- **Pokemon:** North Forest & South Desert (working title)
- Calora Region
  Two main themes:

    - Art, Music, Movies, etc - creativity, how Pokemon influence art & media
    - Nature, and our relationship to it
    - A few pokemon are based on either of these themes. A lot of pokemon are more “natural”, less objects or humanoid pokemon.

- Art, movies, music are big recurring themes in the world and characters.
- Most of the pokedex is based on animals / themes you would associate with California, and sometimes the Pacific Northwest and Southwestern United States. There are also some pokemon based on animals from other countries just for fun, like some South American and Australia animals. WHY NOT!!

Ignitemare (Fire/Ghost)
Cirrberus (Water/Electric)
Monaposa (Bug/Psychic)
Mimimoth (Bug/Fairy)
Galatross (Flying)
Flixen (Normal)
Robberoon (Dark)
Pilotbird (Flying/Electric)
Pineten (Normal/Grass)
Salmantic (Water)
Vesdetta (Bug/Dark)
Ellidile (Electric/Steel)
Twigtin (Electric/Grass)
Whalice (Water/Ice)
Soulstag (Ghost)
Ranifern (Grass/Water)
Pyrohorn (Fire)
Batcula (Dark/Flying)
Capriloch (Water/Fairy)
Coyalley (Ground)
Faunflor (Fairy/Ground)
Taigat (Ice)
Terratile (Ground)
Viperiss (Dark/Poison)
Opossaway (Normal/Ghost)
Aeregal (Steel/Flying)
Ghouleel (Water/Ghost)
Helmrout (Steel/Water)
Salvorine (Fire)
Gilahelo (Poison/Dragon)
Nanalug (Grass)
Villaria (Poison/Fairy)
Stellerice (Ice/Flying)

Draquoia (Grass/Dragon)
DragonPlush (Dragon/Fairy)
Sabargon (Electric/Rock)
Cosnophora (Psychic/Water)
Raintale (Normal)
Jageyer (Psychic)
Conderor (Fairy/Flying)
Beetalion (Dragon/Bug)
ArcticWolf (Ice/Dark)
HornedToad (Rock/Fighting)
Devil (Dark/Fire)
RacerCat (Fighting/Electric)
MantisShrimp (Fighting/Bug)
Flamingo (Psychic/Fairy)
Quail (Normal/Flying)
BikerBoar (Dark/Steel)
Catacrag (Fighting)
Geode (Rock)
Architecture (Steel)
GrizzlyBear (Rock)
Newt (Poison/Psychic)
Tombstone (Rock/Ghost)
Oilslick (Steel/Poison)
BigHornSheep (Ground/Rock)
Leovelant (Water/Ice)
Islephant (Water/Ground)
Fireworks (Dragon/Fire)
Longhorn (Normal/Fighting)
HeraldricDragon (Dragon)
BirdofParadise (Grass)
Scorpion (Bug/Poison)
Nudibranch (Poison)
Porcupine (Ground/Steel)
Caribou (Ice)
pottedplant (ground/grass)
Halulopu (Rock/Psychic)

UNFINISHED DESIGNS:
Potted Plant Line, 3stage (Ground/Grass)
Scorpion, Mono or 2 Stage (Dark/Poison)
Modern Architecture Monster, 3stage (Steel)
Bird of Paradise, 2-3 Stage (Grass/Fairy)
Tombstone 3stage (Rock/Ghost)
Newt 2-3 Stage (Poison/Psychic)

Pokedex:

1) ??? starter GRASS
2) ??? starter GRASS
3) ??? starter GRASS
4) Samoyed Cloud Pup [Water] starter WATER
    a) S2: @ *lv. 16* Samoyed Rainbow [Water] starter WATER
    b) S3: @ *lv. 32* Samoyed Storm [Water/Electric] starter WATER ELECTR
5) Lamb [Fire] starter FIRE
    a) S2: @ *lv. 16* Jacobs Sheep [Fire/Steel] starter FIRE STEEL
    b) S3: @ *lv. 32* Desert Bighorn [Fire/Steel] starter FIRE STEEL
6) Monarch Caterpillar [Bug] BUG ability: Shield Dust
    a) S2: @ *lv. 14* Monarch Cocoon [Bug] BUG ability: Shield Dust
    b) S3: @ *lv. 30* Monarch Butterfly [Bug/Psychic] BUG PSYCHC ability: Shield Dust
7) Hornworm [Bug] BUG ability: Forewarn
    a) S2: @ *lv. 12* Cocoon [Bug] BUG ability: Forewarn
    b) S3: @ *lv. 25* Hawk Moth [Bug/Fairy] BUG FAIRY ability: Forewarn
8) Bee [Bug/Dark] BUG DARK ability: Honey Gather
    a) S2: @ *lv. 22* Yellow Jacket [Bug/Dark] BUG DARK ability: Poison Touch
9) Red Tail Hawk Chick [Flying] FLYING ability: Early Bird / Big Pecks
    a) S2: @ *lv. 27* Red Tail Hawk[Flying/Electric] FLYING ELECTR ability: Motor Drive / Static
10) California Poppy [Grass/Fairy] GRASS FAIRY ability: Healer / Cute Charm
    a) S2: Poppy [Grass/Fairy] GRASS FAIRY ability: Healer / Cute Charm
    b) S3: Poppy [Grass/Fairy] GRASS FAIRY ability: Healer / Cute Charm
11) Bird of Paradise [Grass] GRASS ability: Chlorophyll / Leaf Guard
    a) S2: Bird of Paradise [Grass] GRASS ability: Chlorophyll / Leaf Guard
12) Raccoon [Dark] DARK ability: Pickup / Pickpocket
    a) S2:@ *lv. 20* Raccoon 2 [Dark] DARK ability: Pickup / Pickpocket
13) Gray Fox Pup [Normal] NORMAL ability: Adaptability / Frisk
    a) S2:@ *lv. 25* Gray Fox Adult [Normal] NORMAL ability: Adaptability / Frisk
14) Red Squirrel [Fire] FIRE ability: Cheek Pouch / Flash Fire
    a) S2: *with fire stone* Red Squirrel [Fire] FIRE ability: Cheek Pouch / Flash Fire
15) Mouse [Normal] NORMAL ability: Super Luck / Gluttony
    a) S2:@ *lv. 30* Dumbo Rat [Normal/Fairy] NORMAL FAIRY ability: Super Luck / Gluttony
16) Pine Marten/Weasel [Grass] GRASS ability: Harvest / Leaf Guard
    a) S2:@ *lv. 27* Pine Marten/Fisher [Grass] GRASS ability: Harvest / Leaf Guard
17) Wolverine [Fire] FIRE ability: Flame Body / Tough Claws
18) Axolotl/Larva [Poison] POISON ability: Hydration
    a) S2: *with move Miracle Eye* Californian Newt [Poison/Psychic] POISON PSYCHC ability: Hydration
19) Bat [Dark/Flying] DARK FLYING ability: Rattled / Stakeout
    a) S2:*past lv. 30 at night* Bat [Dark/Flying] DARK FLYING ability: Rattled / Stakeout
20) Long Ear Chipmunk [Electric] pikaclone ELECTR GRASS ability: Skill Link / Cheek Pouch
21) Ring tailed cat [Normal] NORMAL ability: Prankster
22) Egg with Legs [Normal] NORMAL ability: Big Pecks
    a) S2:*with high friendship* Quail [Flying] FLYING ability: Big Pecks
23) Sandpiper [Flying] FLYING ability: Big Pecks
    a) S2:@ *lv. 18* Seagull [Flying] FLYING ability: Gale Wings
    b) S3:@ *lv. 36* Albatross [Flying] FLYING ability: Gale Wings

24) Desert Cottontail [Ground] GROUND ability: Run Away
    a) S2: @ *lv. 12* Black-Tailed Jackrabbit [Ground/Fighting] GROUND FIGHT ability: Defiant
25) Sea Lion Pup [Ice] WATER ability: Water Bubble
    a) S2: *level up past 30 in water/tides* California Sea Lion [Water/Ice] WATER ICE ability: Snowcloak
    b) S2: *level up past 30 on beach/ground* Elephant Seal [Water/Ground] WATER GROUND ability: Stamina
26) Sea Otter [Ice] ICE ability: Swift Swim
27) Steller's Jay Chick [Ice/Flying] ICE FLYING ability: Shield Dust / Pickpocket
    a) S2: *during hail/snow* Steller's Jay [Ice/Flying] ICE FLYING ability: Shield Dust / Pickpocket
28) Bobcat Kitten [Ice] ICE ability: Slush Rush / Snow Cloak
    a) S2: *with ice stone* Bobcat [Ice] ICE ability: Slush Rush / Snow Cloak
29) Arctic Wolf Pup [Ice] ICE ability: Intimidate / Competitive
    a) S2: *with ice stone* Arctic Wolf 2 [Ice/Ground] ICE GROUND ability: Intimidate / Competitive
30) Jaguar Cub [Psychic] PSYCHC ability: Serene Grace / Sychronize
    a) S2: @ *lv. 35* Jaguar 2 [Psychic] PSYCHC ability: Serene Grace / Synchronize
31) Peacock [Psychic/Flying] PSYCHC FLYING ability: Serene Grace / Early Bird
32) Mountain Lion Cub [Fighting] FIGHT ability: Scrappy
    a) S2: @ *lv. 27* Mountain Lion [Fighting] FIGHT ability: Scrappy
33) Amethyst Geode 1 [Rock] ROCK ability: Sturdy / Reckless
    a) S2: @ *lv. 25* Amethyst Geode [Rock] ROCK ability: Sturdy / Reckless
    b) S3: @ *lv. 35* Amethyst Geode [Rock] ROCK ability: Sturdy / Reckless
34) Petroglyph [Rock/Fighting] ROCK FIGHT ability: Anticipation
35) Mantis Shrimp [Water/Fire] WATER FIRE ability: Sniper
36) Alligator Lizard/Alligator Clip [Electric] ELECTR ability: Strong Jaw
    a) S2: *with thunder stone* Alligator Lizard/Alligator Clip [Electric] ELECTR ability: Strong Jaw
37) Christmas Lights/Lantern [Electric] ELECTR ability: Static
    a) S2: *Lv. 28* Christmas Lights/Latern 2 [Electric] ELECTR ability: Static
    b) S2: *Lv. 42* Christmas Lights/Latern 3 [Electric] ELECTR ability: Static
38) Fawn [Ghost] GHOST ability: Insomnia / White Smoke
    a) S2: @ *lv. 30* Elk [Ghost] GHOST ability: Insomnia / White Smoke
39) Banana Slug [Grass] GRASS ability: Wonder Skin / Gooey
40) Tombstone [Rock/Ghost] ROCK GHOST ability: Shadow Shield / Sturdy
    a) *level up in graveyard* Graveyard Statue 2 [Rock/Ghost] ROCK GHOST ability: Shadow Shield / Sturdy
    b) *level up in graveyard* Graveyard Statue 3 [Rock/Ghost] ROCK GHOST ability: Shadow Shield / Sturdy
41) Coyote Pup [Ground] GROUND ability: Moxie
    a) @ *lv. 27* Coyote Adult [Ground] GROUND ability: Moxie
42) Fence Lizard [Ground] GROUND ability: Rough Skin / Mold Breaker
    a) @ *lv. 20* Fence Lizard Anthro [Ground] GROUND ability: Rough Skin / Mold Breaker
43) Horned Toad [Steel] STEEL ability: Iron Barbs
44) Desert Tortoise [Steel] STEEL ability: Heavy Metal
45) Roadrunner Chick [Fighting/Flying] FIGHT FLYING ability: Limber / Early Bird
    a) @ *lv. 28* Roadrunner [Fighting/Flying] FIGHT FLYING ability: Limber / Early Bird
46) Hallucination [Psychic/Ghost] PSYCHC GHOST ability: Magic Bounce
    a) *with dusk stone* Hallucination Stage 2 [Psychic/Ghost] PSYCHC GHOST ability: Magic Bounce
47) Grizzly Cub [Rock] ROCK ability: Honey Gather
48) @ *lv. 32* Grizzly Bear [Rock] ROCK ability: Hustle / Unnerve
49) Fresno Nightcrawler [Psychic] PSYCHC ability: Anticipation / Aftermath

50) Potted Plant 1 [Ground/Grass] GROUND GRASS new ability: frost resistant, takes 1x damage from ice, not x4
    a) @ *lv. 25* Potted Plant [Ground/Grass] GROUND GRASS new ability: frost resistant, takes 1x damage from ice
    b) @ *with leaf stone* Potted Plant [Ground/Grass] GROUND GRASS new ability: frost resistant, takes 1x damage from ice
51) Salmon Egg [Water] WATER ability: Swift Swim / Rivarly
    a) @ *lv. 25* Salmon Adult [Water/Fighting] WATER FIGHT ability: Swift Swim / Rivarly
52) Steelhead (rainbow trout) [Steel/Water] STEEL WATER ability: Hustle / Battle Armor
53) Oilslick + Metal Parts Monster [Poison/Steel] POISON STEEL ability: Poison Touch / Iron Barbs
    a) @ *lv. 27* Oilslick + Metal Parts Monster 2 [Poison/Steel] POISON STEEL ability: Poison Touch / Iron Barbs
    b) @ *lv. 40* Oilslick + Metal Parts Monster 3 [Poison/Steel] POISON STEEL ability: Poison Touch / Iron Barbs
54) Rattlesnake [Dark] DARK ability: Steadfast / Shed Skin
    a) @ *lv. 25* Rattlesnake [Dark/Poison] DARK POISON ability: Steadfast / Shed Skin
55) Scorpion [Poison/Bug] POISON BUG ability: Poison Point
    a) *level up learning poison tail* Scorpion [Poison/Bug] POISON BUG ability: Poison Point
56) Gila Monster [Poison] POISON ability: Merciless
57) Joshua Tree ? [Grass/Fire] GRASS FIRE ability: Drought / Leaf Guard
58) Condor Chick/Egg [Fairy] FAIRY ability: Prankster / Guts
    a) @ *with high friendship* Condor Adult [Fairy/Flying] FAIRY FLYING ability: Prankster / Guts
59) Western spotted skunk [Fairy/Ground] FAIRY GROUND ability: Sap Sipper
    a) @ *with moon stone* Western spotted skunk [Fairy/Ground] FAIRY GROUND ability: Sap Sipper
60) Amanita mushroom 1 [Fairy/Poison] FAIRY POISON ability: Serene Grace / Effect Spore
    a) Amanita mushroom 2 [Fairy/Poison] FAIRY POISON ability: Serene Grace / Effect Spore
    b) Amanita mushroom 3 [Fairy/Poison] FAIRY POISON ability: Serene Grace / Effect Spore
61) Dragon Plushie [Dragon] DRAGON FAIRY ability: Fluffy /
    a) @ *with high friendship* Dragon Plushie 2 [Dragon/Fairy] DRAGON FAIRY ability: Fluffy /
62) Opossum baby [Normal] NORMAL ability: Immunity / Run Away
    a) @ *with dawn stone* Opossum Roadkill [Normal/Ghost] NORMAL GHOST ability: Immunity / Cursed Body
63) Modern architecture 1 [Steel] STEEL ability: Steelworker
    a) @ *lv. 35* Modern architecture 2 [Steel] STEEL ability: Steelworker
64) Northern Pike/Gar [Water] WATER ability: Strong Jaw / Damp
    a) @ *lv. 32* Alligator Gar 2 [Water] WATER ability: Strong Jaw / Damp
65) Moray Eel 1 [Water] WATER ability: Intimidate / Swift Swim
    a) @ *lv. 34* Moray Eel 2 [Water/Dragon] WATER ability: Intimidate / Swift Swim
66) Capricorn/Sea Goat WATER PSYCHC ability: ???
    a) @ *with dawn stone* Stage 2: Capricorn/Sea Goat [Water/Psychic] WATER PSYCHC ability: ???
67) Airplane 1 [Steel/Flying] STEEL FLYING ability: Speed Boost
    a) @ *lv. 38* Airplane 2 [Steel/Flying] STEEL FLYING ability: Speed Boost
68) Orbweaver [Bug] BUG ability: Sticky Hold
    a) S2 Black Widow [Bug/Dark] BUG DARK ability: Quick Draw
69) Rock Wallaby [Electric/Fighting] ELECTR FIGHT ability: Vital Spirit
    a) Rock Wallaby 2 [Electric/Fighting] ELECTR FIGHT ability: Guts
70) Pronghorn baby [Fire] FIRE ability: Flame Body / Quick Feet
    a) @ *lv. 22* Pronghorn Adult [Fire] FIRE ability: Flame Body / Quick Feet
71) Silicon Valley “robot” [Steel/Electric] STEEL ELECTR ability: Full Metal Body
    a) Silicon Valley “robot” [Steel/Electric] STEEL ELECTR ability: Full Metal Body
    b) Silicon Valley “robot” [Steel/Electric] STEEL ELECTR ability: Full Metal Body
72) Baby Boar [Dark] DARK ability: Cute Charm

a) @ *lv. 26* Wild Boar [Dark] DARK ability: Thick Fat

73) Armadillo [Normal] NORMAL ability: Bulletproof

74) Cockroach [Bug/Normal] BUG NORMAL ability: Swarm / Simple

75) Racecar Driver (Classic) [Fighting/Electric] FIGHT ELECTR

a) Racecar Driver (Modern) [Fighting/Electric] FIGHT ELECTR

76) Sabertooth Cub (Fossil) ELECTR ROCK ability: “light-footed” protects from ground shaking based moves

a) @ *lv. 30* Sabertooth Adult (Fossil) ELECTR ROCK ability: “light-footed” protects from ground shaking based moves

77) Fossil 2 [???/Rock] ROCK

a) Fossil 2 Second Stage [???/Rock] ROCK

78) Moon Jelly [Psychic/Water] PSYCHC WATER ability: Regenerator / Magic Bounce

a) @ *lv. 45* Comb Jelly [Psychic/Water] PSYCHC WATER ability: Regenerator / Magic Bounce

79) Pacific Sea nettle [Electric/Poison] POISON ELECTR ability: Levitate / Oblivious

80) Barreleye Fish [Dark/Water] DARK WATER ability: Keen Eye

a) @ *with water stone* Telescopefish 2 [Dark/Water] DARK WATER ability: Keen Eye

81) Gray Whale [Water] WATER ability: Drizzle / Rain Dish

82) Grasshopper 1 [Bug] BUG ability: Tinted Lens

a) @ *lv. 30* Rainbow Grasshoper 2 [Bug] BUG ability: Tinted Lens

83) Redwood Tree Dragon Pinecone [Grass/Dragon] GRASS DRAGON ability: Unnerve / Unaware

84) Redwood Tree Dragon 3 [Grass/Dragon] GRASS DRAGON ability: Unnerve / Unaware

85) Sea Angel Dragon 1 [Water/Dragon] WATER DRAGON ability: Unnerve / Unaware

86) Nudibranch Dragon [Water/Dragon] WATER DRAGON ability: Unnerve / Unaware

87) Firework Dragon [Fire/Dragon] FIRE DRAGON ability: Unnerve / Unaware

88) Firework Dragon 2 [Fire/Dragon] FIRE DRAGON ability: Solar Power / Unaware

89) Mt. Shasta Mountain Turtle/Monster/Kaiju ROCK legendary, represents the land + life

90) Primordial Sea Skeletal Orca [Ice] ICE legendary, represents the changing seas + history

91) Great Eagle [Flying] FLYING legendary, represents the sky + people/art/stories

Legendaries:

- Mt. Shasta Mountain Turtle/Monster [Rock] land, life
- Eagle [Flying] sky, stories/art/people
- Primordial Sea Orca [Ice] changing seas, history

TYPE LIST LINES: (not including legendaries)



Another Bug

1 more psychic
2 more ghost