

# Oddish, Gloom, Vileplume, Bellossom

## Oddish (#043)

Grass

Poison

Sex Ratio: ½ Males, ½ Females

Egg Groups: Grass

### Abilities:

Chlorophyll, Run Away

*Oddium Wanderus* (Oddish)*Oddium Mephitis* (Gloom)*Oddium Megaflorus* (Vileplume)*Oddium Florelegans* (Bellossom)

**General Information:** Oddish are the quintessential plant Pokémon! They sleep during the heat of the day by burying themselves in the ground – in fact, should you pull on it, the Oddish will scream! Their skin is sensitive to sunlight, which is why they are crepuscular and nocturnal Pokémon. At night they go about their daily business and find new patches of soil to plant themselves in during the day.

### Base Stats

HP	45
Attack	50
Defense	55
Sp. Attack	75
Sp. Defense	65
Speed	30

**Habitat:** They are found in grasslands and anywhere that plants can survive.

**Life Cycle:** Oddish and co. reproduce throughout the growing season, laying broods of 10-20 Oddish eggs at a time. Gestation for the eggs is about 3 weeks. During this time, the parents guard over the eggs in shifts, but then once they hatch the Oddish are pretty much left to fend for themselves. This isn't cruelty on the parents' part, Oddish just emerge from the egg fully capable of taking care of itself. They are plants, after all. Oddish and family usually have 1 brood per 3 month period, so the number of broods laid depends entirely on the length of the growing season.

When Oddish become Gloom, their predation rates fall drastically, but before then Oddish are eaten by quite a lot of predators. Gloom, Vileplume, and Bellossom are not predated upon with any significant frequency. Oddishes in particular are frequently consumed by Ariados, Galvantula, ghost-types, Larvesta, and many other Pokémon.

**Behavior:** Oddish are colonial beings that care for each other, but they do not have tight hierarchies or strong social structures. As the most juvenile stage and the one most prone to predation, the larger members of the colony will defend Oddish from predators. They are quite amicable creatures who are easy to tame. Oddish can easily form communities with other Pokémon, and are often seen as the generic friendly sorts of any given ecosystem.

**Diet:** Sunlight, otherwise sugary foods like honey or fruit suffice as an alternative. Maybe potatoes.

*Lore Note: Oddish do not need to eat unless they have not been given access to sufficient sunlight.*

**Conservation:** Least Concern

**Relationship with Humans:** Oddish are an old food source of humanity as humans spread out across the globe. They do not seem to have a shared evolutionary history with humans, and fossil records indicate that pre-historic *Oddium* populations immigrated out of the Philippines globally before the end of the last Ice Age.



Learnset: Tutoring/TMs								
Normal	After You	Status	Normal	Hidden Power	Special	Grass	Synthesis	Status
Normal	Attract	Status	Bug	Infestation	Special	Normal	Take Down	Physical
Normal	Bide	Physical	Grass	Leech Seed	Status	Normal	Tera Blast	???
Grass	Bullet Seed	Physical	Grass	Mega Drain	Special	Poison	Toxic	Status
Normal	Captivate	Status	Normal	Mimic	Status	Grass	Trailblaze	Physical
Normal	Confide	Status	Normal	Nature Power	Status	Poison	Venoshock	Special
Ghost	Curse	Status	Normal	Protect	Status	Grass	Worry Seed	Status
Normal	Cut	Physical	Normal	Rage	Physical			
Fairy	Dazzling Gleam	Special	Psychic	Reflect	Status			
Normal	Double Team	Status	Psychic	Rest	Status			
Normal	Double-Edge	Physical	Normal	Return	Physical			
Normal	Endure	Status	Normal	Round	Special			
Grass	Energy Ball	Special	Grass	Seed Bomb	Physical			
Normal	Façade	Physical	Normal	Sleep Talk	Status			
Normal	Flash	Status	Poison	Sludge Bomb	Special			
Normal	Frustration	Physical	Normal	Snore	Special			
Poison	Gastro Acid	Status	Grass	Solar Beam	Special			
Grass	Giga Drain	Special	Normal	Substitute	Status			
Grass	Grass Knot	Special	Fire	Sunny Day	Status			
Grass	Grassy Slide	Physical	Normal	Swagger	Status			
Normal	Headbutt	Physical	Normal	Swords Dance	Status			

## Gloom (#044)

### Abilities:

Chlorophyll, Stench

Gloom		Grass	Poison
Learnset: Level Up		Level	Category
Grass	Absorb	1	Special
Normal	Growth	1	Status
Poison	Acid	4	Special
Normal	Tackle	6	Physical
Normal	Sweet Scent	8	Status
Grass	Mega Drain	12	Special
Poison	Poison Powder	15	Status
Grass	Stun Spore	15	Status
Grass	Sleep Powder	15	Status
Grass	Giga Drain	20	Special
Normal	Lucky Chant	25	Status
Grass	Grassy Terrain	32	Status
Poison	Toxic	34	Status
Fairy	Moonlight	37	Status
Normal	Natural Gift	39	Physical
Fairy	Moonblast	42	Special
Grass	Petal Blizzard	45	Special
Grass	Solar Beam	50	Special
Grass	Petal Dance	55	Special

**General Information:** Gloom are infamous for the pungent drool-like nectar that comes from their mouths and the equally pungent aroma that comes from their flower. The nectar is nutritious to plants, while the aroma is only released if the Gloom feels threatened. The foul-smelling odor can cause fainting in humans up to a mile away (1.6 km), and it is used to attract prey (bugs).

Base Stats	
HP	60
Attack	65
Defense	70
Sp. Attack	85
Sp. Defense	75
Speed	40

As photosynthesizers, they still ecologically function as just larger Oddishes, but socially they have different roles amongst the local grass types. Gloom and Vileplumes are protective of their communities, and harmful invaders may have to answer to them. Bellossom are the more fun-loving cousins, who find cause to celebrate in even small day-to-day events such as the end of a rain shower, and often help other Pokémon to relax.

**Habitat:** They are found in grasslands and anywhere that plants can survive. Gloom are able to tolerate harsher conditions for plants, such as dark forests, poor nutrient soils, and the likes because of their ability to predate on insects.

**Diet:** While they possess the same base diet as Oddish, in absence of enough sunlight or other nutrients, they will use their stinky nectar to attract prey (bugs).

**Conservation:** Least Concern

**Relationship with Humans:** Like Oddish, Gloom have a long history with humans being hunted, gathered, and cultivated. They make excellent companions to even amateur trainers. There is a small percentage of the human population who strangely find their aroma appealing – this seems to be a genetic trait, akin to the mutation that causes some people (including the author of this) to think cilantro tastes like soap.

Some humans cultivate the pungent drool of Gloom as an ingredient for certain perfumes.

**Evolution:** Oddish evolves into Gloom at level 21.

Learnset: Tutoring/TMs								
Normal	After You	Status	Grass	Grass Knot	Special	Fire	Sunny Day	Status
Normal	Attract	Status	Grass	Grassy Slide	Physical	Normal	Swagger	Status
Normal	Bide	Physical	Normal	Headbutt	Physical	Normal	Swords Dance	Status
Grass	Bullet Seed	Physical	Normal	Hidden Power	Special	Grass	Synthesis	Status
Normal	Captivate	Status	Bug	Infestation	Special	Normal	Take Down	Physical
Normal	Confide	Status	Grass	Leech Seed	Status	Normal	Tera Blast	???
Ghost	Curse	Status	Grass	Mega Drain	Special	Poison	Toxic	Status
Normal	Cut	Physical	Normal	Mimic	Status	Grass	Trailblaze	Physical
Fairy	Dazzling Gleam	Special	Normal	Nature Power	Status	Poison	Venoshock	Special
Normal	Double Team	Status	Normal	Protect	Status	Grass	Worry Seed	Status
Normal	Double-Edge	Physical	Normal	Rage	Physical			
Fighting	Drain Punch	Physical	Psychic	Reflect	Status			
Normal	Endure	Status	Psychic	Rest	Status			
Grass	Energy Ball	Special	Normal	Return	Physical			
Normal	Façade	Physical	Normal	Round	Special			
Normal	Façade	Physical	Grass	Seed Bomb	Physical			
Normal	Flash	Status	Normal	Sleep Talk	Status			
Dark	Fling	Physical	Poison	Sludge Bomb	Special			
Normal	Frustration	Physical	Normal	Snore	Special			
Poison	Gastro Acid	Status	Grass	Solar Beam	Special			
Grass	Giga Drain	Special	Normal	Substitute	Status			

## Vileplume (#045)

### Abilities:

Chlorophyll, Effect Spore

Vileplume		Grass	Poison
Learnset: Level Up		Level	Category
Grass	Petal Blizzard	Evolution	Special
Grass	Absorb	1	Special
Normal	Growth	1	Status
Poison	Acid	4	Special
Normal	Tackle	6	Physical
Normal	Sweet Scent	8	Status
Grass	Mega Drain	12	Special
Poison	Poison Powder	15	Status
Grass	Stun Spore	15	Status
Grass	Sleep Powder	15	Status
Grass	Giga Drain	20	Special
Normal	Lucky Chant	25	Status
Grass	Grassy Terrain	32	Status
Poison	Toxic	34	Status
Fairy	Moonlight	37	Status
Normal	Natural Gift	39	Physical
Fairy	Moonblast	42	Special
Grass	Solar Beam	50	Special
Grass	Petal Dance	55	Special

Vileplume have incredibly toxic pollen to both Pokémon and humans alike, but they can choose to shed that pollen. When they do shed their allergenic pollen, the central segment of the flower burst open with a loud sound!

As photosynthesizers, they still ecologically function as just larger Oddishes, but socially they have different roles amongst the local grass types. Gloom and Vileplumes are protective of their communities, and harmful invaders will have to answer to them. Bellossom are the more fun-loving cousins, who find cause to celebrate in even small day-to-day events such as the end of a rain shower, and often help other Pokémon to relax.

**Habitat:** They are found in grasslands and anywhere that plants can survive. Vileplumes are able to tolerate harsher conditions for plants, such as dark forests, poor nutrient soils, and the works because of their ability to predate on insects.

**Diet:** While they have the same base diet as Oddish, Vileplumes will use their toxic pollen to stun prey if need be. This allows them to live in sunlight poor and nutrient poor environments, and frees up soil nutrients for Oddishes who are unable to

predate on bugs.

*Lore Note: Oddish and co. do not need to eat unless they have not been given access to sufficient sunlight.*

**Conservation:** Least Concern

**Relationship with Humans:** Like Oddish, Vileplume have a long history with humans being hunted, gathered, and cultivated. They make excellent companions to even amateur trainers.

Vileplume flowers make for popular logo designs in the toxins and botany fields, and in fact a stylized version of a Vileplume flower is used to label noxious and injurious plants in most botany books.

Unfortunately, as popular and well-beloved as Vileplumes are, they can pose a health risk for those who have pollen allergies, and their characteristic spore shedding is not as easily controlled in some individuals as perhaps their owner would appreciate. While incidents are rarely fatal, there are a steady stream of ER patients every few weeks who were accidentally on the receiving end of a Vileplume's spore shedding (whether the shedding was intentional or not), and need medical assistant to recover in a timely manner. Interestingly, folks who spend a lot of time around Vileplumes seem to develop a resistance to their spores over a period of several years.

**Evolution:** Evolves from Gloom using a Leaf Stone or a Mossy Rock.

Base Stats	
HP	75
Attack	80
Defense	85
Sp. Attack	110
Sp. Defense	90
Speed	50

Learnset: Tutoring/TMs								
Normal	After You	Status	Normal	Giga Impact	Physical	Poison	Sludge Bomb	Special
Normal	Attract	Status	Grass	Grass Knot	Special	Normal	Snore	Special
Normal	Bide	Physical	Grass	Grassy Slide	Physical	Grass	Solar Beam	Special
Grass	Bullet Seed	Physical	Normal	Headbutt	Physical	Normal	Substitute	Status
Normal	Captivate	Status	Normal	Hidden Power	Special	Fire	Sunny Day	Status
Normal	Confide	Status	Normal	Hyper Beam	Special	Normal	Swagger	Status
Poison	Corrosive Gas	Grass	Bug	Infestation	Special	Normal	Swords Dance	Status
Ghost	Curse	Status	Grass	Leech Seed	Status	Grass	Synthesis	Status
Normal	Cut	Physical	Grass	Mega Drain	Special	Normal	Take Down	Physical
Fairy	Dazzling Gleam	Special	Normal	Mimic	Status	Normal	Tera Blast	???
Normal	Double Team	Status	Normal	Nature Power	Status	Poison	Toxic	Status
Normal	Double-Edge	Physical	Bug	Pollen Puff	Special	Grass	Trailblaze	Physical
Fighting	Drain Punch	Physical	Normal	Protect	Status	Poison	Venoshock	Special
Normal	Endure	Status	Normal	Rage	Physical	Grass	Worry Seed	Status
Grass	Energy Ball	Special	Psychic	Reflect	Status			
Normal	Façade	Physical	Psychic	Rest	Status			
Normal	Flash	Status	Normal	Return	Physical			
Dark	Fling	Physical	Normal	Round	Special			
Normal	Frustration	Physical	Normal	Safeguard	Status			
Poison	Gastro Acid	Status	Grass	Seed Bomb	Physical			
Grass	Giga Drain	Special	Normal	Sleep Talk	Status			



# Bellossom (#182)

### Abilities:

Chlorophyll, Healer

Bellossom		Grass	Poison
Learnset: Level Up		Level	Category
Grass	Petal Blizzard	<i>Evolution</i>	Special
Bug	Quiver Dance	<i>Evolution</i>	Status
Grass	Absorb	1	Special
Normal	Growth	1	Status
Poison	Acid	4	Special
Normal	Tackle	6	Physical
Normal	Sweet Scent	8	Status
Grass	Mega Drain	12	Special
Poison	Poison Powder	15	Status
Grass	Stun Spore	15	Status
Grass	Sleep Powder	15	Status
Grass	Giga Drain	20	Special
Normal	Lucky Chant	25	Status
Grass	Grassy Terrain	32	Status
Poison	Toxic	34	Status
Fairy	Moonlight	37	Status
Normal	Natural Gift	39	Physical
Fairy	Moonblast	42	Special
Grass	Solar Beam	50	Special
Grass	Petal Dance	55	Special

Base Stats	
HP	75
Attack	80
Defense	95
Sp. Attack	90
Sp. Defense	100
Speed	50

Bellossom are rare in the wild, but most common in the tropics. They like to dance together on cloudy days. It is said that the stinkier the Gloom it evolved from, the more beautiful the petals on the Bellossom will be. While they lack proper feet, its leaf petals on its lower half function as feet substitutes, even capable of using them to spring and bounce when necessary. They do not like being isolated from their communities, and often Bellossom travel and dance in groups.

As photosynthesizers, they ecologically function as just larger Oddishes, but socially they have different roles amongst the local grass types. Gloom and Vileplumes are protective of their communities, and harmful invaders will have to answer to them. Bellossom are the more fun-loving cousins, who find cause to celebrate in even small day-to-day events such as the end of a rain shower, and often help other Pokémon to relax.

**Habitat:** They are found in grasslands and anywhere that plants can survive. Bellossoms really prefer sunny places, and do not care for residing all day in dark forests and cannot predate on bugs, unlike Gloom and Vileplume. Because of this, during the day Bellossoms will usually gather at sunlit patches, forest edges,

grasslands, and especially enjoy savannahs.

**Diet:** Sunlight, otherwise sugary foods like honey or fruit suffice as an alternative. Maybe potatoes.

*Lore Note: Oddish and co. do not need to eat unless they have not been given access to sufficient sunlight.*

**Conservation:** Least Concern

**Relationship with Humans:** Bellossom are much beloved grass-type Pokémon, who find their way into the hearts of trainers, artists, and performers the world over. As dancing species, it's hard to find any performance troop who doesn't have at least one Bellossom in the group on principle alone, and they're common companions to gardeners, daycares and kindergartens, and so forth. Their pollen can give people allergies, but it's not toxic like Vileplume's, and will mostly just cause their poor trainer to take a lot of Benadryl. On an interesting note, a recent long-term study has shown that children who are born and raised around Bellossoms tend to have fewer seasonal allergies and a less intense response to Vileplume spores as adults.

Bellossoms are incredibly popular as prints in fashion design.

In pre-modern times, history shows that Bellossoms were not eaten terribly often. Scholars believe that farmers often thought them too small and pleasant to eat as livestock, except in hard times. In fact, it seems to have been a phrase back in olden times, that if one was having Bellossom for dinner, that was the sign of true



desperation and famine (akin to how eating horses on ships was a sign of true desperation from sailors). Given the general rarity of Sun Stones in the wild, the novelty of a hand-raised Bellossom quite likely pulled the heart strings of many farmers, and since they're photosynthesizers anyways, their cheerful presence on a farm seemed to be quite appreciated, and they seemed to have aided in herding poultry, baby livestock, and made surprisingly adept small-livestock guardians for what they are (given that they necessarily evolve from a Gloom, this makes sense). Of course, there were and are plenty of other Pokémon that serve the role of livestock guardian better, but still.

**Evolution:** Evolves from a Gloom using a Sun Stone, or similar geological sites.

Learnset: Tutoring/TMs								
Normal	After You	Status	Grass	Giga Drain	Special	Normal	Return	Physical
Normal	Attract	Status	Normal	Giga Impact	Physical	Normal	Round	Special
Normal	Baton Pass	Status	Grass	Grass Knot	Special	Normal	Safeguard	Status
Normal	Bide	Physical	Grass	Grassy Glide	Physical	Grass	Seed Bomb	Physical
Grass	Bullet Seed	Physical	Normal	Headbutt	Physical	Normal	Sleep Talk	Status
Normal	Captivate	Status	Normal	Helping Hand	Status	Poison	Sludge Bomb	Special
Normal	Confide	Status	Normal	Hidden Power	Special	Normal	Snore	Special
Ghost	Curse	Status	Normal	Hyper Beam	Special	Grass	Solar Beam	Special
Normal	Cut	Physical	Bug	Infestation	Special	Normal	Substitute	Status
Fairy	Dazzling Gleam	Special	Grass	Leaf Blade	Physical	Fire	Sunny Day	Status
Normal	Double Team	Status	Grass	Leaf Storm	Special	Normal	Swagger	Status
Normal	Double-Edge	Physical	Grass	Leech Seed	Status	Normal	Swords Dance	Status
Fighting	Drain Punch	Physical	Grass	Magical Leaf	Special	Grass	Synthesis	Status
Normal	Endure	Status	Grass	Mega Drain	Special	Normal	Take Down	Physical
Grass	Energy Ball	Special	Normal	Mimic	Status	Normal	Tera Blast	???
Normal	Façade	Physical	Normal	Nature Power	Status	Poison	Toxic	Status
Normal	Façade	Physical	Fairy	Play Rough	Physical	Grass	Trailblaze	Physical
Normal	Flash	Status	Normal	Protect	Status	Normal	Uproar	Special
Dark	Fling	Physical	Normal	Rage	Physical	Poison	Venoshock	Special
Normal	Frustration	Physical	Psychic	Reflect	Status	Grass	Worry Seed	Status
Poison	Gastro Acid	Status	Psychic	Rest	Status			