

Spiritomb

Spiritomb (#442)

Ghost

Dark

Sex Ratio: ???*

Egg Group: Amorphous

Abilities:

Pressure, Infiltrator

Spiritomb spiritomb (Spiritomb)

Spiritomb is a ghost Pokémon made of 108 human souls that were locked into an Odd Keystone as punishment for their misdeeds – or so the legends go.

Base Stats	
HP	50
Attack	92
Defense	108
Sp. Attack	92
Sp. Defense	108
Speed	35

***Note:** the official sex ratio of Spiritomb is ½ females and ½ males, but frankly I don't know how a Spiritomb, a being composed of 108 human souls, can ever possibly be distinctly male or distinctly female, especially when those souls still clearly retain some autonomy as a Spiritomb. You are free to use whatever metrics you wish for Spiritomb sexes, should it be so relevant to your campaign.

Habitat: Spiritomb are most likely to be found near civilization, particularly abandoned ruins, but this is not a hard rule, for their keystone can be placed anywhere seen fit by another person.

Life Cycles: Spiritomb is a classic example of the type of ghost Pokémon that was Originally Human by all metrics. The original Spiritombs are creatures born when an enchanter traps 108 human souls together in an Odd Keystone together, and those souls became an entirely new entity: Spiritomb. This process seems to take a while, but it is an ancient dark magic that a handful of enchanters still utilize today. The enchantment is how the overwhelming majority of all Spiritombs are born, with only a few here and there thought to be second generation Spiritombs or higher.

Other ghost-type Pokémon, especially Dusknair, are really the main things that eat Spiritomb. They are packed full of spirit energy so are a prize meal to consume, but it is difficult for predators to outwit a Spiritomb.

While they surely do reproduce amongst themselves, no one has ever seen Spiritombs participate in courtship or perform any parental activities. No one is sure how they reproduce, and even ghost scientists are unsure whether they are sexless Pokémon or if they have two gametic types (male and female). Given the nature of how Spiritombs come to be, these questions become even harder to speculate on.

Their life spans are well into the hundreds of years.

Behavior: Spiritombs are usually very malicious and vengeful. They are short-sighted and prone to rampages should one of their 108 souls be separated from itself. They are extremely unsafe to be around, approach with caution.

Diet: Spiritombs eat spirit energy all the same as other ghost-types. Given their immobility, Spiritombs will wait patiently inside its Odd Keystone for unsuspecting prey to appear.

Learnset: Tutoring/TMs											
Psychic	Ally Switch	Status	Normal	Hyper Beam	Special	Normal	Return	Physical	Normal	Tera Blast	???
Normal	Attract	Status	Ice	Icy Wind	Special	Rock	Rock Tomb	Physical	Dark	Thief	Physical
Normal	Body Slam	Physical	Psychic	Imprison	Status	Normal	Round	Special	Dark	Torment	Status
Fire	Burning Jealousy	Special	Bug	Infestation	Special	Normal	Scary Face	Status	Poison	Toxic	Status
Psychic	Calm Mind	Status	Dark	Lash Out	Physical	Normal	Secret Power	Physical	Psychic	Trick	Status
Normal	Captivate	Status	Dark	Nasty Plot	Special	Ghost	Shadow Ball	Special	Normal	Uproar	Special
Normal	Confide	Status	Normal	Natural Gift	Physical	Electric	Shock Wave	Special	Water	Water Pulse	Special
Ghost	Confuse Ray	Status	Ghost	Night Shade	Special	Bug	Silver Wind	Special	Fire	Will-O-Wisp	Status
Dark	Dark Pulse	Special	Ghost	Ominous Wind	Special	Psychic	Skill Swap	Status	Psychic	Wonder Room	Status
Normal	Double Team	Status	Normal	Pain Split	Status	Normal	Sleep Talk	Status			
Psychic	Dream Eater	Special	Dark	Payback	Physical	Dark	Snarl	Special			
Dark	Embargo	Status	Ghost	Phantom Force	Physical	Dark	Snatch	Status			
Normal	Endure	Status	Ghost	Poltergeist	Physical	Normal	Snore	Special			
Normal	Façade	Physical	Normal	Protect	Status	Ghost	Spite	Status			
Normal	Flash	Status	Normal	Psych Up	Status	Psychic	Stored Power	Special			
Dark	Foul Play	Physical	Psychic	Psychic	Special	Normal	Substitute	Status			
Normal	Frustration	Physical	Psychic	Psyshock	Special	Dark	Sucker Punch	Physical			
Normal	Giga Impact	Physical	Dark	Quash	Status	Fire	Sunny Day	Status			
Normal	Helping Hand	Status	Water	Rain Dance	Status	Normal	Swagger	Status			
Ghost	Hex	Special	Psychic	Rest	Status	Dark	Taunt	Status			
Normal	Hidden Power	Special	Normal	Retaliate	Physical	Psychic	Telekinesis	Status			