

Dhelmise

Dhelmise (#781)

Ghost

Grass

Sex Ratio: unknown

Egg Group: Mineral

Abilities:

Steelworker

Dhelmise	
HP	70
Attack	131
Defense	100
Sp. Attack	86
Sp. Defense	90
Speed	40

Alganchora alganchora (Dhelmise)

Dhelmise, the Sea Creeper Pokémon. Like all ghost Pokémon, these creatures have mysterious origins that is difficult to concretely pin

down with only science or only folktales. With all folklore surrounding their origins, there is some truth to it. Between putting together maritime tales and modern scientific understandings of Dhelmise, there's a loose agreement that the first Dhelmise was likely some weird combination of the drowned soul of a sea-farer, seaweed, and an old ship. Ghost Pokémon have weird origins, okay!? And then after this initial birthing of a Dhelmise, it almost certainly reproduced through periodic agametic/asexual reproduction processes. This tracks with modern Dhelmise, fitting with the fact that they are unable to sexually reproduce except with Dittos (and under mysterious circumstances) in captivity.

Dhelmise average at 12'10 feet (3.9 M) and weigh 463 pounds (210 kg).

Habitat: They can potentially live in any body of water that has drowned sailor souls, seaweed, and shipwrecks – or were able to migrate there from these origin sights. Yes, this does mean that they live in the Great Lakes of the world, including and especially Lake Superior and Lake Michigan in the United States.

Life Cycle and Relationship with the Food Web: Here's the thing, no one actually knows for sure what the Dhelmise life cycle looks like. We don't know how long they live (probably a long time), we don't know how they reproduce except that they can, and we certainly don't know what their mating habits are like *if any*. Dhelmise are rare, but this is for the best, because we *do* know how they interact with the rest of the food web.

Dhelmise are mega-fauna specialists. They will swing their anchor at Wailords, Wailmers, Laprases, Milotics, Gyaradoses, Mega Sharpedos, Araquanids, and Avaluggs to hunt them and devour their souls. Yes, their souls. They *love* eating the souls of large Pokémon because they have more spiritual energy to eat in the first place. The actual body is left alone, and these megafauna will sink to the ocean floor, to be consumed as Whale Falls. But don't worry, before you start thinking that they're these voracious predators driving our megafauna to extinction, they only feed once or twice a year! Well, sometimes more often than that if they're feeding on smaller creatures.

Scientists believe that Dhelmise may be important nutrient recyclers in oceanic and Great Lake ecosystems. But what eats the Dhelmise? Why, Pincurchins, of course! Pincurchins love to eat seaweed and are the bane of every Dhelmise's existence! And the Pincurchins are eaten by the Mareanie, and so forth.

Dhelmise		Ghost	Grass
Learnset: Level Up		Level	Category
Grass	Absorb	1	Special
Normal	Rapid Spin	1	Physical
Ghost	Astonish	3	Physical
Grass	Growth	5	Status
Normal	Wrap	7	Physical
Dark	Switcheroo	10	Status
Grass	Mega Drain	14	Special
Steel	Gyro Ball	18	Physical
Steel	Metal Sound	23	Status
Water	Whirlpool	28	Special
Grass	Giga Drain	32	Special
Ghost	Shadow Ball	35	Physical
Steel	Anchor Shot	39	Physical
Grass	Energy Ball	42	Special
Normal	Slam	47	Physical
Steel	Heavy Slam	50	Physical
Ghost	Phantom Force	55	Physical
Grass	Power Whip	60	Physical

Behavior: Dhelmise are not particularly chatty Pokémon and can be quite territorial and aggressive. This also makes them excellent guardian Pokémon for those with a need for an aquatic/marine guardian Pokémon. As a literal anchor and some seaweed, Dhelmise don't need to put up with that much that shouldn't be put up with.

It hunts by stretching its anchor for hundred of yards using its seaweed body, and then it drains the lifeforce of its prey by wrapping itself around it.

Interestingly, Dhelmise seem to really get along with Skrelep and Dragale, both in the wild and in captivity.

Conservation: Unknown. They are a low abundance species but that doesn't necessarily mean that they're endangered in any capacity, but also humans haven't really been able to accurately assess how many there are and how many is healthy, etc.

Relationship with Humans: Dhelmise exist because of humans. They likely originated from one or more of our drowned souls, and its anchors that we make that they use to hunt. However, humans and Dhelmise rarely interact. They can often be found living in our old shipwrecks, but they do not attack unless

provoked. The biggest obstacle Dhelmise tend to create is the difficulty in scouring shipwrecks for archaeological purposes or treasure hunting, since they tend to be quite territorial. Otherwise, they do make excellent examples in ecology classes of the food web at work.

Learnset: Breeding		
Steel	Steel Beam	Special
Steel	Autotomize	Status
Water	Chilling Water	Special
Grass	Chloroblast	Special
Fighting	Final Gambit	Physical
Ice	Ice Spinner	Physical
Psychic	Imprison	Status
Psychic	Light Screen	Status
Psychic	Mirror Coat	Status
Ghost	Night Shade	Special
Psychic	Reflect	Status
Normal	Safeguard	Status
Normal	Screech	Status
Normal	Sharpen	Status
Normal	Take Down	Physical
Psychic	Zen Headbutt	Physical

Classification: Dhelmise are in a taxonomic family to themselves, and apart of the "Probably Came From Human Souls Originally" Order, Anthroriginia... which means "Originally Human." Yes, once you learn the Greek and Latin roots of scientific names, suddenly they don't seem nearly as creative, alien, or fancy. Its scientific name *Alganchora alganchora* is a combination of "alga" (seaweed) and "anchora" (anchor).

(Dhelmise) Learnset: Tutoring/TMs

Psychic	Ally Switch	Status	Normal	Giga Impact	Physical	Ghost	Poltergeist	Physical	Normal	Swagger	Status
Flying	Aerial Ace	Physical	Grass	Grass Knot	Special	Grass	Power Whip	Physical	Normal	Swords Dance	Status
Dark	Assurance	Physical	Grass	Grassy Glide	Physical	Normal	Protect	Status	Grass	Synthesis	Status
Normal	Attract	Status	Steel	Gyro Ball	Physical	Water	Rain Dance	Status	Psychic	Telekinesis	Status
Normal	Block	Status	Steel	Heavy Slam	Physical	Psychic	Rest	Status	Normal	Tera Blast	???
Fighting	Body Press	Physical	Normal	Helping Hand	Status	Rock	Rock Slide	Physical	Dark	Thief	Physical
Fighting	Brick Break	Physical	Normal	Helping Hand	Status	Psychic	Role Play	Status	Poison	Toxic	Status
Water	Brine	Special	Ghost	Hex	Special	Normal	Round	Special	Water	Whirlpool	Special
Dark	Brutal Swing	Physical	Normal	Hidden Power	Special	Ghost	Shadow Ball	Special			
Ground	Bulldoze	Physical	Water	Hydro Pump	Special	Ghost	Shadow Claw	Physical			
Normal	Confide	Status	Normal	Hyper Beam	Special	Normal	Sleep Talk	Status			
Normal	Double Team	Status	Steel	Iron Defense	Status	Poison	Sludge Wave	Special			
Ground	Earthquake	Physical	Steel	Iron Defense	Status	Normal	Snore	Special			
Dark	Embargo	Status	Steel	Iron Head	Physical	Normal	Snore	Special			
Normal	Endure	Status	Steel	Iron Head	Physical	Grass	Solar Beam	Special			
Grass	Energy Ball	Special	Dark	Knock Off	Physical	Grass	Solar Blade	Physical			
Normal	Façade	Physical	Water	Liquidation	Physical	Ghost	Spite	Status			
Steel	Flash Cannon	Special	Water	Muddy Water	Special	Steel	Steel Roller	Physical			
Normal	Frustration	Physical	Normal	Pain Split	Status	Normal	Substitute	Status			
Grass	Giga Drain	Special	Dark	Payback	Physical	Fire	Sunny Day	Status			
Grass	Giga Drain	Special	Ghost	Phantom Force	Physical	Water	Surf	Special			