

Johto Pokémon in grass

JohtoGrassWildMons:

def_grass_wildmons SPROUT_TOWER_2F

db 5 percent, 5 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 3, ODDISH

db 4, ODDISH

db 5, SPINARAK

db 3, SPINARAK

db 6, BELLSPROUT

db 5, BELLSPROUT

db 5, BELLSPROUT

; day

db 3, ODDISH

db 4, ODDISH

db 5, SPINARAK

db 3, SPINARAK

db 6, BELLSPROUT

db 5, BELLSPROUT

db 5, SPINARAK

; SPINARAK

db 3, GASTLY

db 4, GASTLY

db 5, YAMASK

db 3, SPINARAK

db 6, YAMASK

db 5, SPINARAK

db 5, GASTLY

end_grass_wildmons

def_grass_wildmons SPROUT_TOWER_3F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 3, ODDISH

db 4, ODDISH

db 5, SPINARAK

db 3, SPINARAK

db 6, BELLSPROUT

db 5, BELLSPROUT

db 5, BELLSPROUT

; day

db 3, SPINARAK

db 4, SPINARAK

db 5, BELLSPROUT

db 3, BELLSPROUT

db 6, ODDISH

db 5, BELLSPROUT

db 5, YAMASK

; nite

db 3, GASTLY

db 4, GASTLY

db 5, GASTLY

db 3, YAMASK

db 6, YAMASK

db 5, SPINARAK

db 5, SPINARAK

end_grass_wildmons

def_grass_wildmons TIN_TOWER_2F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_3F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_4F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_5F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_6F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_7F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_8F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons TIN_TOWER_9F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 20, BELLSPROUT

db 21, ODDISH

db 22, VULPIX

db 22, CUTIEFLY

db 23, VENONAT

db 24, VENONAT

db 24, VENONAT

; day

db 20, YAMASK

db 21, YAMASK

db 22, HOOTHOOT

db 22, HOOTHOOT

db 23, HOOTHOOT

db 24, VENONAT

db 24, VENONAT

; nite

db 20, GASTLY

db 21, GASTLY

db 22, GASTLY

db 22, YAMASK

db 23, YAMASK

db 24, MISDREAVUS

db 24, MISDREAVUS

end_grass_wildmons

def_grass_wildmons BURNED_TOWER_1F

db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite

; morn

db 16, BUNEARY

db 17, KOFFING

db 18, HOUNDOUR

db 17, ZUBAT

db 18, BUNEARY

db 18, HOUNDOUR

db 18, MISDREAVUS

; day

db 16, BUNEARY

db 17, KOFFING

db 18, HOUNDOUR

db 17, ZUBAT

db 18, BUNEARY

db 18, MISDREAVUS

db 18, HOUNDOUR

; nite

db 16, MURKROW

db 17, KOFFING

db 18, HOUNDOUR

db 17, ZUBAT

db 18, BUNEARY

db 18, MISDREAVUS

db 18, HOUNDOUR

end_grass_wildmons

def_grass_wildmons BURNED_TOWER_B1F

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 17, BUNEARY

db 17, KOFFING

db 19, HOUNDOUR

db 18, ZUBAT

db 15, MURKROW

db 19, KOFFING

db 19, MISDREAVUS

; day

db 17, BUNEARY

db 17, HOUNDOUR

db 19, ZUBAT

db 18, MISDREAVUS

db 15, MURKROW

db 19, KOFFING

db 19, MISDREAVUS

; nite

db 17, GASTLY

db 17, MISDREAVUS

db 19, HOUNDOUR

db 18, MURKROW

db 15, ZUBAT

db 19, KOFFING

db 19, BUNEARY

end_grass_wildmons

def_grass_wildmons NATIONAL_PARK

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 15, NIDORAN_M

db 15, NIDORAN_F

db 17, LEDYBA

db 16, PIDGEY

db 14, CUTIEFLY

db 14, MEOWTH

db 14, VENIPEDE

; day

db 15, NIDORAN_F

db 15, NIDORAN_M

db 17, SUNKERN

db 16, PIDGEY

db 14, CUTIEFLY

db 14, SUNKERN

db 14, NICKIT

; nite

db 15, SUNKERN

db 15, HOOTHOOT

db 17, SUNKERN

db 16, NICKIT

db 14, MEOWTH

db 14, CLEFAIRY

db 14, VENONAT

end_grass_wildmons

def_grass_wildmons RUINS_OF_ALPH_OUTSIDE

db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite

; morn

db 20, NATU

db 22, WOOPER

db 18, NATU

db 24, GRIMER

db 20, SWINUB

db 22, SQUIRTLE

db 22, DITTO

; day

db 20, NATU

db 22, YAMASK

db 18, NATU

db 24, SKIPLOOM

db 20, SWINUB

db 22, SWINUB

db 22, QUAGSIRE

; nite

db 20, NATU

db 22, SWINUB

db 18, NATU

db 24, MISDREAVUS

db 22, WOOPER

db 22, QUAGSIRE

db 22, SNEASEL

end_grass_wildmons

def_grass_wildmons RUINS_OF_ALPH_INNER_CHAMBER

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 7, UNOWN

db 8, UNOWN

db 9, UNOWN

db 9, UNOWN

db 8, UNOWN

db 8, UNOWN

db 11, UNOWN

; day

db 7, UNOWN

db 8, UNOWN

db 9, UNOWN

db 9, UNOWN

db 8, UNOWN

db 8, UNOWN

db 11, UNOWN

; nite

db 7, UNOWN

db 8, UNOWN

db 9, UNOWN

db 9, UNOWN

db 8, UNOWN

db 8, UNOWN

db 11, UNOWN

end_grass_wildmons

def_grass_wildmons UNION_CAVE_1F

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 8, GEODUDE

db 8, SANDSHREW

db 7, ZUBAT

db 6, ZUBAT

db 9, CUBONE

db 8, ONIX

db 8, LARVITAR

; day

db 8, GEODUDE

db 8, SANDSHREW

db 7, ZUBAT

db 6, CUBONE

db 9, CUBONE

db 8, ONIX

db 8, LARVITAR

; nite

db 8, GEODUDE

db 8, CUBONE

db 7, WOOPER

db 6, SANDSHREW

db 9, ZUBAT

db 8, ONIX

db 8, LARVITAR

end_grass_wildmons

def_grass_wildmons UNION_CAVE_B1F

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 9, GEODUDE

db 7, ZUBAT

db 9, ZUBAT

db 9, ONIX

db 7, SWINUB

db 9, GEODUDE

db 9, NOIVERN

; day

db 9, GEODUDE

db 7, ZUBAT

db 9, ZUBAT

db 9, ONIX

db 7, WOOPER

db 9, SWINUB

db 9, NOIVERN

; nite

db 9, GEODUDE

db 7, ZUBAT

db 9, WOOPER

db 9, ONIX

db 7, WOOPER

db 9, NOIVERN

db 9, NOIVERN

end_grass_wildmons

def_grass_wildmons UNION_CAVE_B2F

db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite

; morn

db 22, ZUBAT

db 22, GOLBAT

db 22, ZUBAT

db 21, DITTO

db 20, GEODUDE

db 23, POLIWAG

db 23, ONIX

; day

db 22, ZUBAT

db 22, GOLBAT

db 22, ZUBAT

db 21, NOIVERN

db 20, GEODUDE

db 23, POLIWAG

db 23, ONIX

; nite

db 22, ZUBAT

db 22, GOLBAT

db 22, QUAGSIRE

db 21, NOIVERN

db 20, GEODUDE

db 23, YAMASK

db 23, ONIX

end_grass_wildmons

def_grass_wildmons SLOWPOKE_WELL_B1F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 7, ZUBAT

db 8, ZUBAT

db 9, WOOPER

db 8, SLOWPOKE

db 10, WOOPER

db 10, GRIMER

db 10, SLOWPOKE

; day

db 7, ZUBAT

db 8, ZUBAT

db 9, WOOPER

db 8, SLOWPOKE

db 10, WOOPER

db 10, GRIMER

db 10, SLOWPOKE

; nite

db 7, SLOWPOKE

db 8, ZUBAT

db 9, WOOPER

db 8, SLOWPOKE

db 10, WOOPER

db 10, GRIMER

db 10, ZUBAT

end_grass_wildmons

def_grass_wildmons SLOWPOKE_WELL_B2F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 21, SLOWPOKE

db 23, ZUBAT

db 19, POLIWAG

db 21, SLOWPOKE

db 23, GOLBAT

db 23, CYNDAQUIL

db 23, WARTORTLE

; day

db 21, SLOWPOKE

db 23, ZUBAT

db 19, POLIWAG

db 21, SLOWPOKE

db 23, GOLBAT

db 23, CYNDAQUIL

db 23, WARTORTLE

; nite

db 21, SLOWPOKE

db 23, ZUBAT

db 19, POLIWAG

db 21, CYNDAQUIL

db 23, GOLBAT

db 23, CYNDAQUIL
db 23, WARTORTLE
end_grass_wildmons

def_grass_wildmons ILEX_FOREST
db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite
; morn

db 11, CATERPIE
db 11, VENIPEDE
db 13, METAPOD
db 13, CUTIEFLY
db 13, BUNEARY
db 12, PIKACHU
db 12, BULBASAUR
; day

db 11, CATERPIE
db 11, BUNEARY
db 13, VENONAT
db 13, CUTIEFLY
db 13, VENIPEDE
db 12, PIKACHU
db 12, BULBASAUR
; nite

db 11, ODDISH
db 11, VENONAT
db 13, ODDISH
db 13, SUNKERN
db 13, MURKROW
db 12, PIKACHU
db 12, BULBASAUR
end_grass_wildmons

def_grass_wildmons MOUNT_MORTAR_1F_OUTSIDE
db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite
; morn

db 18, BUNEARY

db 17, ZUBAT

db 18, MACHOP

db 17, GLIGAR

db 18, GEODUDE

db 19, MAWILE

db 19, ABRA

; day

db 18, BUNEARY

db 17, ZUBAT

db 18, MACHOP

db 17, GLIGAR

db 18, GEODUDE

db 19, MAWILE

db 19, ABRA

; nite

db 18, BUNEARY

db 17, ZUBAT

db 18, MARILL

db 17, MURKROW

db 18, CLEFAIRY

db 19, MAWILE

db 19, ABRA

end_grass_wildmons

def_grass_wildmons MOUNT_MORTAR_1F_INSIDE

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 18, GEODUDE

db 19, GLIGAR

db 20, MAWILE

db 19, GLIGAR

db 20, ZUBAT

db 20, MISDREAVUS

db 20, CHARMANDER

; day

db 18, GEODUDE

db 19, GLIGAR

db 20, MACHOP

db 19, MISDREAVUS

db 20, MAWILE

db 20, CHARMANDER

db 20, LARVITAR

; nite

db 18, GEODUDE

db 19, BUNEARY

db 20, MISDREAVUS

db 19, MAWILE

db 20, CLEFAIRY

db 20, LARVITAR

db 20, GLIGAR

end_grass_wildmons

def_grass_wildmons MOUNT_MORTAR_2F_INSIDE

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 31, GRAVELER

db 32, MACHOKE

db 31, GLIGAR

db 30, MURKROW

db 28, MACHOP

db 30, GOLBAT

db 30, LARVITAR

; day

db 31, GRAVELER

db 32, MACHOKE

db 31, GLIGAR

db 30, GLIGAR

db 28, MACHOP

db 30, MURKROW

db 30, LARVITAR

; nite

db 31, GRAVELER

db 31, GEODUDE

db 30, GLIGAR

db 30, GOLBAT

db 28, MURKROW

db 32, MISDREAVUS

db 32, LARVITAR

end_grass_wildmons

def_grass_wildmons MOUNT_MORTAR_B1F

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 15, RHYHORN

db 17, CHARMANDER

db 17, GOLBAT

db 16, MACHOP

db 16, MAWILE

db 18, CHARMANDER

db 18, LARVITAR

; day

db 15, ZUBAT

db 17, CHARMANDER

db 17, RHYHORN

db 16, MAWILE

db 16, RHYHORN

db 18, CHARMANDER

db 18, LARVITAR

; nite

db 15, ZUBAT

db 17, CHARMANDER

db 17, GOLBAT

db 16, RHYHORN

db 16, MARILL

db 18, CHARMANDER

db 18, LARVITAR

end_grass_wildmons

def_grass_wildmons ICE_PATH_1F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 31, SWINUB

db 32, SNEASEL

db 32, GOLBAT

db 33, SWINUB

db 34, GOLBAT

db 32, SHELLDER

db 32, QUILAVA

; day

db 31, SWINUB

db 32, SNEASEL

db 32, GOLBAT

db 33, SWINUB

db 34, GOLBAT

db 32, SHELLDER

db 32, QUILAVA

; nite

db 31, DELIBIRD

db 32, SNEASEL

db 32, SHELLDER

db 33, SWINUB

db 34, SNEASEL

db 32, SHELLDER

db 32, QUILAVA

end_grass_wildmons

def_grass_wildmons ICE_PATH_B1F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 32, SWINUB

db 33, SNEASEL

db 33, PILOSWINE

db 34, SWINUB

db 35, SEEL

db 33, SHELLDER

db 32, QUILAVA

; day

db 32, SWINUB

db 33, PILOSWINE

db 33, SWINUB

db 34, PILOSWINE

db 35, SEEL

db 33, SEEL

db 32, QUILAVA

; nite

db 32, SNEASEL

db 33, ZUBAT

db 33, GOLBAT

db 34, DELIBIRD

db 35, SHELLDER

db 33, SHELLDER

db 32, SNEASEL

end_grass_wildmons

def_grass_wildmons ICE_PATH_B2F_MAHOGANY_SIDE

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 33, SWINUB

db 34, PILOSWINE

db 34, SNEASEL

db 35, SWINUB

db 36, GOLBAT

db 32, DEWGONG

db 34, DELIBIRD

; day

db 33, SWINUB

db 34, PILOSWINE

db 34, PILOSWINE

db 35, SWINUB

db 36, SHELLDER

db 32, DEWGONG

db 34, DEWGONG

; nite

db 33, SHELLDER

db 34, SWINUB

db 34, GOLBAT

db 35, DELIBIRD

db 36, GOLBAT

db 32, SNEASEL

db 34, SNEASEL

end_grass_wildmons

def_grass_wildmons ICE_PATH_B2F_BLACKTHORN_SIDE

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 33, SWINUB

db 34, PILOSWINE

db 34, SEEL

db 35, SWINUB

db 36, SHELLDER

db 32, SHELLDER

db 34, DEWGONG

; day

db 33, SWINUB

db 34, ZUBAT

db 34, PILOSWINE

db 35, SWINUB

db 36, SHELLDER

db 32, DEWGONG

db 34, DEWGONG

; nite

db 23, SHELLDER

db 34, ZUBAT

db 34, DEWGONG

db 35, DELIBIRD

db 36, GOLBAT

db 32, SNEASEL

db 34, SNEASEL

end_grass_wildmons

def_grass_wildmons ICE_PATH_B3F

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 34, SWINUB

db 35, ZUBAT

db 35, PILOSWINE

db 36, PILOSWINE

db 32, SHELLDER

db 34, CLOYSTER

db 36, DEWGONG

; day

db 34, SWINUB

db 35, ZUBAT

db 35, PILOSWINE

db 36, PILOSWINE

db 32, GOLBAT

db 34, GOLBAT

db 36, DEWGONG

; nite

db 34, SHELLDER

db 35, SEEL

db 35, GOLBAT

db 36, DELIBIRD

db 32, SNEASEL

db 34, DEWGONG

db 36, TYPHLOSION

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_NW

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 22, KRABBY

db 23, DITTO

db 22, SEEL

db 24, KRABBY

db 25, GOLBAT

db 24, SEEL

db 24, SEEL

; day

db 22, KRABBY

db 23, DITTO

db 22, SEEL

db 24, KRABBY

db 25, GOLBAT

db 24, MURKROW

db 24, SEEL

; nite

db 22, KRABBY

db 23, DITTO

db 22, KRABBY

db 24, KRABBY

db 25, MURKROW

db 24, MURKROW

db 24, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_NE

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 22, KRABBY

db 23, DITTO

db 22, SEEL

db 24, KRABBY

db 25, GOLBAT

db 24, SHELLDER

db 24, SEEL

; day

db 22, KRABBY

db 23, DITTO

db 22, SEEL

db 24, KRABBY

db 25, GOLBAT

db 24, SHELLDER

db 24, SEEL

; nite

db 22, KRABBY

db 23, DITTO

db 22, KRABBY

db 24, KRABBY

db 25, MURKROW

db 24, MURKROW

db 24, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_SW

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 22, KRABBY

db 23, DITTO

db 22, SEEL

db 24, KRABBY

db 25, MURKROW

db 24, GLIGAR

db 24, SEEL

; day

db 22, KRABBY

db 23, DITTO

db 22, SEEL

db 24, KRABBY

db 25, MURKROW

db 24, SHELLDER

db 24, SEEL

; nite

db 22, KRABBY

db 23, DITTO

db 22, KRABBY

db 24, GLIGAR

db 25, MURKROW

db 24, MURKROW

db 24, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_CAVE

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 22, KRABBY

db 23, DITTO

db 22, PILOSWINE

db 24, KRABBY

db 25, GOLBAT

db 24, SHELLDER

db 24, SEEL

; day

db 22, KRABBY

db 23, DITTO

db 22, GLIGAR

db 24, KRABBY

db 25, MURKROW

db 24, SHELLDER

db 24, SEEL

; nite

db 22, KRABBY

db 23, ZUBAT

db 22, KRABBY

db 24, SHELLDER

db 25, GLIGAR

db 24, MURKROW

db 24, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_SE

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 22, KRABBY

db 23, ZUBAT

db 22, SEEL

db 24, KRABBY

db 25, DITTO

db 24, SHELLDER

db 24, SEEL

; day

db 22, KRABBY

db 23, ZUBAT

db 22, GLIGAR

db 24, SEEL

db 25, GLIGAR

db 24, MURKROW

db 24, SEEL

; nite

db 22, KRABBY

db 23, ZUBAT

db 22, GLIGAR

db 24, SEEL

db 25, MURKROW

db 24, MURKROW

db 24, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_B1F

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 23, KRABBY

db 24, PILOSWINE

db 23, PILOSWINE

db 25, KRABBY

db 26, GOLBAT

db 25, MURKROW

db 25, SEEL

; day

db 23, KRABBY

db 24, ZUBAT

db 23, SHELLDER

db 25, SHELLDER

db 26, GOLBAT

db 25, MURKROW

db 25, SEEL

; nite

db 23, KRABBY

db 24, ZUBAT

db 23, KRABBY

db 25, SHELLDER

db 26, MURKROW

db 25, MISDREAVUS

db 25, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_B2F

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 24, KRABBY

db 25, ZUBAT

db 24, SEEL

db 26, KRABBY

db 27, SHELLDER

db 26, SEEL

db 26, SEEL

; day

db 24, KRABBY

db 25, ZUBAT

db 24, SHELLDER

db 26, KRABBY

db 27, MISDREAVUS

db 26, SHELLDER

db 26, SEEL

; nite

db 24, KRABBY

db 25, SHELLDER

db 24, KRABBY

db 26, KRABBY

db 27, MISDREAVUS

db 26, MISDREAVUS

db 26, GOLBAT

end_grass_wildmons

def_grass_wildmons WHIRL_ISLAND_LUGIA_CHAMBER

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 25, KRABBY

db 26, ZUBAT

db 25, SEEL

db 27, KRABBY

db 28, GOLBAT

db 27, CROCONAW

db 27, SEEL

; day

db 25, KRABBY

db 26, ZUBAT

db 25, SEEL

db 27, SHELLDER

db 28, GOLBAT

db 27, CROCONAW

db 27, SEEL

; nite

db 25, KRABBY

db 26, ZUBAT

db 25, KRABBY

db 27, SHELLDER

db 28, MISDREAVUS

db 27, MISDREAVUS

db 27, GOLBAT

end_grass_wildmons

def_grass_wildmons SILVER_CAVE_ROOM_1

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 47, GOLEM

db 48, URSARING

db 46, STEELIX

db 49, MAGMAR

db 49, CROBAT

db 47, DONPHAN

db 35, PUPITAR

; day

db 47, GOLEM

db 48, URSARING

db 46, STEELIX

db 49, QUAGSIRE

db 49, CROBAT

db 47, LARVITAR

db 35, PUPITAR

; nite

db 47, GOLEM

db 48, GOLBAT

db 46, STEELIX

db 49, CROBAT

db 49, QUAGSIRE

db 47, FORRETRESS

db 35, PUPITAR

end_grass_wildmons

def_grass_wildmons SILVER_CAVE_ROOM_2

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 48, DUNSPARCE

db 48, MACHAMP

db 47, URSARING

db 46, CORSOLA

db 48, CORSOLA

db 48, DODRIO

db 35, PUPITAR

; day

db 48, GOLBAT

db 48, MACHAMP

db 47, URSARING

db 46, CORSOLA

db 48, DUNSPARCE

db 48, CROBAT

db 35, PUPITAR

; nite

db 48, CROBAT

db 48, QUAGSIRE

db 46, CROBAT

db 46, WOBBUFFET

db 48, FORRETRESS

db 48, HOUNDOOM

db 35, PUPITAR

end_grass_wildmons

def_grass_wildmons SILVER_CAVE_ROOM_3

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 51, CROBAT

db 48, STEELIX

db 48, GOLEM

db 50, URSARING

db 20, LARVITAR

db 15, LARVITAR

db 20, PUPITAR

; day

db 51, GOLBAT

db 48, STEELIX

db 48, GOLEM

db 50, URSARING

db 20, LARVITAR

db 15, LARVITAR

db 20, PUPITAR

; nite

db 51, MAGCARGO

db 48, STEELIX

db 48, GOLEM

db 49, FORRETRESS

db 45, QUAGSIRE

db 53, GOLBAT

db 53, CROBAT

end_grass_wildmons

def_grass_wildmons SILVER_CAVE_ITEM_ROOMS

db 6 percent, 6 percent, 6 percent ; encounter rates: morn/day/nite

; morn

db 48, GOLBAT

db 46, GOLBAT

db 50, GOLBAT

db 46, HOUNDOOM

db 48, SEAKING

db 50, WOBBUFFET

db 52, WOBBUFFET

; day

db 48, GOLBAT

db 46, GOLBAT

db 50, CROBAT

db 46, FORRETRESS

db 48, SEAKING

db 50, SEAKING

db 52, URSARING

; nite

db 45, FORRETRESS

db 48, CROBAT

db 50, CROBAT

db 46, HOUNDOOM

db 48, HOUNDOOM

db 50, URSARING

db 52, WOBBUFFET

end_grass_wildmons

def_grass_wildmons DARK_CAVE_VIOLET_ENTRANCE

db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite

; morn

db 4, GEODUDE

db 4, ZUBAT

db 4, GEODUDE

db 5, TEDDIURSA

db 3, TEDDIURSA

db 6, GLIGAR

db 6, LARVITAR

; day

db 4, GEODUDE

db 4, ZUBAT

db 4, GEODUDE

db 5, TEDDIURSA

db 3, ZUBAT

db 6, GLIGAR

db 6, LARVITAR

; nite

db 4, GEODUDE

db 4, ZUBAT

db 4, GEODUDE

db 5, TEDDIURSA

db 3, ZUBAT

db 6, GLIGAR

db 6, LARVITAR

end_grass_wildmons

def_grass_wildmons DARK_CAVE_BLACKTHORN_ENTRANCE

db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite

; morn

db 26, GEODUDE

db 26, GLIGAR

db 27, GRAVELER

db 25, TEDDIURSA

db 27, MAWILE

db 26, ABSOL

db 26, LARVITAR

; day

db 26, GEODUDE

db 26, ZUBAT

db 27, GRAVELER

db 25, TEDDIURSA

db 27, GLIGAR

db 26, ABSOL

db 26, LARVITAR

; nite

db 26, GEODUDE

db 26, ZUBAT

db 27, MAWILE

db 25, TEDDIURSA

db 27, GLIGAR

db 26, ABSOL

db 26, LARVITAR

end_grass_wildmons

def_grass_wildmons ROUTE_29

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 3, PIDGEY

db 3, SENTRET

db 4, LECHONK

db 4, SENTRET

db 3, NIDORAN_F

db 4, HOOTHOOT

db 4, HOPPIP

; day

db 3, PIDGEY

db 3, SENTRET

db 4, LECHONK

db 4, SENTRET

db 3, NIDORAN_F

db 4, NIDORAN_M

db 4, HOPPIP

; nite

db 3, HOOTHOOT

db 3, NIDORAN_M

db 4, LECHONK

db 4, NIDORAN_F

db 3, NIDORAN_M

db 4, SENTRET

db 4, HOOTHOOT

end_grass_wildmons

def_grass_wildmons ROUTE_30

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 3, LEDYBA

db 3, ODDISH

db 4, CATERPIE

db 4, PIDGEY

db 3, VENIPEDE

db 4, ODDISH

db 4, HOPPIP

; day

db 3, CATERPIE

db 3, ODDISH

db 4, PIDGEY

db 4, POLIWAG

db 3, ODDISH

db 4, HOPPIP

db 4, LECHONK

; nite

db 3, SPINARAK

db 3, HOOTHOOT

db 4, POLIWAG

db 4, LECHONK

db 3, POLIWAG

db 4, HOOTHOOT

db 4, VENONAT

end_grass_wildmons

def_grass_wildmons ROUTE_31

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 4, LEDYBA

db 4, CATERPIE

db 5, ODDISH

db 5, PIDGEY

db 4, SENTRET

db 5, HOPPIP

db 5, LECHONK

; day

db 4, PIDGEY

db 4, CATERPIE

db 5, ODDISH

db 5, PIDGEY

db 4, LEDYBA

db 5, HOPPIP

db 5, LECHONK

; nite

db 4, SPINARAK

db 4, POLIWAG

db 5, ODDISH

db 5, HOOTHOOT

db 4, ODDISH

db 5, GASTLY

db 5, GASTLY

end_grass_wildmons

def_grass_wildmons ROUTE_32

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 8, EKANS

db 8, MAREEP

db 10, MAREEP

db 9, HOPPIP

db 10, LEDYBA

db 10, HOPPIP

db 10, BUNEARY

; day

db 8, EKANS

db 8, MAREEP

db 10, MAREEP

db 9, HOPPIP

db 10, LEDYBA

db 10, HOPPIP

db 10, BUNEARY

; nite

db 8, WOOPER

db 8, MAREEP

db 10, BELLSPROUT

db 9, SPINARAK

db 10, HOOTHOOT

db 10, GASTLY

db 10, GASTLY

end_grass_wildmons

def_grass_wildmons ROUTE_33

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 8, NIDORAN_M

db 8, SPEAROW

db 8, GEODUDE

db 8, TEDDIURSA

db 9, EKANS

db 9, BUNEARY

db 9, NATU

; day

db 8, NIDORAN_M

db 8, SPEAROW

db 8, GEODUDE

db 8, TEDDIURSA

db 9, EKANS

db 9, BUNEARY

db 9, NATU

; nite

db 8, TEDDIURSA

db 8, ZUBAT

db 8, GEODUDE

db 8, ZUBAT

db 9, TEDDIURSA

db 9, NIDORAN_F

db 9, NATU

end_grass_wildmons

def_grass_wildmons ROUTE_34

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 12, SNUBBULL

db 13, BUNEARY

db 14, PIDGEY

db 12, ODDISH

db 14, JIGGLYPUFF

db 12, GOTHITA

db 12, DITTO

; day

db 12, SNUBBULL

db 13, BUNEARY

db 14, PIDGEY

db 12, NICKIT

db 14, JIGGLYPUFF

db 12, GOTHITA

db 12, DITTO

; nite

db 12, DROWZEE

db 13, NICKIT

db 14, HOOTHOOT

db 12, SUNKERN

db 14, CLEFAIRY

db 12, GOTHITA

db 12, DITTO

end_grass_wildmons

def_grass_wildmons ROUTE_35

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 14, SNUBBULL

db 16, VULPIX

db 15, MANKEY

db 12, SUNKERN

db 14, JIGGLYPUFF

db 12, DITTO

db 14, YANMA

; day

db 14, SNUBBULL

db 16, VULPIX

db 15, MANKEY

db 12, SUNKERN

db 14, JIGGLYPUFF

db 12, DITTO

db 14, YANMA

; nite

db 14, DROWZEE

db 16, SUNKERN

db 15, MANKEY

db 12, HOOTHOOT

db 14, CLEFAIRY

db 12, DITTO

db 14, YANMA

end_grass_wildmons

def_grass_wildmons ROUTE_36

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 6, LEDYBA

db 6, PIDGEY

db 7, ODDISH

db 7, GROWLITHE

db 7, SPEAROW

db 8, SQUIRTLE

db 8, PIDGEY

; day

db 6, PIDGEY

db 6, CUTIEFLY

db 7, ODDISH

db 7, GROWLITHE

db 7, SPEAROW

db 8, SPEAROW

db 8, PIDGEY

; nite

db 4, SPINARAK

db 4, HOOTHOOT

db 5, VULPIX

db 5, HOOTHOOT

db 5, HOOTHOOT

db 5, GASTLY

db 5, GASTLY

end_grass_wildmons

def_grass_wildmons ROUTE_37

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 16, LEDYBA

db 17, GROWLITHE

db 18, PIDGEY

db 19, GROWLITHE

db 18, PIDGEOTTO

db 18, PONYTA

db 18, LEDIAN

; day

db 16, PIDGEY

db 17, VULPIX

db 18, MURKROW

db 19, GIRAFARIG

db 18, PIDGEOTTO

db 18, PONYTA

db 18, PONYTA

; nite

db 16, SPINARAK

db 17, VULPIX

db 18, HOOTHOOT

db 19, GIRAFARIG

db 18, NOCTOWL

db 18, ARIADOS

db 18, GASTLY

end_grass_wildmons

def_grass_wildmons ROUTE_38

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 16, BUNEARY

db 16, GOTHITA

db 16, MAGNEMITE

db 16, MAWILE

db 13, TAUROS

db 13, MILTANK

db 13, SQUIRTLE

; day

db 16, BUNEARY

db 16, GOTHITA

db 16, NICKIT

db 16, MAWILE

db 13, TAUROS

db 13, MILTANK

db 13, SQUIRTLE

; nite

db 16, NICKIT

db 16, HOUNDOUR

db 16, YANMA

db 16, MURKROW

db 16, MISDREAVUS

db 16, MEOWTH

db 16, SQUIRTLE

end_grass_wildmons

def_grass_wildmons ROUTE_39

db 2 percent, 2 percent, 2 percent ; encounter rates: morn/day/nite

; morn

db 16, BUNEARY

db 16, SPEAROW

db 16, MAGNEMITE

db 16, NICKIT

db 15, MILTANK

db 15, TAUROS

db 15, SQUIRTLE

; day

db 16, BUNEARY

db 16, SPEAROW

db 16, CUBONE

db 16, NICKIT

db 15, MILTANK

db 15, TAUROS

db 15, SQUIRTLE

; nite

db 16, MEOWTH

db 16, HOUNDOUR

db 16, CUBONE

db 16, NOCTOWL

db 18, MISDREAVUS

db 18, NICKIT

db 18, MEOWTH

end_grass_wildmons

def_grass_wildmons ROUTE_42

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 18, EKANS

db 19, SPEAROW

db 20, BUNEARY

db 21, HOUNDOUR

db 20, ARBOK

db 21, BOMBIRDIER

db 21, SQUIRTLE

; day

db 18, EKANS

db 19, SPEAROW

db 20, BUNEARY

db 21, HOUNDOUR

db 20, ARBOK

db 21, BOMBIRDIER

db 21, SQUIRTLE

; nite

db 18, BUNEARY

db 19, ZUBAT

db 20, MISDREAVUS

db 21, VULPIX

db 20, MARILL

db 21, NIDORAN_F

db 21, GOLBAT

end_grass_wildmons

def_grass_wildmons ROUTE_43

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 19, FURRET

db 23, PONYTA

db 23, FARFETCH_D

db 22, FLITTLE

db 23, GIRAFARIG

db 23, FLAAFFY

db 23, NICKIT

; day

db 19, FURRET

db 22, PONYTA

db 23, FARFETCH_D

db 22, FURRET

db 23, GIRAFARIG

db 23, FLAAFFY

db 23, NICKIT

; nite

db 19, VENONAT

db 22, NOCTOWL

db 23, NICKIT

db 22, FLAAFFY

db 23, GIRAFARIG

db 23, MISDREAVUS

db 23, BUNEARY

end_grass_wildmons

def_grass_wildmons ROUTE_44

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 30, FLITTLE

db 30, LICKITUNG

db 30, GLOOM

db 32, WEEPINBELL

db 32, GIRAFARIG

db 34, BOMBIRDIER

db 34, WARTORTLE

; day

db 31, FLITTLE

db 30, BOMBIRDIER

db 32, GLOOM

db 32, WEEPINBELL

db 32, LICKITUNG

db 34, MURKROW

db 34, WARTORTLE

; nite

db 30, FLITTLE

db 30, POLIWAG

db 30, BOMBIRDIER

db 32, WEEPINBELL

db 32, MISDREAVUS

db 34, POLIWHIRL

db 34, WARTORTLE

end_grass_wildmons

def_grass_wildmons ROUTE_45

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 33, MURKROW

db 33, GRAVELER

db 34, GLIGAR

db 35, DONPHAN

db 30, PHANPY

db 37, SKARMORY

db 37, TOTODILE

; day

db 33, MURKROW

db 33, SKARMORY

db 34, GLIGAR

db 35, MURKROW

db 30, DONPHAN

db 37, TOTODILE

db 37, BOMBIRDIER

; nite

db 33, BOMBIRDIER

db 33, GRAVELER

db 34, GLIGAR

db 35, MURKROW

db 37, MISDREAVUS

db 37, TOTODILE

db 37, ABSOL

end_grass_wildmons

def_grass_wildmons ROUTE_46

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 2, GEODUDE

db 2, PIDGEY

db 3, GEODUDE

db 3, MEOWTH

db 2, PHANPY

db 2, NICKIT

db 2, PHANPY

; day

db 2, GEODUDE

db 2, PIDGEY

db 3, GEODUDE

db 3, MEOWTH

db 2, MEOWTH

db 2, PHANPY

db 2, TEDDIURSA

; nite

db 2, GEODUDE

db 2, IGGLYBUFF

db 3, GEODUDE

db 3, EEVEE

db 2, PHANPY

db 2, NICKIT

db 2, TEDDIURSA

end_grass_wildmons

def_grass_wildmons SILVER_CAVE_OUTSIDE

db 10 percent, 10 percent, 10 percent ; encounter rates: morn/day/nite

; morn

db 41, PINSIR

db 42, ABSOL

db 42, ARBOK

db 44, RAPIDASH

db 41, PINECO

db 43, BOMBIRDIER

db 43, DODRIO

; day

db 41, FLITTLE

db 42, PINSIR

db 42, ARBOK

db 44, RAPIDASH

db 41, PINECO

db 43, BOMBIRDIER

db 43, DODRIO

; nite

db 41, FLITTLE

db 42, POLITOED

db 42, GOLBAT

db 44, POLIWRATH

db 41, FORRETRESS

db 43, ABSOL

db 43, GOLBAT

end_grass_wildmons

def_grass_wildmons DESERT_PATH

db 4 percent, 4 percent, 4 percent ; encounter rates: morn/day/nite

; morn

db 21, YANMA
db 22, FLITTLE
db 22, NOIVERN
db 24, PHANPY
db 21, SNEASEL
db 23, CHARMANDER
db 23, TOTODILE
; day
db 21, PINSIR
db 22, FLITTLE
db 22, FLAAFFY
db 24, PHANPY
db 21, SNEASEL
db 23, BOMBIRDIER
db 23, TOTODILE
; nite
db 21, PINSIR
db 22, SNEASEL
db 22, NOIVERN
db 24, MISDREAVUS
db 21, BOMBIRDIER
db 23, SQUIRTLE
db 23, LARVITAR
end_grass_wildmons

db -1 ; end

Johto Pokémon in water

JohtoWaterWildMons:

def_water_wildmons RUINS_OF_ALPH_OUTSIDE

db 2 percent ; encounter rate

db 15, WOOPER

db 20, WOOPER

db 15, CHINCHOU

db 15, LUVDISC

end_water_wildmons

def_water_wildmons UNION_CAVE_1F

db 2 percent ; encounter rate

db 15, WOOPER

db 20, CHINCHOU

db 15, LUVDISC

db 15, WOOPER

end_water_wildmons

def_water_wildmons UNION_CAVE_B1F

db 2 percent ; encounter rate

db 15, WOOPER

db 20, CHINCHOU

db 15, BULBASAUR

db 15, CORSOLA

end_water_wildmons

def_water_wildmons UNION_CAVE_B2F

db 4 percent ; encounter rate

db 25, CHINCHOU

db 30, QUAGSIRE

db 30, FLOATZEL

db 25, CORSOLA

end_water_wildmons

def_water_wildmons SLOWPOKE_WELL_B1F

db 2 percent ; encounter rate

db 15, SLOWPOKE

db 20, SLOWPOKE

db 10, SLOWPOKE

db 20, SLOWPOKE

end_water_wildmons

def_water_wildmons SLOWPOKE_WELL_B2F

db 2 percent ; encounter rate

db 20, SLOWPOKE

db 25, SLOWPOKE

db 30, SLOWPOKE

db 30, SLOWBRO

end_water_wildmons

def_water_wildmons ILEX_FOREST

db 2 percent ; encounter rate

db 15, LUVDISC

db 10, MAGIKARP

db 15, BULBASAUR

db 10, MARILL

end_water_wildmons

def_water_wildmons MOUNT_MORTAR_1F_OUTSIDE

db 4 percent ; encounter rate

db 15, FEEBAS

db 20, MARILL

db 20, LUVDISC

db 15, CORSOLA

end_water_wildmons

def_water_wildmons MOUNT_MORTAR_2F_INSIDE

db 2 percent ; encounter rate

db 20, CHINCHOU

db 25, MARILL

db 20, FEEBAS

db 25, IVYSAUR

end_water_wildmons

def_water_wildmons MOUNT_MORTAR_B1F

db 2 percent ; encounter rate

db 25, LUVDISC

db 25, MARILL

db 25, LUVDISC

DB 20, AZUMARILL

end_water_wildmons

def_water_wildmons WHIRL_ISLAND_SW

db 4 percent ; encounter rate

db 25, BUIZEL

db 20, HORSEA

db 25, FLOATZEL

db 20, CORSOLA

end_water_wildmons

def_water_wildmons WHIRL_ISLAND_B2F

db 4 percent ; encounter rate

db 15, HORSEA

db 20, POLIWAG

db 25, FLOATZEL

db 20, SEEL

end_water_wildmons

def_water_wildmons WHIRL_ISLAND_LUGIA_CHAMBER

db 4 percent ; encounter rate

db 25, HORSEA

db 25, FLOATZEL

db 25, SEADRA

db 20, SEEL

end_water_wildmons

def_water_wildmons SILVER_CAVE_ROOM_2

db 2 percent ; encounter rate

db 40, OCTILLERY

db 40, GOLDUCK

db 40, LANTURN

db 35, GYARADOS

end_water_wildmons

def_water_wildmons DARK_CAVE_VIOLET_ENTRANCE

db 2 percent ; encounter rate

db 15, MAGIKARP

db 20, CHINCHOU

db 25, FEEBAS

db 25, MARILL

end_water_wildmons

def_water_wildmons DARK_CAVE_BLACKTHORN_ENTRANCE

db 2 percent ; encounter rate

db 15, MAGIKARP

db 20, CHINCHOU

db 25, CORSOLA

db 25, HORSEA

end_water_wildmons

def_water_wildmons DRAGONS_DEN_B1F

db 4 percent ; encounter rate

db 15, MAGIKARP

db 10, MAGIKARP

db 15, MAGIKARP

db 30, DRATINI

end_water_wildmons

def_water_wildmons OLIVINE_PORT

db 2 percent ; encounter rate

db 15, BUIZEL

db 15, LUVDISC

db 15, CHINCHOU

db 15, HORSEA

end_water_wildmons

def_water_wildmons ROUTE_30

db 2 percent ; encounter rate

db 15, POLIWAG

db 15, LUVDISC

db 20, MARILL

db 20, CHINCHOU

end_water_wildmons

def_water_wildmons ROUTE_31

db 2 percent ; encounter rate

db 20, POLIWAG

db 15, MARILL

db 20, LUVDISC

db 20, CHINCHOU

end_water_wildmons

def_water_wildmons ROUTE_32

db 6 percent ; encounter rate

db 15, BUIZEL

db 20, WOOPER

db 20, CHINCHOU

db 15, FEEBAS

end_water_wildmons

def_water_wildmons ROUTE_34

db 6 percent ; encounter rate

db 25, BUIZEL

db 20, POLIWAG

db 25, HORSEA

db 25, FEEBAS

end_water_wildmons

def_water_wildmons ROUTE_35

db 4 percent ; encounter rate

db 20, LUVDISC

db 15, LUVDISC

db 20, CHINCHOU

db 20, MARILL

end_water_wildmons

def_water_wildmons ROUTE_40

db 6 percent ; encounter rate

db 20, BUIZEL

db 15, FEEBAS

db 20, MARILL

db 20, CHINCHOU

end_water_wildmons

def_water_wildmons ROUTE_41

db 6 percent ; encounter rate

db 20, BUIZEL

db 20, FEEBAS

db 20, MANTINE

db 15, CHINCHOU

end_water_wildmons

def_water_wildmons ROUTE_42

db 4 percent ; encounter rate

db 20, MARILL

db 15, FEEBAS

db 20, CHINCHOU

db 15, MAGIKARP

end_water_wildmons

def_water_wildmons ROUTE_43

db 2 percent ; encounter rate

db 25, LUVDISC

db 20, FEEBAS

db 15, MARILL

db 20, CHINCHOU

end_water_wildmons

def_water_wildmons ROUTE_44

db 2 percent ; encounter rate

db 30, BUIZEL

db 25, CHINCHOU

db 35, LANTURN

db 30, CORSOLA

end_water_wildmons

def_water_wildmons ROUTE_45

db 2 percent ; encounter rate

db 15, FEEBAS

db 15, MAGIKARP

db 10, MAGIKARP

db 20, FEEBAS

end_water_wildmons

def_water_wildmons NEW_BARK_TOWN

db 6 percent ; encounter rate

db 25, FEEBAS

db 20, CHINCHOU

db 25, BUIZEL

db 20, LUVDISC

end_water_wildmons

def_water_wildmons CHERRYGROVE_CITY

db 6 percent ; encounter rate

db 25, LUVDISC

db 20, CHINCHOU

db 25, BUIZEL

db 20, LUVDISC

end_water_wildmons

def_water_wildmons VIOLET_CITY

db 2 percent ; encounter rate

db 25, POLIWAG

db 20, BUIZEL

db 25, POLIWHIRL

db 30, LANTURN

end_water_wildmons

def_water_wildmons CIANWOOD_CITY

db 6 percent ; encounter rate

db 25, HORSEA

db 20, CHINCHOU

db 25, BUIZEL

db 25, LUVDISC

end_water_wildmons

def_water_wildmons OLIVINE_CITY

db 6 percent ; encounter rate

db 25, BUIZEL

db 20, LUVDISC

db 25, CHINCHOU

db 20, LUVDISC

end_water_wildmons

def_water_wildmons ECRUTEAK_CITY

db 2 percent ; encounter rate

db 20, POLIWAG

db 15, LUVDISC

db 20, CHINCHOU

db 15, CORSOLA

end_water_wildmons

def_water_wildmons LAKE_OF_RAGE

db 6 percent ; encounter rate

db 15, MAGIKARP

db 15, MAGIKARP

db 10, MAGIKARP

db 20, GYARADOS

end_water_wildmons

def_water_wildmons BLACKTHORN_CITY

db 4 percent ; encounter rate

db 25, LUVDISC

db 30, CHINCHOU

db 25, FEEBAS

db 25, CORSOLA

end_water_wildmons

def_water_wildmons SILVER_CAVE_OUTSIDE

db 2 percent ; encounter rate

db 40, POLIWRATH

db 45, GYARADOS

db 40, GOLDDUCK

db 45, OCTILLERY

end_water_wildmons

def_water_wildmons DESERT_PATH

db 3 percent ; encounter rate

db 15, MAGIKARP

db 20, SEEL

db 25, HORSEA

db 25, DRATINI

end_water_wildmons

db -1 ; end

TreeMons:

; Two tables each (common, rare).

; Structure:

; db %, species, level

TreeMonSet_City:

TreeMonSet_Canyon:

; common

db 35, SWABLU, 10

db 25, MANKEY, 10

db 20, SWABLU, 10

db 10, DEDENNE, 10

db 5, DEDENNE, 10

db 5, DEDENNE, 10

db -1

; rare

db 35, SWABLU, 10

db 25, HERACROSS, 10

db 20, HERACROSS, 10

db 10, DEDENNE, 10

db 5, DEDENNE, 10

db 5, DEDENNE, 10

db -1

TreeMonSet_Town:

; common

db 35, SWABLU, 10

db 25, EKANS, 10

db 20, SWABLU, 10

db 10, DEDENNE, 10

db 5, DEDENNE, 10

db 5, DEDENNE, 10

db -1

; rare

db 35, SWABLU, 10

db 25, HERACROSS, 10

db 20, HERACROSS, 10
db 10, DEDENNE, 10
db 5, DEDENNE, 10
db 5, DEDENNE, 10
db -1

TreeMonSet_Route:

; common

db 35, HOOTHOOT, 10
db 25, SPINARAK, 10
db 15, LEDYBA, 10
db 15, MANKEY, 10
db 5, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db -1

; rare

db 35, HOOTHOOT, 10
db 25, DEDENNE, 10
db 20, DEDENNE, 10
db 10, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db -1

TreeMonSet_Kanto:

; common

db 35, HOOTHOOT, 10
db 25, EKANS, 10
db 20, HOOTHOOT, 10
db 10, MANKEY, 10
db 5, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db -1

; rare

db 35, HOOTHOOT, 10

db 25, DEDENNE, 10
db 20, DEDENNE, 10
db 10, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db -1

TreeMonSet_Lake:

; common

db 35, HOOTHOOT, 10
db 25, VENONAT, 10
db 20, HOOTHOOT, 10
db 10, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db -1

; rare

db 35, HOOTHOOT, 10
db 25, DEDENNE, 10
db 20, DEDENNE, 10
db 10, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db 5, EXEGGCUTE, 10
db -1

TreeMonSet_Forest:

; common

db 35, HOOTHOOT, 10
db 25, MANKEY, 10
db 20, MANKEY, 10
db 10, NOCTOWL, 10
db 5, BUTTERFREE, 10
db 5, VENIPEDE, 10
db -1

; rare

db 35, HOOTHOOT, 10

db 25, CATERPIE, 10

db 20, VENIPEDE, 10

db 10, HOOTHOOT, 10

db 5, METAPOD, 10

db 5, DEDENNE, 10

db -1

TreeMonSet_Rock:

db 75, GEODUDE, 15

db 25, SHUCKLE, 15

db -1