# **PICHU**

Tiny beast, unaligned

Armor Class 13 (natural armor) Hit Points 4 (3d4 - 3) Speed 30 ft.

speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	8 (-1)	4 (-3)	14 (+2)	6 (-2)

Saving Throws Dex +5
Damage Resistances lightning, thunder
Senses passive Perception 12
Languages Challenge 1/8 (25 XP)

**Charged.** Creatures that hit the pichu with a melee attack take 2 (1d4) points of lightning damage.

## **ACTIONS**

**Shock.** Ranged Weapon Attack: +4 to hit, range 30 ft., one target. *Hit:* 3 (1d6) lightning damage. This attack is made with advantage if the target is wearing metal armor.



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# **PIKACHU**

Small beast, unaligned

Armor Class 14 (natural armor) Hit Points 17 (5d6) Speed # ft., mode # ft. (note)

STR	DEX	CON	INT	WIS	СНА
8 (-1)	18 (+4)	10 (+0)	4 (-3)	14 (+2)	6 (-2)

Saving Throws Dex +6
Damage Resistances lightning, thunder

Senses passive Perception 12 Languages -Challenge 1/2 (100 XP)

*Charged.* Creatures that hit the pikachu with a melee attack take 4 (1d8) points of lightning damage.

#### **ACTIONS**

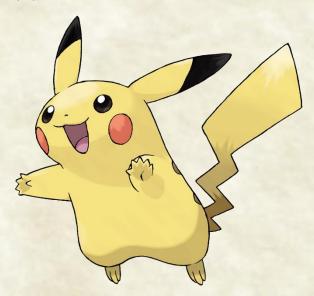
*Slam. Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

**Thundershock.** Ranged Weapon Attack: +6 to hit, range 60 ft., one target. Hit: 7 (2d6) lightning damage. This attack is made with advantage is the target if wearing metal armor. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be stunned until the end of the pikachu's next turn.

Thunderwave (1/encounter). The pikachu explodes with electrical energy that interferes with a creature's ability to control their muscles. All creatures within 30 feet of the pikachu must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. An affected creature can repeat the saving throw at end of each of its turns, ending the effect on a success.

# REACTIONS

**Quick Attack.** The pikachu can make a slam attack against a creature that ends its movement within 5 feet of it.



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## RAICHU

Medium beast, unaligned

**Armor Class** 15 (natural armor) **Hit Points** 44 (8d8 + 8) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	12 (+1)	4 (-3)	14 (+2)	6 (-2)

Saving Throws Dex +7

Damage Resistances lightning, thunder

**Senses** passive Perception 12

Languages -

Challenge 2 (450 XP)

*Charged.* Creatures that hit the raichu with a melee attack take 5 (1d10) points of lightning damage.

#### **ACTIONS**

*Slam. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d4 + 5) bludgeoning damage.

**Thunderbolt.** Ranged Weapon Attack: +7 to hit, range 120 ft., one target. Hit: 21 (6d6) lightning damage. This attack is made with advantage if the target is wearing metal armor. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be stunned until the end of the raichu's next turn.

**Thunder (Recharge 5-6).** The raichu calls down a devastating lightning strike on a point it can see within 120 feet. All creatures within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 28 (8d6) points of damage on a failed save, or half as much damage on a successful one.

#### REACTIONS

**Quick Attack.** The raichu can make a slam attack against a creature that ends its movement within 5 feet of it.



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## ALOLAN RAICHU

Medium beast, unaligned

**Armor Class** 15 (natural armor) **Hit Points** 44 (8d8 + 8)

## Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	4 (-3)	20 (+5)	6 (-2)

Saving Throws Wis +7

**Damage Resistances** lightning, psychic, thunder **Senses** passive Perception 15

Languages -

Challenge 2 (450 XP)

*Charged.* Creatures that hit the Alolan raichu with a melee attack take 5 (1d10) points of lightning damage.

#### **ACTIONS**

*Slam. Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 4) bludgeoning damage.

**Thunderbolt.** Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 21 (6d6) lightning damage. This attack is made with advantage if the target is wearing metal armor. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Alolan raichu's next turn.

Psychic (Recharge 5-6). The raichu lashes out around it with psychic power, attacking the mind of everything around it. Each creature within 20 feet of the Alolan raichu must succeed on a DC 14 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are also affected by a confusion spell for 1 minute. An affected creature can repeat the saving throw at end of each of its turns, ending the effect on a success.

#### REACTIONS

**Quick Attack.** The Alolan raichu can make a slam attack against a creature that ends its movement within 5 feet of it.



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