GENERAL

list of pokemon by johto pokedex

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Introduction

For Pokémon fans, the Johto region is a nostalgic reminder of the early days of the franchise. Released with Generation /II games,*Pokémon Gold* and *Silver*, Johto introduced 100 new creatures, each with its own unique design, abilities, and evolutionary lines. The region's Pokédex, a comprehensive database of every known Pokémon, became an essential tool for trainers seeking to complete their collections. Whether you're a seasoned veteran planning a new playthrough or a newcomer exploring the world for the first time, having a clear and organized list of Pokémon by Johto Pokédex number can dramatically streamline your journey. This article delivers a complete, up to date guide that covers every entry from #152 to #251, along with helpful tips on how to navigate the Pokédex, discover rare regional variants, and track evolution chains.

Understanding the Johto Pokédex

The Johto Pokédex is a two tier system that records each Pokémon's national number, regional number, type, and evolutionary status. While the national Pokédex assigns a unique number to every Pokémon in the entire Pokémon universe, the Johto Pokédex focuses exclusively on the creatures native to the Johto region. The numbering starts at 152 (Chikorita) and ends at 251 (Celebi). Each entry is accompanied by a brief description, height, weight, and other trivia that enriches the trainer's experience.

Key Features of the Johto Pokédex

- Regional Variants: Some Pokémon have different appearances or abilities in Johto compared to Kanto.
- Evolution Chains: The Pokédex clearly indicates whether a Pokémon can evolve and, if so, into which form.
- Type Information: Type combinations are highlighted, helping trainers strategize for battles.
- Trivia & Lore: Fun facts about each Pokémon's background, such as its habitat or role in Johto's culture.

How to Navigate the Johto Pokédex Efficiently

Mastering the Pokédex is not just about scrolling through a list; it's about understanding the system that organizes Pokémon. Below are practical steps and tips that can help you find what you're looking for quickly.

1. Use the Search Function

Most online Pokédex platforms provide a search bar where you can type a Pokémon's name or number. This is ideal for locating a specific entry without scrolling through the entire list.

2. Filter by Type or Evolutionary Stage

Filters allow you to group Pokémon by type (e.g., Fire, Water, Psychic) or evolutionary status (e.g., basic, evolved, mega). This feature is particularly useful if you're building a team with balanced types.

3. Explore Evolution Chains

Many Pokédex entries link to their evolutionary partners. Click on a Pokémon's evolutionary line to see the complete progression, which helps you plan which forms to capture first.

4. Bookmark or Create a Collection

Some Pokédex tools let you create custom lists or collections. Use this feature to keep track of Pokémon you've already caught, those you still need, and any special variants you're chasing.

Full List of Pokémon by Johto Pokédex Number

Below is a comprehensive, alphabetically arranged list of every Pokémon found in the Johto Pokédex. Each entry includes the national Pokédex number, Johto Pokédex number, name, type(s), and a short note about its significance or evolutionary status.

Johto Pokédex #152–#160: The Grass Trio

1. 152 – Chikorita (Grass) – The starting Pokémon for the Johto region; evolves into Bayleef at level 16.
2. 153 – Bayleef (Grass) – Evolves into Meganium at level 32.
3. 154 – Meganium (Grass) – The final evolution of the grass line; known for its calming presence.
4. 155 – Cyndaquil (Fire) – Evolves into Quilava at level 14.
5. 156 – Quilava (Fire) – Evolves into Typhlosion at level 36.
6. 157 – Typhlosion (Fire) – Final evolution; notable for its blazing tail.
7. 158 – Totodile (Water) – Evolves into Croconaw at level 18.
8. 159 – Croconaw (Water) – Evolves into Feraligatr at level 34.
9. 160 – Feraligatr (Water) – Final evolution; a powerful amphibious beast.

Johto Pokédex #161–#170: The Early Electric & Psychic Lines

1. 161 – Sentret (Normal) – Evolves into Furret at level 16.
2. 162 – Furret (Normal) – Final evolution; known for its speed.
3. 163 – Hoothoot (Normal/Flying) – Evolves into Noctowl at level 20.
4. 164 – Noctowl (Normal/Flying) – Final evolution; a wise owl.
5. 165 – Ledyba (Bug/Flying) – Evolves into Ledian at level 22.
6. 166 – Ledian (Bug/Flying) – Final evolution; a graceful insect.
7. 167 – Spinarak (Bug/Poison) – Evolves into Ariados at level 22.
8. 168 – Ariados (Bug/Poison) – Final evolution; known for its web spinning.
9. 169 – Crobat (Poison/Flying) – Evolves from Golbat at level 30.
10. 170 – Chinchou (Water/Electric) – Evolves into Lanturn at level 35.

Johto Pokédex #171–#180: The Water & Fire Duo

1. 171 – Lanturn (Water/Electric) – Final evolution of Chinchou; a luminous sea creature.
2. 172 – Pichu (Electric) – Baby form of Pikachu; evolves into Pikachu at level 10.
3. 173 – Pikachu (Electric) – Evolves into Raichu at level 26.
4. 174 – Raichu (Electric) – Final evolution; known for its lightning speed.
5. 175 – Sneasel (Dark/Ice) – A sly predator with a sharp bite.
6. 176 – Teddiursa (Normal) – Evolves into Ursaring at level 25.
7. 177 – Ursaring (Normal) – Final evolution; a massive bear.
8. 178 – Slugma (Fire) – Evolves into Magcargo at level 40.
9. 179 – Magcargo (Fire/Rock) – Final evolution; a molten lizard.
10. 180 – Swinub (Ice/Ground) – Evolves into Piloswine at level 20.

Johto Pokédex #181–#190: The Dual-Type Lines

1. 181 – Piloswine (Ice/Ground) – Final evolution; a large, snowy mammal.
2. 182 – Corsola (Water/Rock) – A coral Pokémon that thrives near reefs.
3. 183 – Remoraid (Water) – Evolves into Octillery at level 30.
4. 184 – Octillery (Water) – Final evolution; a multi armed cephalopod.

5. 185 – Delibird (Flying/Ice) – Known for delivering gifts.
6. 186 – Mantine (Water/Flying) – A graceful, manta ray like creature.
7. 187 – Skarmory (Steel/Flying) – A tough, spiky bird.
8. 188 – Houndour (Dark/Fire) – Evolves into Houndoom at level 38.
9. 189 – Houndoom (Dark/Fire) – Final evolution; a fearsome dog.
10. 190 – Kingdra (Water/Dragon) – Evolves from Dragonair at level 42.

Johto Pokédex #191–#200: The Legendary Trio

1. 191 – Phanpy (Ground) – Evolves into Donphan at level 25.
2. 192 – Donphan (Ground) – Final evolution; a massive, armored bear.
3. 193 – Porygon (Normal) – Evolves into Porygon2 at level 30.
4. 194 – Porygon2 (Normal) – Evolves into Porygon-Z via a special item.
5. 195 – Mr. Mime (Psychic/Fairy) – A master of mime and illusion.
6. 196 – Scyther (Bug/Flying) – Evolves into Scizor via a metal coat.
7. 197 – Jynx (Ice/Psychic) – A mysterious, elegant Pokémon.
8. 198 – Electabuzz (Electric) – Evolves into Electivire via a special item.
9. 199 – Magmar (Fire) – Evolves into Magmortar via a special item.
10. 200 – Pinsir (Bug) – A powerful insect with massive mandibles.

Johto Pokédex #201–#210: The Rock & Ground Lines

1. 201 – Tauros (Normal) – A herd of wild bulls.
2. 202 – Magikarp (Water) – Evolves into Gyarados at level 20.
3. 203 – Gyarados (Water/Flying) – A fearsome, serpentine beast.
4. 204 – Lapras (Water/Ice) – A gentle, aquatic Pokémon.
5. 205 – Ditto (Normal) – A shape shifting Pokémon.
6. 206 – Eevee (Normal) – Evolves into multiple forms depending on conditions.
7. 207 – Vaporeon (Water) – One of Eevee's water evolutions.
8. 208 – Jolteon (Electric) – One of Eevee's electric evolutions.
9. 209 – Flareon (Fire) – One of Eevee's fire evolutions.

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