

**Sam's Team:**

Badges Earned: 5 (Mineral Badge, Fog Badge, Plain Badge, Hive Badge, Zephyr)

Approximate Team Strength: 5 Stars

**Quilava** (Fire Type, Female, Timid Nature +Spe/-Atk)

**Abilities:** Blaze

**Held Item:** Charcoal (held via bandana)

**Moves:** Tackle, Leer, Smokescreen, Ember, Flame Wheel, Curse, Will-O-Wisp, Incinerate, Detect, Quick Attack, Swift, Flame Charge, Flamethrower

**Primeape** (Fighting Type, Male, Impish Nature +Def/-SpA)

**Abilities:** Anger Point, Vital Spirit

**Moves:** Scratch, Leer, Low Kick, Karate Chop, Fury Swipes, Assurance, Ice Punch, Fire Punch, Cross Chop, Curse, Brick Break, Rock Smash, Rock Slide, Bulk Up

**Haunter** (Ghost / Poison Type, Male, Naive Nature +Spe/-SpD)

**Abilities:** Levitate

**Moves:** Hypnosis, Lick, Confuse Ray, Spite, Mean Look, Hex, Shadow Punch, Night Shade, Acid Spray, Ominous Wind, Shadow Ball

**Misdreavus** (Ghost Type, Female, Hasty Nature +Spe/-Def)

**Pokéball:** Friend Ball

**Abilities:** Levitate

**Moves:** Growl, Psywave, Astonish, Confusion, Confuse Ray, Mean Look, Night Shade, Shadow Sneak, Shadow Ball, Nasty Plot, Psybeam

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**Redi's Team:**

Badges Earned: 3 (Mineral Badge, Plain Badge, Hive Badge)

Approximate Team Strength: 4 Stars

**Ursaring** (Normal Type, Male, Adamant Nature +Atk/-SpA)

**Abilities:** Guts, Quick Feet (Developing)

**Moves:** Scratch, Fury Swipes, Fire Punch, Baby-Doll Eyes, Slash, Ice Punch, Focus Energy, Thunder Punch, Hyper Beam, Rock Slide, Swords Dance

**Porygon** (Normal Type, Genderless, Quirky Nature +-n/a)

**Abilities:** n/a

**Moves:** Tackle, Sharpen, Conversion, Psybeam, Thunder Shock, Charge Beam, Discharge, Tri-Attack, Charge

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**Auxiliary Pokémon:** [Gastly](#) x2 (Tibia and Fibula), a small number of wild [Gastly](#) (variable)