
-1: Elec Fly

1
2

Tackle

Normal

2+



3 4
5 6

Thunder Shock

Electric

!1



Deals 2 hits.

6: Paralysis.

7 8
9
10

Double Kick

Fighting

5+ !3



Use twice (against the same target).

11
12

Pin Missile

Bug

2+

!3



Use 3 times (against the same target).

Flareon

No. 136



HP 6 Def 3 Spd 3

Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1
2

Tackle

Normal

5+



3 4
5 6

Ember

Fire

!1



Deals 2 hits.

6: Poison.

7 8
9
10

Heat Tackle

Fire

9+ !1



Hit: This Pokémon loses 1 HP.

11
12

Fire Spin

Fire

!4



Deals 1 hit + targets can't take actions until end of next round.

Porygon

No. 137



HP 6 Def 4 Spd 2

Flash

Normal

x2: Fgt
-1: Gho

1
2
3

Tackle

Normal

2+



4 5
6 7

Sharpen

Normal

!1



Change Tackle's damage to 5+.

8
9
10

Conversion

Normal

!1



This Pokémon becomes resistant to every type.

11
12

Recover

Normal

!2



Recovers HP equal to the result of the Move die -2.

Omanyte

No. 138



HP 5 Def 4 Spd 2

Surf

Rock

x2: Elec Grs Fgt Grn
-1: Nrm Fire Ice Psn Fly

1 2
3 4

Tackle

Normal

1+



5 6
7 8

Water Gun

Water

!2



Deals 2 hits.

9 10
11
12

Spook

Ghost

!2



Deals 2 hits.

6: Target can't take actions this round.

Eevee

No. 133

Evolution Pokémon



Power: 1

Size: Tiny

Habitat:

Normal



Description

Eevee's special genetic makeup allows it to evolve into many different forms, depending on which evolutionary stone it is exposed to.

It is an elusive Pokémon which usually prefers to hide and run away from danger.

Vaporeon

No. 134

Bubble Jet Pokémon



Power: 3

Size: Small

Habitat:

Water



Description

Once an Eevee finds a Water Stone and evolves into Vaporeon, it tends to try and find the nearest river and swim out to sea.

Vaporeon is almost invisible in water. Its translucent blue skin can mirror the texture of water extremely well. When its tail pokes out of the water, it is often mistaken for a mermaid.

Jolteon

No. 135

Lightning Pokémon



Power: 3

Size: Small

Habitat:

Electric



Description

Jolteon can accumulate electric charges just by standing out in the open. It can then use these charges to blast out extremely powerful lightning bolts.

When a Jolteon is startled or angered, its fur all over its body bristles like sharp needles. Using the power stored within its body, it can even launch needle-like clumps of fur at its foes.

Flareon

No. 136

Flame Pokémon



Power: 3

Size: Small

Habitat:

Fire



Description

Flareon has a flame sac inside its body. When it inhales, it can blow out extremely hot flames—reportedly up to 1700°C.

It is often very hot to the touch, especially if it hasn't breathed fire for a while. During winter, other Pokémon sometimes seek out Flareon for warmth. Once it gets too hot, it fluffs out its fur to cool itself off.

Porygon

No. 137

Virtual Pokémon



Power: 2

Size: Small

Habitat:

Normal



Description

Porygon seems to be a fully artificial Pokémon. It was apparently created by the previous civilisation to interact with digital devices. Its body acts as a self-repairing computer. As long as its internal code is intact, it can keep repairing itself. If it finds enough materials, it can even replicate itself.

Now bereft of its original function, Porygon often simply wanders around fixing long-abandoned machines, which can lead to some bizarre situations.

Omanyte

No. 138

Spiral Pokémon



Power: 1

Size: Tiny

Habitat:

Rock

Water

Description

Omanyte is an extinct Pokémon. Researchers may be able to reform it using a fossil.

It swam by waving its ten feet. It mostly fed on plankton and small fish that swam in the primordial seas.

Omastar

No. 139



HP 6 Def 6 Spd 2

Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2

Tackle

Normal

2+



3 4
5 6
7

Water Gun

Water



!1



Deals 2 hits.

8
9
10

Spike Cannon

Normal

2+

!3



Use 3 times (against the same target).

11
12

Hydro Pump

Water



!2



Deals 4 hits.

Kabuto

No. 140



HP 5 Def 4 Spd 2

Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1 2
3 4

Scratch

Normal

3+



5 6
7 8
9

Leech Life

Bug

4+

!1



Recovers HP equal to the HP the target loses.

10
11
12

Harden

Normal



!1



Increase this Pokémon's Defence by 1 (max +2).

Kabutops

No. 141



HP 6 Def 5 Spd 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2

Scratch

Normal

5+



3 4
5 6
7

Leech Life

Bug

6+

!1



Recovers HP equal to the HP the target loses.

8
9
10

Slash

Normal

8+

!1



5-6: Deals an additional hit.

11
12

Hydro Pump

Water



!4



Deals 4 hits.

Aerodactyl

No. 142



HP 7 Def 3 Spd 6

Fly

Rock

x2: Wtr Elec Ice

Flying

-1: Nrm Fire Psn Grn Fly Bug

1
2

Tackle

Normal

4+



3 4
5 6

Wing Attack

Flying

6+

!1



7
8
9

Take Down

Normal

8+

!1



Hit: This Pokémon loses 1 HP.

10
11
12

Dive Bomb

Flying

7+

!1



Disappear, reappear in open space and attack next round.

Snorlax

No. 143



HP 11 Def 3 Spd 1

Surf, Strength

Normal

x2: Fgt

-1: Gho

1
2

Pound

Normal

4+



3 4
5 6

Body Slam

Normal

9+

!2



3: Paralysis

7 8
9
10

Rest

Psychic



!1



Recovers all of its HP, loses its conditions, then falls asleep.

11
12

Double-Edge

Normal

9+

!1



Hit: This Pokémon loses 1 HP.

Articuno

No. 144



HP 7 Def 5 Spd 4

Fly

Ice

x2: Fire Elec Rck

Flying

-1: Grs Grn Bug

1

Peck

Flying

3+



2 3
4 5
6 7

Blizzard

Ice



!2



Deals 4 hits.

6: Sleep.

8
9

Haze

Ice



!1



Removes all effects/conditions on this Pokémon and on targets.

10
11
12

Coldsnap

Ice



!2



Deals 2 hits and inflicts Sleep.

Omastar

No. 139

Spiral Pokémon



Power: 3

Size: Small

Habitat:

Rock

Water

Description

Omastar grew to be around a metre tall. It preyed on fish of roughly half its size. It hunted by grabbing onto its prey with its dexterous tentacles and then biting it with its sharp fangs. Its large shell makes it somewhat sluggish, which perhaps made it unable to keep up with the faster predators that arose after it.

Kabuto

No. 140

Shellfish Pokémon



Power: 1

Size: Tiny

Habitat:

Rock

Water

Description

Kabuto is an extinct Pokémon. Researchers may be able to reform it using a fossil.

It seems to have disliked fighting. It kept itself safe by hiding on the ocean floor and using the eyes on its back to look for predators above it. Once it spotted a predator, it retracted itself into its shell.

It was a decent swimmer, but not especially fast.

Kabutops

No. 141

Shellfish Pokémon



Power: 3

Size: Medium

Habitat:

Rock

Water

Description

Kabutops's sleek shape was perfect for swimming. Unlike its previous form, Kabutops seems to have been quite aggressive and an expert hunter. It captured prey with its sharp scythe-like claws and then drained its prey's precious bodily fluids.

Aerodactyl

No. 142

Fossil Pokémon



Power: 3

Size: Medium

Habitat:

Rock

Flying

Description

Aerodactyl used to be an extinct Pokémon, but researchers have found a way to revive it using DNA from fossilised blood samples.

This big Pokémon flies high in the sky while emitting high-pitched cries. The sight must have struck terror in the hearts of its ancient prey. When it sees possible prey, it swoops down and goes for their throat with its serrated, saw-like fangs.

Snorlax

No. 143

Sleeping Pokémon



Power: 3

Size: Large

Habitat:

Normal



Description

Snorlax spends its days eating and sleeping. It needs to consume at least 400 kg of food each day. To reach its needed intake, it even consumes mouldy food without ever getting sick. As soon as it is done eating, it falls asleep. With its average of 460 kg, it is the heaviest Pokémon discovered so far.

While it usually lives in the mountains, it occasionally descends and appears in forests and sometimes even towns. A passing Snorlax leaves almost nothing edible in its wake.

Articuno

No. 144

Freeze Pokémon



Power: 4

Size: Large

Habitat:

Ice

Flying

Description

Articuno is considered to be a legendary Pokémon. It flies over snow-capped mountain tops with its long tail trailing behind. Many stories are told about people seeing Articuno and being so enraptured by its beauty that they freeze to death, leaving a body looking skyward. It is said to only appear to doomed people who are lost in the mountains.

Zapdos

No. 145



HP Def Spd
7 4 5

Fly, Flash

Electric

x2: Ice Rck

Flying

-1: Grs Fgt Fly Grn Bug

Peck

Flying

3+



1

Drill Peck

Flying

6+

!1



6 7
8 9

Thunderbolt

Electric



!2



2 3
4 5

Deals 3 hits.
6: Paralysis.

Thunderstorm

Electric



!3



10
11
12

Deals 3 hits and inflicts
Paralysis.

Moltres

No. 146



HP Def Spd
7 4 4

Fly, Flash

Fire

x2: Wtr Elec Ice Rck

Flying

-1: Fire Grs Fgt Grn Bug

Peck

Flying

4+



1

Dive Bomb

Flying

7+

!1



6 7
8 9

Disappear, reappear in open
space and attack next round.

Fire Spin

Fire



!3



2 3
4 5

Deals 1 hit + targets can't take
actions until end of next round.

Wildfire

Fire



!3



10
11
12

Deals 3 hits and inflicts
Poison.

Dratini

No. 147



HP Def Spd
6 3 2

Surf

Dragon

x2: Ice Dra

-1: Fire Wtr Elec Grs

Constrict

Normal

2+



1 2
3 4

The target can't move this
round.

Thunder Wave

Electric



!2



9 10
11
12

Inflicts Paralysis.

Wrap

Normal

3+

!1



5 6
7 8

Hit: Stops this & target until end
of next round or either moves.

Dragonair

No. 148



HP Def Spd
6 3 3

Fly, Surf

Dragon

x2: Ice Dra

-1: Fire Wtr Elec Grs

Constrict

Normal

3+



1
2
3

The target can't move this
round.

Slam

Normal

8+

!2



7
8
9

Wrap

Normal

4+

!1



4
5
6

Hit: Stops this & target until end
of next round or either moves.

Dragon Rage

Dragon



!3



10
11
12

Deals 4 hits.

Dragonite

No. 149



HP Def Spd
8 4 3

Fly, Surf, Strength

Dragon

x2: Ice Rck Dra

Flying

-1: Fire Wtr Grs Fgt Grn Bug

Constrict

Normal

5+



1

The target can't move this
round.

Giant Tail

Normal

11+

!2



7
8
9

Dragon Rage

Dragon



!3



2 3
4 5
6

Deals 4 hits.

Hyper Beam

Normal



!3



10
11
12

Deals 5 hits. If target doesn't
faint, this skips its next turn.

Mewtwo

No. 150



HP Def Spd
8 4 6

Strength, Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

Confusion

Psychic



!1



1
2
3

Deals 2 hits. Swap with target.
6: Confusion.

Super Psy

Psychic



!2



6 7
8 9

Deals 4 hits.

Swift

Normal



!3



4
5

Deals 1 hit to any Pokémon.
Can't be prevented.

Recover

Normal



!2



10
11
12

Recovers HP equal to the
result of the Move die -2.

Zapdos

No. 145



Electric Pokémon

Power: 4

Size: Large

Habitat:

Electric

Flying

Description

Zapdos is considered to be a legendary Pokémon. It is said to appear when the sky turns dark and lightning showers down. These lightning storms are said to be caused by the movement of its wings. A Zapdos flying in the distance is a magnificent sight which can light up the sky from kilometres away.

Moltres

No. 146



Flame Pokémon

Power: 4

Size: Large

Habitat:

Fire

Flying

Description

Moltres is considered to be a legendary Pokémon. Many legends are told about it, from it rising from the ashes after dying to its blood conferring immortality. Every flap of its wings creates a dazzling flare of flames. Those who are lucky enough to see it are often overwhelmed by its magnificence.

Dratini

No. 147



Dragon Pokémon

Power: 1

Size: Small

Habitat:

Dragon



Description

Dratini is a rare and mythical Pokémon. Although still young, it can reach lengths of up to two metres. It grows by continuously shedding its skin.

A Dratini sighting is considered a blessing according to many ancient traditions. Some say it only appears to those with a pure heart, some claim its appearance predicts a bountiful harvest, and some claim it is the harbinger of change, only appearing during times of great uproar. Since its appearance is so rare, it is hard to confirm any of these and it's probably best to take them with a pinch of salt.

Dragonair

No. 148



Dragon Pokémon

Power: 2

Size: Large

Habitat:

Dragon



Description

Dragonair is a rare and mythical Pokémon. It lives in seas and lakes, but sometimes flies high in the sky. While its ears are wing-shaped, they couldn't possibly provide enough lift for this. It can seemingly change the climate conditions around it, freely summoning rain and snow. Perhaps it can also control the winds around it and this is what allows it to fly?

Dragonite

No. 149



Dragon Pokémon

Power: 4

Size: Large

Habitat:

Dragon

Flying

Description

Dragonite is considered a legendary Pokémon. It is said to be as smart as a human, but perhaps far wiser. Because it can seemingly control the weather, its small wings nevertheless allow it to fly at great speeds, faster than any other Pokémon.

Dragonite sightings are few and far between, but often involve someone getting rescued from certain doom, from drowning in the middle of the ocean to falling from a tall cliff. For this reason, it is revered by many.

Mewtwo

No. 150



Genetic Pokémon

Power: 5

Size: Large

Habitat:

Psychic

Description

Few of the writings concerning the creation of Mewtwo have survived. It was apparently created by the previous civilisation to be the most powerful Pokémon, and it seems like they succeeded. It seems like it had a part to play in the downfall of that civilisation. The few Mewtwo that were created now live mostly in isolation, awaiting a time when their power is needed once more, for good or for ill.

Mew

No. 151

1



HP Def Spd
8 5 5

Cut, Fly, Surf, Strength, Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

8

Pound

Normal

4+



2 3
4 5
6 7

Mega Punch

Normal

9+

!2



Transform

Normal



This Pokémon transforms into the target, except for its HP.

9 10
11
12

Psychic

Psychic



!2



Deals 3 hits.

Tyker

No. S01

1 2
3 4



HP Def Spd
6 2 3

Flash

Electric

x2: Grn

-1: Elec Fly

8

9

Scratch

Normal

2+



5
6
7

Thunder Shock

Electric



!2



Deals 2 hits.
6: Paralysis.

Quick Attack

Normal

4+

!1



This Move happens before all other Moves this round.

10
11
12

Pounce

Normal

4+

!1



Move up to 1 extra space before using this Move.

Straigar

No. S02

1
2



HP Def Spd
8 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

6 7
8 9

Scratch

Normal

3+



3
4
5

Thunder Shock

Electric



!2



Deals 2 hits.
6: Paralysis.

Pounce

Normal

5+

!1



Move up to 1 extra space before using this Move.

10
11
12

Thunderbolt

Electric



!3



Deals 3 hits.
6: Paralysis.

Warfurs

No. S03

1 2
3 4



HP Def Spd
6 3 2

Cut, Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

10
11
12

Scratch

Normal

2+



5 6
7 8
9

Powder Snow

Ice



!2



Deals 2 hits.
6: Sleep.

Fury Swipes

Normal

2+

!3



Use 3 times (against the same target).

Wearlycan

No. S04

1
2



HP Def Spd
8 5 2

Cut, Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

8
9

Scratch

Normal

4+



3 4
5 6
7

Slash

Normal

7+

!1



6: Deals an additional hit.

Confuse Ray

Ghost



!2



Inflicts Confusion.

10
11
12

Blizzard

Ice



!3



Deals 3 hits.
6: Sleep.

Luxwan

No. S05

1
2



HP Def Spd
7 3 4

Cut, Fly

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

8 9
10
11

Peck

Flying

4+



3 4
5 6
7

Slash

Normal

7+

!1



4-6: Deals an additional hit.

Psychic

Psychic



!3



Deals 3 hits.

12

Leek Slap

Normal

8+

!1



Mew

No. 151

New Species Pokémon



Power: 5

Size: Tiny

Habitat:

Psychic

Description

Mew is thought to be extinct. The previous civilisation had researched its fossils extensively, although most of those notes are now gone. It seems to have had a bizarre genetic composition which allows it to change its form at will, much like Ditto. It is theorised that if we ever learn more about this mysterious Pokémon, we may find out why Pokémon are the way they are.

Mew sightings are often considered mirages, but who knows, maybe it really does exist still?

Tyker

No. S01

Tiger Cub Pokémon



Power: 1

Size: Small

Habitat:

Electric



Description

Tyker is a popular pet, although its tendency to gnaw on cables means its owner has to be very careful.

In the wild, Tyker prowls the forests, preying on small birds. When it sees its potential prey, it charges the air around itself with electricity, paralysing its prey. All this means Tyker doesn't need a lot of athleticism, which might explain its rotund form.

Straigar

No. S02

Tiger Pokémon



Power: 3

Size: Medium

Habitat:

Electric



Description

Straigar is a feared hunter. It prowls the undergrowth of dense forests looking for prey up to twice its size. With a combination of powerful electric shocks and its fierce claws, it can take down its prey with ease.

While it may look cuddly, even a trained Straigar can be dangerous to those who aren't experienced in handling it. If it ever turns aggressive, it can easily wound or maim you.

Warfurs

No. S03

Weatherproof Pokémon



Power: 1

Size: Tiny

Habitat:

Ice



Description

Warfurs clothes itself in furs of animals it hunts. It is adept at shaping these furs into the shape of a fearsome-looking creature. What it looks like beneath those furs remains unclear, but it seems to be completely black. It has small, retractable claws on its hands and feet. It prefers cold, dark places high up in the mountains.

Warfurs's eyes glow gently in the dark. A group of Warfurs spying on you at night is quite an eerie sight.

Wearlycan

No. S04

Weatherproof Pokémon



Power: 3

Size: Small

Habitat:

Ice



Description

With its powerful claws, Wearlycan can quickly burrow its way through ice. It lives in high, frigid places. It uses the fur of animals it preys on to keep itself warm and perhaps to look more intimidating. These furs seem to cling to its skin, which makes it hard to figure out what it looks like beneath them.

Wearlycan is a solitary hunter, although it sometimes has a small litter of Warfurs following it.

Luxwan

No. S05

Tamed Duck Pokémon



Power: 3

Size: Small

Habitat:

Normal

Flying

Description

Luxwan is Farfetch'd's mysterious evolution. It seems to have gained some special powers upon evolution. While it may seem regal, it often turns aggressive for no discernible reason.

Because of its rarity, Luxwan's habitat hasn't been established. Like its previous form, it collects plant stalks for self-defence and to build its nest. It prefers stalks with a bulb, presumably because they hit with greater impact.

Wooper

No. S06



HP 6 Def 3 Spd 2

Surf

Water x2: Grs
Ground -1: Fire Elec Psn Rck

1 2
3 4

Pound

Normal 2+



5
6
7

Water Gun

Water



!2



Deals 2 hits.

8
9

Double Slap

Normal 2+ !2



Use twice (against the same target).

10
11
12

Tremor

Ground

4+

!1



Quagsire

No. S07



HP 8 Def 5 Spd 2

Surf, Strength

Water x2: Grs
Ground -1: Fire Elec Psn Rck

1
2

Pound

Normal 3+



3 4
5 6

Flood

Water



!3



Deals 3 hits.

7 8
9
10

Earthquake

Ground 8+ !2



11
11

Rest

Psychic



!1



Recovers all of its HP, loses its conditions, then falls asleep.

Phanpy

No. S08



HP 7 Def 3 Spd 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2
3 4

Tackle

Normal 2+



5 6
7 8
9

Quick Turn

Normal

4+

!1



After this Move, this Pokémon may move 1 space.

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

Donphan

No. S09



HP 8 Def 5 Spd 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1
2

Tackle

Normal 4+



3
4
5

Quick Turn

Normal

6+

!1



After this Move, this Pokémon may move 1 space.

6 7
8 9

Overrun

Normal 7+ !1



Can move +2 spaces, can/must cross target to opposite side.

10
11
12

Earthquake

Ground

9+

!2



Marill

No. S10



HP 7 Def 3 Spd 3

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal 1+



5
6
7

Bubble

Water



!4



Deals 2 hits.
6: Paralysis.

8
9
10

Slam

Normal 6+ !2



11
12

First Aid

Normal



!4



Recovers target's HP equal to the result of the Move die.

Azumarill

No. S11



HP 8 Def 4 Spd 3

Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

1
2

Tackle

Normal 3+



3 4
5 6

Bubblebeam

Water



!3



Deals 3 hits.
6: Paralysis.

7 8
9
10

Double-Edge

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

11
12

First Aid

Normal



!3



Recovers target's HP equal to the result of the Move die.

Wooper

No. S06

Water Fish Pokémon



Power: 1

Size: Tiny

Habitat:

Water

Ground



Description

Wooper lives in cold, dark water. When it gets cold outside, it leaves the water in search of food. While it walks around, it coats its body with a slimy, poisonous film that causes pain to anyone who touches it.

Because of its cuteness, many people try to keep Wooper in their garden ponds, but their tendency to just walk out and jump over fences makes this difficult.

Quagsire

No. S07

Water Fish Pokémon



Power: 3

Size: Medium

Habitat:

Water

Ground



Description

Quagsire feeds by opening its wide mouth and simply swimming just above the riverbed. Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims. Its body is always coated in a slimy film.

Quagsire often seems quite clueless, but this may be an evolutionary adaptation. It is incredibly resistant to damage, which means it might spend more resources getting away from trouble than simply standing there and suffering whatever harm comes its way.

Phanpy

No. S08

Long Nose Pokémon



Power: 1

Size: Small

Habitat:

Ground



Description

Phanpy is characterised by its long snout. It uses this snout to drink water and to shower itself. It often swings its snout around playfully, but because it is so strong, that can be dangerous to anyone nearby. It also uses its snout as a sign of affection. While this may be harmless to its parents, it definitely isn't for its trainers.

In the wild, Phanpy often lives in small herds with other Phanpy and Donphan.

Donphan

No. S09

Armor Pokémon



Power: 3

Size: Medium

Habitat:

Ground



Description

Donphan has sharp, hard tusks. These tusks grow as it ages. The Donphan with the largest tusks is often the leader of the herd. Its hide is incredibly thick and almost impossible to penetrate even with metal weapons.

To attack, Donphan can curl itself up and then roll towards its foe to tackle it. The impact of this move can even topple buildings.

Marill

No. S10

Aqua Mouse Pokémon



Power: 1

Size: Tiny

Habitat:

Water



Description

The tip of Marill's tail contains an oil-like substance which is lighter than water. This lets it swim without drowning even in vicious currents. The fur on its body naturally repels water.

Marill spends most of its time bobbing around near the water's edge, looking for plants to eat, both inside and out of the water.

Azumarill

No. S11

Aqua Rabbit Pokémon



Power: 3

Size: Small

Habitat:

Water



Description

Azumarill's large ears can pick up sounds from very far away. When it stands still, it can even discern what's happening within fast-moving rivers. While in the water, it rolls up its ears to prevent the insides from getting wet.

The bubble-like pattern on its stomach seems to help it camouflage itself when it's in the water, especially within turbulent waters.

Mareep

No. S12



HP Def Spd
6 3 2

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



5 6
7 8

Thunder Shock

Electric



!2



Deals 2 hits.
6: Paralysis.

9
10

Hypnosis

Psychic



!3



Inflicts Sleep.

11
12

Thunder Wave

Electric



!2



Inflicts Paralysis.

Flaaffy

No. S13



HP Def Spd
7 3 2

Strength, Flash

Electric

x2: Grn

-1: Elec Fly

1
2
3

Tackle

Normal

2+



4 5
6 7

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

9
10

Thunder Wave

Electric



!2



Inflicts Paralysis.

10
11
12

Thunder Punch

Electric



5+ !1



2: Paralysis.

Ampharos

No. S14



HP Def Spd
8 4 2

Strength, Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal

3+



3 4
5 6

Thunderbolt

Electric



!2



Deals 3 hits.
6: Paralysis.

7 8
9
10

Thunder Punch

Electric



6+ !1



2: Paralysis.

11
12

Thunder

Electric



!3



Deals 4 hits.
6: Paralysis.

Hoppip

No. S15



HP Def Spd
5 3 3

Fly, Flash

Grass

x2: Fire Ice Psn Fly Rck

Flying

-1: Wtr Grs Fgt Grn

1 2
3 4

Pound

Normal

2+



5 6
7 8

Absorb

Grass



!2



Deals 1 hit. Recovers HP equal to the HP the target loses.

10
11
12

Healing Pollen

Grass



!3



Recovers 2 HP from this Pokémon and each target.

Skiploom

No. S16



HP Def Spd
6 3 4

Fly, Flash

Grass

x2: Fire Ice Psn Fly Rck

Flying

-1: Wtr Grs Fgt Grn

1
2
3

Pound

Normal

2+



4 5
6 7

Slam

Normal

7+ !2



8
9
10

Mega Drain

Grass



!3



Deals 2 hits. Recovers HP equal to the HP the target loses.

11
12

Healing Pollen

Grass



!3



Recovers 2 HP from this Pokémon and each target.

Jumpluff

No. S17



HP Def Spd
7 3 5

Fly, Flash

Grass

x2: Fire Ice Psn Fly Rck

Flying

-1: Wtr Grs Fgt Grn

1
2

Pound

Normal

2+



3 4
5 6

Slam

Normal

7+ !2



7 8
9
10

Mega Drain

Grass



!2



Deals 2 hits. Recovers HP equal to the HP the target loses.

11
12

Healing Pollen

Grass



!2



Recovers 2 HP from this Pokémon and each target.

Mareep

No. S12



Wool Pokémon

Power: 1

Size: Small

Habitat:



Electric

Description

Mareep's fluffy coat stores static electricity. The more electricity it stores, the bigger it gets. Touching its fur can give you a nasty shock. It completely sheds its coat in the summer, but quickly regrows it. It can use its stored static electricity to make the orb at the end of its tail shine with a brilliant light.

Mareep spends most of its time grazing, often in large, spread-out herds. It can climb steep hills with relative ease.

Flaaffy

No. S13



Wool Pokémon

Power: 2

Size: Small

Habitat:



Electric

Description

Flaaffy's fluffy coat stores static electricity. It has less fur than its previous form, but its fur can store larger quantities of electricity. Its rubbery hide keeps it from electrocuting itself.

The orb on the end of its tail can light up. This is often done to signal danger to other members of its herd.

Ampharos

No. S14



Light Pokémon

Power: 3

Size: Medium

Habitat:

Electric

Description

Ampharos's tail shines with a light which can clearly be seen from kilometres away. It is sometimes used as a beacon to communicate with distant settlements. In the olden days, people would be able to send messages to other villages using this light.

Ampharos has lost the fluffy coat that typified its previous forms. Instead, it stores electricity within its rubbery, striped hide. This makes Ampharos a lot safer to touch.

Hoppip

No. S15



Cottonweed Pokémon

Power: 1

Size: Tiny

Habitat:



Grass

Flying

Description

Hoppip's body is incredibly light. It can jump great heights using its tail as leverage. It has to be careful, though, because a strong enough wind can blow it away. It also uses its powerful tail to slam its foes.

Many Hoppip often gather in clusters, hooking their tails together to stop them from being blown away.

Skiploom

No. S16



Cottonweed Pokémon

Power: 2

Size: Tiny

Habitat:



Grass

Flying

Description

The flower on Skiploom's head opens and closes as the temperature changes. When it's nice and sunny, it spreads its petals to absorb the sunlight. It sometimes propels itself into the air using its tail, then floats around to get closer to the sun. This behaviour often causes it to reach higher elevations, which is why it is often found on the side of mountains.

Jumpluff

No. S17



Cottonweed Pokémon

Power: 3

Size: Small

Habitat:



Grass

Flying

Description

Jumpluff uses its powerful tail to become airborne, then drifts on the winds and spreads its cotton-like spores to make more offspring. Its body is incredibly light and the cotton-puff on its head seems to act as a balloon.

It is often encountered floating quite a few metres above the ground. When it rains, Jumpluff quickly find a dry place to hide.

Espeon

No. S18



HP 6 Def 3 Spd 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Tackle

Normal

2+



3 4
5 6

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

7 8
9
10

Reflect

Psychic



!2



Acts first. Can't move this round,
unaffected by regular Moves.

11
12

Psychic

Psychic



!2



Deals 3 hits.

Umbreon

No. S19



HP 8 Def 5 Spd 3

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Tackle

Normal

2+



3 4
5 6

Acid

Poison



!2



Deals 2 hits.

7 8
9
10

Acid Armour

Poison



!2



Increase this Pokémon's
Defence by 2 (max +2).

11
12

Toxic

Poison



!3



Poison, but increase the
damage by 1 each time.

Mimmo

No. S20



HP 8 Def 4 Spd 5

Normal

x2: Fgt

-1: Gho

1 2 3
4 5 6
7 8 9
10 11 12

Transform

Normal



This Pokémon becomes the same
Pokémon as the target, except for its HP.

Jaggu

No. S21



HP 8 Def 4 Spd 5

Cut, Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1

Peck

Flying

5+



2 3
4 5
6

Bite

Normal

7+

!1



2: The target can't take
actions this round.

7 8
9
10

Waterfall

Water

8+

!1



2: The target can't take
actions this round.

11
12

Horn Drill

Normal

12+

!3



6: The target faints.

Gyaoon

No. S22



HP 9 Def 3 Spd 2

Strength

Normal

x2: Fgt

-1: Gho

1

Tackle

Normal

5+



2 3
4 5
6

Aurora Beam

Ice



!1



Deals 2 hits.

7 8
9
10

Thrash

Normal

9+

!1



Hit: This Pokémon becomes
Confused.

11
12

Hyper Beam

Normal



!2



Deals 5 hits. If target doesn't
faint, this skips its next turn.

MissingNo.

No. 000



HP 5 Def 1 Spd 1

Cut, Fly

Bird

x2: Fgt

Normal

-1: Gho

1
3 4
6

Constrict

Normal

9+



The target can't move this
round.

7 8
10
5 11

Bind

Normal

10+

!1



Hit: Stops this & target until end
of next round or either moves.

2
9
12

Water Gun

Water



!6



Deals 2 hits.

Sky Attack

Flying

33+

!1



Charge for this round, try to
attack on the next round.

Espeon

No. S18



Sun Pokémon

Power: 3

Size: Small

Habitat:

Psychic

Description

Espeon uses the fine, golden hairs that cover its body to sense air currents. This allows it to predict the weather and to sense its foe's movements. In addition to this, it seems to have some kind of precognitive powers. It is a very sensitive Pokémon, which makes predicting and preventing harm absolutely necessary for survival.

The orb on Espeon's forehead glows with a faint red light when it is focusing its psychic powers.

Umbreon

No. S19



Moonlight Pokémon

Power: 3

Size: Small

Habitat:

Poison

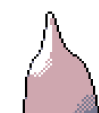
Description

Umbreon's body is coated in toxic sweat. When agitated, it protects itself by spraying this sweat from its pores. A powder made from Umbreon's sweat is odourless, tasteless, dissolves instantly in liquid, and is among the most deadly poisons known to man.

When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby. It likes to hunt in darkness, using the light from these rings to find its prey.

Mimmeo

No. S20



Transform Pokémon

Power: 3

Size: Small

Habitat:

Normal

Description

Mimmeo—Ditto's bizarre evolved form—seems more aggressive. Its fluid-like body seems more volatile, occasionally producing sturdy horns that suddenly jut out from it. The transformation process also seems a lot more violent and uncontrolled, but the result is an undeniably sturdy copy of its foe.

Jaggu

No. S21



Mythical Pokémon

Power: 4

Size: Huge

Habitat:

Water

Description

Jaggu is considered a legendary Pokémon. It is said to swim within the darkest depths of the ocean, eating all that comes in its way. Stories are told of it sinking ships with its hard, horn-like nose and swallowing the lifeboats filled with survivors whole. Its titanic form rising from the sea strikes terror in the heart of every sailor. Few live to tell of such an encounter.

Gyaoon

No. S22



Mythical Pokémon

Power: 4

Size: Huge

Habitat:

Normal

Description

Gyaoon is considered a legendary Pokémon. It roams the lands as a harbinger of destruction, levelling all that stands in its way. Those who survive an encounter with never again sleep without dreaming of its towering form and mighty roar. They often wake up in a cold sweat in the middle of the night.

It fires powerful beams from its massive jaw which are said to be able to level mountains. Entire villages have evacuated based on the news that a Gyaoon might be nearby.

MissingNo.

No. 000



??? Pokémon

Power: 1

Size: Huge

Habitat:

Bird

Normal

Description

It is unclear what MissingNo. is. It seems to alter the very nature of reality around it. Some have theorised that it is some kind of glitch in reality—a mistake made by whoever made the world. Places visited by MissingNo. often look nonsensical, as if reality was scrambled and then hastily put back. Objects being upside-down, split, merged, or fundamentally altered in shape and colour are not out of the question.