

# Houndour & Houndoom

## Houndour (#228)

Dark Fire

Sex Ratio: 50/50

Egg Group: Field

### Abilities:

Early Bird, Flash Fire, Unnerve

*Canisinfernis fidelis* (Houndour)

*Canisinfernis canisinfernis* (Houndoom)

Houndour are social Pokémon that form packs with others of its kind. In this world, Houndours and their evolution are substitutes for coyotes.

Houndour average at 2 feet tall (0.6 M)

and 23.8 pounds (10.8 kg). They are small lads.

Base Stats	
HP	45
Attack	60
Defense	30
Sp. Attack	80
Sp. Defense	50
Speed	65

**Habitat:** The grasslands, cities, and mountains of Turtle Island/the Americas. They are incredibly versatile in the habitats that they can live in, and have recently become increasingly common in urban areas.

**Life Cycles:** Houndours are born in early April to average litter sizes of 6. They are entirely dependent on their two parents for food and shelter until they're old enough to leave the nest around August timeframe. Whether or not they actually do leave their parents is a different matter. Some do, some don't. Their family structures are fluid in these regards, with packs forming from parental pairs and their offspring, and often with siblings or even unrelated Houndours. A Houndour is usually reproductively mature come the following mating season in January/February (so long as it has reached level 15). An individual usually reaches adult proportions around September, which is often when they achieve level 15, too.

As grown Houndours, individuals may stay with their parents to patrol territory and help in hunting, or they may move on to claim their own territory. It is rare to see Houndours outside the structure of a pack.

**Behavior:** Houndours form packs with others of its kind, sharing immense loyalty to each other and communicating in a refined language of barks and howls. Their teamwork is considered unparalleled, and a pack of Houndours is a highly effective force not to be reckoned with. This loyalty and intelligence lends them to being excellent companions to humans, especially those with great need for a Houndour's intellect. In high-density urban areas, Houndours have even been known to take the subway!

They communicate with each other using a refined series of barks and howls. Barks are used for determining the location of pack members, especially during a hunt, while howls are a declaration of territorial ownership.

**Diet:** Houndours are carnivores with a tolerance for omnivorey when necessary, giving them dietary flexibility in urban environments. When they work together, they're able to take down prey much larger than themselves like Deerling, but they often scavenge the meals of larger predators like Stoutland.

**Conservation:** Least Concern with some sub-populations being Threatened.

**Relationship with Humans:** Houndours and Houndooms have a mixed relationship with humans. On one hand, they are treated as invaluable companions that are both loyal and have the intellect necessary to be

Houndour		Dark	Fire
Learnset: Level Up		Level	Category
Normal	Leer	1	Status
Fire	Ember	1	Special
Normal	Howl	4	Status
Poison	Smog	8	Special
Normal	Roar	12	Status
Dark	Bite	16	Physical
Dark	Feint Attack	18	Physical
Fire	Incinerate	20	Special
Dark	Beat Up	24	Physical
Normal	Odor Sleuth	26	Status
Fire	Fire Fang	28	Physical
Dark	Torment	32	Status
Dark	Payback	35	Physical
Dark	Comeuppance	36	Physical
Dark	Embargo	37	Status
Dark	Foul Play	40	Physical
Fire	Flamethrower	44	Special
Dark	Crunch	48	Physical
Dark	Nasty Plot	52	Status
Fire	Inferno	56	Special

useful to humans. On the other hand, their intellect makes them seen as wily, conniving, tricksters by many. All things considered though, Houndours and by extension Houndooms had an overall positive/mutually-respectful relationship with the Indigenous Peoples of Turtle Island (the Americas).

In modern times, when anti-predator sentiment rise in folks, Houndours are often high on the list of creatures that rural American farmers want the right to dispose of as seen fit on their own terms. Like coyotes in the real world, Houndours are given the short end of the stick in terms of environmental protections, and they're generally treated as nuisances and vermin. Their high intelligence not doing them favors in these regards.

Because of the prejudice toward Houndours and Houndooms and dark-types in general, many municipalities do not even consider them for viable starter Pokémon for new trainers, despite their high intelligence and deep loyalty.

**Classification:** The genus "Canisinfernis" is a combination of "Canis" and "Infernum" (hellfire in latin), and "fidelis" means "loyal", which in total means "Canisinfernis fidelis" means "loyal hellhound."

Learnset: Breeding		
Dark	Beat Up	Physical
Fighting	Counter	Physical
Ghost	Destiny Bond	Status
Normal	Feint	Physical
Fire	Fire Fang	Physical
Fire	Fire Spin	Special
Dark	Nasty Plot	Status
Dark	Punishment	Physical
Dark	Pursuit	Physical
Normal	Rage	Physical
Fighting	Reversal	Physical
Ghost	Spite	Status
Dark	Sucker Punch	Physical
Electric	Thunder Fang	Physical
Fire	Will-O-Wisp	Status

Learnset: Tutoring/TMs

Normal	Attract	Status	Normal	Helping Hand	Status	Fighting	Rock Smash	Physical	Normal	Tera Blast	???
Normal	Body Slam	Physical	Normal	Hidden Power	Special	Psychic	Role Play	Status	Dark	Thief	Physical
Normal	Captivate	Status	Normal	Hyper Voice	Special	Normal	Round	Special	Dark	Torment	Status
Fairy	Charm	Status	Fire	Incinerate	Special	Normal	Scary Face	Status	Poison	Toxic	Status
Normal	Confide	Status	Steel	Iron Tail	Physical	Normal	Secret Power	Physical	Grass	Trailblaze	Physical
Ghost	Curse	Status	Bug	Lunge	Physical	Ghost	Shadow Ball	Special	Normal	Uproar	Special
Dark	Dark Pulse	Special	Normal	Mimic	Status	Normal	Sleep Talk	Status	Fire	Will-O-Wisp	Status
Fighting	Detect	Status	Ground	Mud Shot	Special	Poison	Sludge Bomb	Special			
Normal	Double Team	Status	Ground	Mud-Slap	Special	Normal	Smokescreen	Status			
Normal	Double-Edge	Physical	Normal	Natural Gift	Physical	Dark	Snarl	Special			
Psychic	Dream Eater	Special	Ghost	Nightmare	Status	Dark	Snatch	Status			
Dark	Embargo	Status	Fire	Overheat	Special	Normal	Snore	Special			
Normal	Endure	Status	Dark	Payback	Physical	Grass	Solar Beam	Special			
Normal	Facade	Physical	Normal	Protect	Status	Ghost	Spite	Status			
Fire	Fire Blast	Special	Psychic	Psychic Fangs	Physical	Normal	Substitute	Status			
Fire	Flame Charge	Physical	Water	Rain Dance	Status	Fire	Sunny Day	Status			
Fire	Flamethrower	Special	Psychic	Rest	Status	Normal	Super Fang	Physical			
Dark	Foul Play	Physical	Normal	Retaliate	Physical	Normal	Swagger	Status			
Normal	Frustration	Physical	Normal	Return	Physical	Normal	Swift	Special			
Normal	Headbutt	Physical	Fighting	Reversal	Physical	Normal	Take Down	Physical			
Fire	Heat Wave	Special	Normal	Roar	Status	Dark	Taunt	Status			

## Houndoom (#229)

Sex Ratio: 50/50

### Abilities:

Early Bird, Flash Fire, Unnerve  
Solar Power (Mega)

Houndoom		Dark	Fire
Learnset: Level Up	Level	Category	
Electric	Thunder Fang	<i>Evolution</i>	Physical
Normal	Leer	1	Status
Fire	Ember	1	Special
Normal	Howl	4	Status
Poison	Smog	8	Special
Normal	Roar	12	Status
Dark	Bite	16	Physical
Dark	Feint Attack	18	Physical
Fire	Incinerate	20	Special
Dark	Beat Up	24	Physical
Normal	Odor Sleuth	26	Status
Fire	Fire Fang	28	Physical
Dark	Torment	32	Status
Dark	Payback	35	Physical
Dark	Comeuppance	36	Physical
Dark	Embargo	37	Status
Dark	Foul Play	40	Physical
Fire	Flamethrower	44	Special
Dark	Crunch	48	Physical
Dark	Nasty Plot	52	Status
Fire	Inferno	56	Special

Houndoom is the evolved form of Houndour. In their guts are a series of toxins that it uses to produce poisonous fire. This gives its flame-breath a foul odor, and allows it to leave burns on foes and prey that are difficult to heal. Its howls are bone-chilling, known to induce shivers in other Pokémon and sending them scurrying back to their nests.

It has a Mega Evolution.

The species averages at 4'7 feet tall (1.4 M) and 77.2 pounds (35 kg), while Mega Houndoom is 6'03 feet tall (1.9 M) and 109.1 pounds (49.5 kg)

**Habitat:** The same places as Houndours, especially rough terrain areas.

**Life Cycles:** Houndooms form monogamous pairs that will extend multiple mating seasons. If their pack is a parental pair and their children, it will be the Houndooms who reproduce, but

should the pack structure follow a different dynamic, it could be any combination of Houndours and Houndooms who reproduce. Houndooms are loyal, co-operative parents. Males will go out hunting while the females stay behind to raise the Houndour puppies.

Houndooms are known to live for about 20-25 years in captivity.

**Behavior:** Houndooms are great parents and pack leaders. In a pack, the Houndoom with its horns raked sharply toward the back is the leader of the pack, which is determined by fights for dominance within the pack.

**Diet:** Houndooms are largely carnivorous but has a mild tolerance for omnivorey.

**Conservation:** Least Concern, but some sub-populations may be Threatened.

**Relationship with Humans:** Houndooms are most common as companions of gangs and mafias, since they are most likely to look past their appearance and see them for the valuable companions that they are. This,

Base Stats	
HP	75
Attack	90
Defense	50
Sp. Attack	110
Sp. Defense	80
Speed	95

(Mega) Base Stats	
HP	75
Attack	90
Defense	90
Sp. Attack	140
Sp. Defense	90
Speed	115

unfortunately, only contributes to the bad rep that Houndooms receive in the general cultural conscious. Even when European settlers were first exploring the Americas, they likened Houndooms to be servants of the devil and their howls from the grim reaper directly, and that perception hasn't really changed for a lot of people. Houndooms are also misused in dog-fighting rings, to the great detriment to their cultural perception, and to the outrage of Pokémon Activists and Houndoom Trainers everywhere.

In pop media, if the writers want to quickly convey that a trainer is an intimidating sort, giving them a Houndoom is an easy way to do this – though anyone with a Houndoom of their own will tell you that they're loving companions who want belly-rubs and treats for being good boys as much as any other dog Pokémon.

**Classification:** Houndoom are in the broader canids with other dog Pokémon.

**Evolution:** Houndour evolves into Houndoom at level 24.

Learnset: Tutoring/TMs

Normal	Attract	Status	Normal	Headbutt	Physical	Normal	Retaliate	Physical	Normal	Super Fang	Physical
Normal	Body Slam	Physical	Fire	Heat Wave	Special	Normal	Return	Physical	Normal	Swagger	Status
Fire	Burn Up	Special	Normal	Helping Hand	Status	Fighting	Reversal	Physical	Normal	Swift	Special
Normal	Captivate	Status	Normal	Hidden Power	Special	Normal	Roar	Status	Normal	Take Down	Physical
Fairy	Charm	Status	Normal	Hyper Beam	Special	Fighting	Rock Smash	Physical	Dark	Taunt	Status
Normal	Confide	Status	Normal	Hyper Voice	Special	Psychic	Role Play	Status	Normal	Tera Blast	???
Ghost	Curse	Status	Fire	Incinerate	Special	Normal	Round	Special	Dark	Thief	Physical
Dark	Dark Pulse	Special	Steel	Iron Tail	Physical	Normal	Scary Face	Status	Dark	Throat Chop	Physical
Fighting	Detect	Status	Normal	Laser Focus	Status	Normal	Secret Power	Physical	Dark	Torment	Status
Normal	Double Team	Status	Bug	Lunge	Physical	Ghost	Shadow Ball	Special	Poison	Toxic	Status
Normal	Double-Edge	Physical	Normal	Mimic	Status	Normal	Sleep Talk	Status	Grass	Trailblaze	Physical
Psychic	Dream Eater	Special	Ground	Mud Shot	Special	Poison	Sludge Bomb	Special	Normal	Uproar	Special
Dark	Embargo	Status	Ground	Mud-Slap	Special	Normal	Smokescreen	Status	Fire	Will-O-Wisp	Status
Normal	Endure	Status	Normal	Natural Gift	Physical	Dark	Snarl	Special			
Normal	Façade	Physical	Ghost	Nightmare	Status	Dark	Snatch	Status			
Fire	Fire Blast	Special	Fire	Overheat	Special	Normal	Snore	Special			
Fire	Flame Charge	Physical	Dark	Payback	Physical	Grass	Solar Beam	Special			
Fire	Flamethrower	Special	Normal	Protect	Status	Ghost	Spite	Status			
Dark	Foul Play	Physical	Psychic	Psychic Fangs	Physical	Normal	Strength	Physical			
Normal	Frustration	Physical	Water	Rain Dance	Status	Normal	Substitute	Status			
Normal	Giga Impact	Physical	Psychic	Rest	Status	Fire	Sunny Day	Status			