
List Of Pokemon By Johto Pokedex

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UNDERSTANDING THE LIST OF POKEMON BY JOHTO POKEDEX

The **List of Pokemon by Johto Pokedex** is more than just a catalog; it is a faithful map of the second generation of the Pokémon world. Introduced in Pokémon Gold, Silver, and Crystal, the Johto regional Pokedex documents all 251 species that appear within the Johto region, including both new Pokémon discovered during Generation II and familiar faces from Kanto. For trainers revisiting the classic games or exploring remakes like HeartGold and SoulSilver, this list serves as the definitive guide for completion. Whether you are hunting for a specific evolution or simply curious about the unique ordering of creatures in this beloved region, knowing the layout of the Johto Pokedex offers valuable insight into game design, lore, and competitive strategy.

What Makes the Johto

Pokedex Unique?

Unlike the Kanto Pokedex, which focuses only on the original 151 species, the Johto Pokedex merges old and new into a single numerical sequence. The ordering is not purely based on discovery date or evolutionary chains; rather, it reflects the order in which trainers typically encounter these Pokémon throughout Johto's routes, caves, and cities. For example, the list begins with Chikorita (#152), the Grass-type starter, and ends with Celebi (#251), the Mythical Pokémon of time travel. In between, you will find common early-route Pokémon like Hoothoot and Sentret alongside powerful legends such as Ho-Oh and Lugia. This intentional arrangement makes the **list of Pokemon by Johto Pokedex** an excellent tool for planning your journey, as it roughly parallels the game's progression.

COMPLETE BREAKDOWN OF THE JOHTO POKEDEX NUMBERS

The following sections break down the Johto Pokedex into logical groups. Each group highlights notable species, their roles in the region, and key characteristics. Use this as a reference when completing your collection or simply learning about the rich world

of Generation II.

Starter Pokémon and Early Route Encounters (Numbers 152–169)

The Johto Pokedex kicks off with three starter choices: Chikorita (Grass), Cyndaquil (Fire), and Totodile (Water). Their evolutions—Bayleef, Meganium, Quilava, Typhlosion, Croconaw, and Feraligatr—appear shortly after in the list. Following the starters, trainers will find early-route staples such as:

- **Sentret (#161) and Furret (#162)** – Common in Routes 1 and 2, Sentret evolves into the long-bodied Furret.
- **Hoothoot (#163) and Noctowl (#164)** – The nocturnal bird line, often encountered at night.
- **Ledyba (#165) and Ledian (#166)** – Bug-type Pokémon found in the morning.
- **Spinarak (#167) and Ariados (#168)** – The poison-web counterpart appearing at night.
- **Chinchou (#170) and Lanturn (#171)** – Water/Electric types found while fishing with a Good Rod.

This initial segment of the **list of Pokemon by Johto Pokedex** sets the tone for the region: a blend of new designs and familiar mechanics. Trainers often remember the early routes for the abundance of Normal, Bug, and Flying types that help build a

balanced team from the first gym onward.

Common Evolutionary Lines and Cross-Generation Additions (Numbers 172–200)

One of the most exciting aspects of the Johto Pokedex is the inclusion of new pre-evolutions and evolutions for existing Kanto Pokémon. These additions expand the original 151 while retaining continuity. Key entries in this range include:

- **Pichu (#172)** – The baby form of Pikachu, requiring a held Light Ball to breed.
- **Cleffa (#173) and Igglybuff (#174)** – Baby forms of Clefairy and Jigglypuff, respectively.
- **Togepi (#175) and Togetic (#176)** – The mysterious egg Pokémon, famously given to players by Mr. Pokémon early in the game.
- **Natu (#177) and Xatu (#178)** – Psychic/Flying types found in Ruins of Alph.
- **Mareep (#179), Flaaffy (#180), and Ampharos (#181)** – The beloved Electric sheep line, a fan favorite for its powerful final evolution.
- **Bellossom (#182)** – An alternate evolution for Gloom

using a Sun Stone.

- **Marill (#183) and Azumarill (#184)** – Water/Fairy types (originally pure Water) that gained a huge competitive boost in later generations.
- **Sudowoodo (#185)** – The imitation tree Pokémon that blocks Route 36 until you obtain the SquirtBottle.
- **Politoed (#186)** – Another alternate evolution, this time for Poliwhirl via a King's Rock.
- **Hoppip (#187), Skiploom (#188), and Jumpluff (#189)** – A speedy Grass/Flying line known for its high evasion.
- **Aipom (#190)** – A Normal-type monkey that later gained an evolution in Generation IV.
- **Sunkern (#191) and Sunflora (#192)** – The weakest Pokémon in base stats, but a charming Grass type.
- **Yanma (#193)** – A Bug/Flying type that would evolve in Generation IV.
- **Wooper (#194) and Quagsire (#195)** – Water/Ground types with a goofy appearance and solid defensive typing.
- **Espeon (#196) and Umbreon (#197)** – The Psychic and Dark Eeveelutions, obtained through friendship evolution based on time of day.
- **Murkrow (#198)** – A Dark/Flying type that later gained a Dusk Stone evolution.
- **Slowking (#199)** – The King's Rock evolution of Slowpoke (alternate to Slowbro).
- **Misdreavus (#200)** – A pure Ghost type that evolved in Generation IV.

This section of the **list of Pokemon by Johto Pokedex** showcases Game Freak's design philosophy of deepening the evolutionary framework, giving older Pokémon new branches while introducing fresh creatures that feel connected to the established roster.

The Mid-Game Powerhouses and Eeveelutions (Numbers 201–225)

As you progress through Johto, the Pokedex numbers increase with Pokémon that require more effort to find or evolve. Notable entries include:

- **Unown (#201)** – The alphabet-shaped Psychic Pokémon, found in the Ruins of Alph.
- **Wobbuffet (#202)** – A pure Psychic type known for its Counter/Mirror Coat strategy.
- **Girafarig (#203)** – A Normal/Psychic giraffe with a unique dual-head motif.
- **Pineco (#204) and Forretress (#205)** – Bug/Steel types that evolve at level 31.
- **Dunsparce (#206)** – A Normal type that gained a controversial evolution in Generation IX.

- **Gligar (#207)** – A Ground/Flying scorpion that later evolved via a Razor Fang.
- **Steelix (#208)** – Onix’s Steel-type evolution, a symbol of Johto’s new evolutionary potentials.
- **Snubbull (#209) and Granbull (#210)** – Fairy-type (originally Normal) Pokémon with a bulldog design.
- **Qwilfish (#211)** – A Water/Poison pufferfish with a high attack stat.
- **Scizor (#212)** – Scyther’s evolution, a Bug/Steel fan favorite obtained by trading with a Metal Coat.
- **Shuckle (#213)** – The “turtle” Pokémon with extreme defenses, known for Berry juice.
- **Heracross (#214)** – A powerful Bug/Fighting type that became a staple in competitive play.
- **Sneasel (#215)** – A Dark/Ice weasel that later gained a Razor Claw evolution.
- **Teddiursa (#216) and Ursaring (#217)** – Normal-type bears with high attack.
- **Slugma (#218) and Magcargo (#219)** – Fire/Rock slugs found on Route 16 and in Burned Tower.
- **Swinub (#220) and Piloswine (#221)** – Ice/Ground pigs that evolve in Generation IV.
- **Corsola (#222)** – Water/Rock coral, later gaining a Galarian form.
- **Remoraid (#223) and Octillery (#224)** – Water types with a surprising design shift.
- **Delibird (#225)** – The gift-delivering Ice/Flying type.

Understanding this portion of the **list of Pokemon by Johto Pokedex** is crucial for building a diverse team, as many of these Pokémon excel in Gym battles against Falkner, Bugsy, Whitney, and Morty.

Late-Game Encounters and Legendaries (Numbers 226–251)

The final stretch of the Johto Pokedex contains some of the most memorable and powerful Pokémon in the series:

- **Mantine (#226)** – A Water/Flying ray that evolves from Mantyke in later generations.
- **Skarmory (#227)** – A Steel/Flying bird with high defense, famously wild only in one route.
- **Houndour (#228) and Houndoom (#229)** – Dark/Fire hounds that appear near Route 7 and in Kanto post-game.
- **Kingdra (#230)** – The final form of Horsea, obtained through trading with a Dragon Scale.
- **Phanpy (#231) and Donphan (#232)** – Ground-type elephants with the Rollout strategy.
- **Porygon2 (#233)** – An upgrade to Porygon via Up-Grade.
- **Stantler (#234)** – A Normal type with a hypnotic pattern.
- **Smeargle (#235)** – A