

PICHU

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (3d4 - 3)

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	CHA
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 if the target is 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 12 (+1) **DEX** 20 (+5) **CON** 12 (+1) **INT** 4 (-3) **WIS** 14 (+2) **CHA** 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 12 (+1) **DEX** 18 (+4) **CON** 12 (+1) **INT** 4 (-3) **WIS** 20 (+5) **CHA** 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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