

## CHIKORITA #152

GEN II - JOHTO



GRASS

A SWEET AROMA GENTLY WAFTS FROM THE LEAF ON ITS HEAD. IT IS DOCILE AND LOVES TO SOAK UP THE SUN'S RAYS.



CHIKORITA → BAYLEEF → MEGANIUM

## BAYLEEF #153

GEN II - JOHTO



GRASS

THE SCENT OF SPICES COMES FROM AROUND ITS NECK. SOMEHOW, SNIFING IT MAKES YOU WANT TO FIGHT.



CHIKORITA → BAYLEEF → MEGANIUM

## MEGANIUM #154

GEN II - JOHTO



GRASS

THE AROMA THAT RISES FROM ITS PETALS CONTAINS A SUBSTANCE THAT CALMS AGGRESSIVE FEELINGS.



CHIKORITA → BAYLEEF → MEGANIUM

## CYNDASUIL #155

GEN II - JOHTO

FIRE



IT HAS A TIMID NATURE. IF IT IS STARTLED, THE FLAMES ON ITS BACK BURN MORE VIGOROUSLY.



CYNDASUIL → QUILAVA → TYPHLOSION

## QUILAVA #156

GEN II - JOHTO

FIRE



BE CAREFUL IF IT TURNS ITS BACK DURING BATTLE. IT MEANS THAT IT WILL ATTACK WITH THE FIRE ON ITS BACK.



CYNDASUIL → QUILAVA → TYPHLOSION

## TYPHLOSION #157

GEN II - JOHTO

FIRE



IF ITS RAGE PEAKS, IT BECOMES SO HOT THAT ANYTHING THAT TOUCHES IT WILL INSTANTLY GO UP IN FLAMES.



CYNDASUIL → QUILAVA → TYPHLOSION

## TOTODILE #158

GEN II - JOHTO

WATER



ITS WELL-DEVELOPED JAWS ARE POWERFUL AND CAPABLE OF CRUSHING ANYTHING. EVEN ITS TRAINER MUST BE CAREFUL.



TOTODILE → CROCONAW → FERALIGATR

## CROCONAW #159

GEN II - JOHTO

WATER



IF IT LOSES A FANG, A NEW ONE GROWS BACK IN ITS PLACE. THERE ARE ALWAYS 48 FANGS LINING ITS MOUTH.



TOTODILE → CROCONAW → FERALIGATR

## FERALIGATR #160

GEN II - JOHTO



WATER



WHEN IT BITES WITH ITS MASSIVE AND POWERFUL JAWS, IT SHAKES ITS HEAD AND SAVAGELY TEARS ITS VICTIM UP.

TOTODILE → CROCONAW → FERALIGATR

## NOCTOWL #164

GEN II - JOHTO



NORMAL  
FLYING

ITS EYES ARE SPECIALLY ADAPTED. THEY CONCENTRATE EVEN FAINT LIGHT AND ENABLE IT TO SEE IN THE DARK.



## SENTRET #161

GEN II - JOHTO



NORMAL

A VERY CAUTIOUS POKÉMON, IT RAISES ITSELF UP USING ITS TAIL TO GET A BETTER VIEW OF ITS SURROUNDINGS.



## LEDYBA #165

GEN II - JOHTO



BUG  
FLYING

IT IS VERY TIMID. IT WILL BE AFRAID TO MOVE IF IT IS ALONE. BUT IT WILL BE ACTIVE IF IT IS IN A GROUP.



## FURRET #162

GEN II - JOHTO



NORMAL

IT MAKES A NEST TO SUIT ITS LONG AND SKINNY BODY. THE NEST IS IMPOSSIBLE FOR OTHER POKÉMON TO ENTER.



## LEDIAN #166

GEN II - JOHTO



BUG  
FLYING

WHEN THE STARS FLICKER IN THE NIGHT SKY, IT FLUTTERS ABOUT, SCATTERING A GLOWING POWDER.



## HOOTHOOT #163

GEN II - JOHTO



NORMAL  
FLYING

IT ALWAYS STANDS ON ONE FOOT. IT CHANGES FEET SO FAST, THE MOVEMENT CAN RARELY BE SEEN.



## SPINARAK #167

GEN II - JOHTO



BUG  
POISON

IT LIES STILL IN THE SAME POSE FOR DAYS IN ITS WEB, WAITING FOR ITS UNSUSPECTING PREY TO WANDER CLOSE.



**ARIADOS**

GEN II - JOHTO

#168



BUG

POISON

IT SPINS STRING NOT ONLY FROM ITS REAR BUT ALSO FROM ITS MOUTH. IT IS HARD TO TELL WHICH END IS WHICH.

**PICHU**

GEN II - JOHTO

#172

ELECTRIC



IT IS NOT YET SKILLED AT STORING ELECTRICITY. IT MAY SEND OUT A JOLT IF AMUSED OR STARTLED.

**CROBAT**

GEN II - JOHTO

#169



POISON

FLYING

IT FLIES SO SILENTLY THROUGH THE DARK ON ITS FOUR WINGS THAT IT MAY NOT BE NOTICED EVEN WHEN NEARBY.

**CHINCHOU**

GEN II - JOHTO

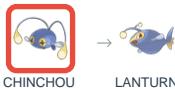
#170



WATER

ELECTRIC

CHINCHOU BLINK THEIR SHINING ANTENNAE AT ONE ANOTHER TO CLAIM THEIR RESPECTIVE TURF.

**LANTURN**

GEN II - JOHTO

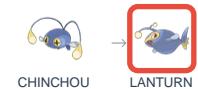
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WATER

ELECTRIC

THE LIGHT IT EMITS IS SO BRIGHT THAT IT CAN ILLUMINATE THE SEA'S SURFACE FROM A DEPTH OF OVER THREE MILES.

**PICHU**

GEN II - JOHTO

#172

ELECTRIC



IT IS NOT YET SKILLED AT STORING ELECTRICITY. IT MAY SEND OUT A JOLT IF AMUSED OR STARTLED.

**CLEFFA**

GEN II - JOHTO

#173

FAIRY



BECAUSE OF ITS UNUSUAL, STAR-LIKE SILHOUETTE, PEOPLE BELIEVE THAT IT CAME HERE ON A METEOR.

**IGGLYBUFF**

GEN II - JOHTO

#174

NORMAL

FAIRY



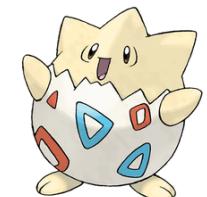
IT HAS A VERY SOFT BODY. IF IT STARTS TO ROLL, IT WILL BOUNCE ALL OVER AND BE IMPOSSIBLE TO STOP.

**TOGEPI**

GEN II - JOHTO

#175

FAIRY



THE SHELL SEEMS TO BE FILLED WITH JOY. IT IS SAID THAT IT WILL SHARE GOOD LUCK WHEN TREATED KINDLY.



## TOGETIC

GEN II - JOHTO

#176



THEY SAY THAT IT WILL APPEAR BEFORE KINDHEARTED, CAR- ING PEOPLE AND SHOWER THEM WITH HAPPINESS.



## NATU

GEN II - JOHTO

#177



BECAUSE ITS WINGS AREN'T YET FULLY GROWN, IT HAS TO HOP TO GET AROUND. IT IS ALWAYS STAR- ING AT SOMETHING.



## XATU

GEN II - JOHTO

#178



THEY SAY THAT IT STAYS STILL AND QUIET BECAUSE IT IS SEEING BOTH THE PAST AND FUTURE AT THE SAME TIME.



## MAREEP

GEN II - JOHTO

#179



IF STATIC ELEC- TRICITY BUILDS IN ITS BODY, ITS FLEECE DOUBLES IN VOLUME. TOUCHING IT WILL SHOCK YOU.



## FLAAFFY

GEN II - JOHTO

#180



AS A RESULT OF STORING TOO MUCH ELECTRICITY, IT DEVELOPED PATCHES WHERE EVEN DOWNY WOOL WON'T GROW.



## AMPHAROS

GEN II - JOHTO

#181



THE TAIL'S TIP SHINES BRIGHTLY AND CAN BE SEEN FROM FAR AWAY. IT ACTS AS A BEACON FOR LOST PEOPLE.



## BELLOSSOM

GEN II - JOHTO

#182



PLENTIFUL IN THE TROPICS. WHEN IT DANCES, ITS PETALS RUB TOGETHER AND MAKE A PLEASANT RINGING SOUND.



## MARILL

GEN II - JOHTO

#183



THE TIP OF ITS TAIL, WHICH CON- TAINS OIL THAT IS LIGHTER THAN WA- TER, LETS IT SWIM WITHOUT DROWNING.



**AZUMARILL**  
GEN II - JOHTO

#184



IT LIVES IN WATER VIRTUALLY ALL DAY LONG. ITS BODY COLOR AND PATTERN ACT AS CAMOUFLAGE THAT MAKES IT TOUGH FOR ENEMIES TO SPOT IN WATER.

**SUDOWOODO**  
GEN II - JOHTO

#185



ALTHOUGH IT ALWAYS PRETENDS TO BE A TREE, ITS COMPOSITION APPEARS TO BE CLOSER TO A ROCK THAN A PLANT.

**SKIPLOOM**  
GEN II - JOHTO

#188



THE BLOOM ON TOP OF ITS HEAD OPENS AND CLOSES AS THE TEMPERATURE FLUCTUATES UP AND DOWN.

**JUMPLUFF**  
GEN II - JOHTO

#189



ONCE IT CATCHES THE WIND, IT DEFTLY CONTROLS ITS COTTON-PUFF SPORES TO FLOAT, EVEN AROUND THE WORLD.

**POLITOED**  
GEN II - JOHTO

#186



IF POLIWAG AND POLIWHIRL HEAR ITS ECHOING CRY, THEY RESPOND BY GATHERING FROM FAR AND WIDE.

**HOPPIP**  
GEN II - JOHTO

#187



TO KEEP FROM BEING BLOWN AWAY BY THE WIND, THEY GATHER IN CLUSTERS. THEY DO ENJOY GENTLE BREEZES, THOUGH.

**AIPOM**  
GEN II - JOHTO

#190

**SUNKERN**  
GEN II - JOHTO

#191



ITS TAIL IS SO POWERFUL THAT IT CAN USE IT TO GRAB A TREE BRANCH AND HOLD ITSELF UP IN THE AIR.



IT MAY DROP OUT OF THE SKY SUDDENLY. IF ATTACKED BY A SPEAROW, IT WILL VIOLENTLY SHAKE ITS LEAVES.



**SUNFLORA**  
GEN II - JOHTO

#192



IT CONVERTS SUN-LIGHT INTO ENERGY. IN THE DARKNESS AFTER SUNSET, IT CLOSES ITS PETALS AND BECOMES STILL.

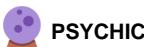


SUNKERN

SUNFLORA

**ESPEON**  
GEN II - JOHTO

#196



IT USES THE FINE HAIR THAT COVERS ITS BODY TO SENSE AIR CURRENTS AND PREDICT ITS ENEMY'S ACTIONS.

**YANMA**  
GEN II - JOHTO

#193



IF IT FLAPS ITS WINGS REALLY FAST, IT CAN GENERATE SHOCK WAVES THAT WILL SHATTER WINDOWS IN THE AREA.



YANMA

YANMEGA

**WOOPER**  
GEN II - JOHTO

#194



THIS POKÉMON LIVES IN COLD WATER. IT WILL LEAVE THE WATER TO SEARCH FOR FOOD WHEN IT GETS COLD OUTSIDE.



WOOPER

QUAGSIRE

CLODSIRE

**QUAGSIRE**  
GEN II - JOHTO

#195



THIS CAREFREE POKÉMON HAS AN EASY-GOING NATURE. WHILE SWIMMING, IT ALWAYS BUMPS INTO BOAT HULLS.



WOOPER

QUAGSIRE

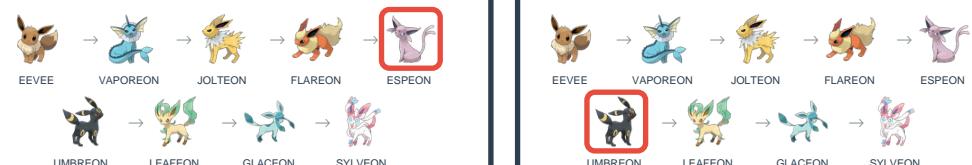
CLODSIRE

**UMBREON**  
GEN II - JOHTO

#197



WHEN AGITATED, THIS POKÉMON PROTECTS ITSELF BY SPRAYING POISONOUS SWEAT FROM ITS PORES.



EEVEE

VAPOREON

JOLTEON

FLAREON

ESPEON

UMBREON

LEAFEON

GLACEON

SYLVEON

**MURKROW**  
GEN II - JOHTO

#198



FEARED AND LOATHED BY MANY, IT IS BELIEVED TO BRING MISFORTUNE TO ALL THOSE WHO SEE IT AT NIGHT.



MURKROW

HONCHKROW

**SLOWKING**  
GEN II - JOHTO

#199



IT HAS INCREDIBLE INTELLECT AND INTUITION. WHATEVER THE SITUATION, IT REMAINS CALM AND COLLECTED.



SLOWPOKE

SLOWBRO

SLOWKING

**MISDREAVUS**  
GEN II - JOHTO

#200



IT LIKES PLAYING MISCHIEVOUS TRICKS SUCH AS SCREAMING AND WAILING TO STARTLE PEOPLE AT NIGHT.

**PINECO**  
GEN II - JOHTO

#204



IT LIKES TO MAKE ITS SHELL THICKER BY ADDING LAYERS OF TREE BARK. THE ADDITIONAL WEIGHT DOESN'T BOTHER IT.

**UNOWN**  
GEN II - JOHTO

#201



THEIR SHAPES LOOK LIKE HIEROGLYPHS ON ANCIENT TAB-LETS. IT IS SAID THAT THE TWO ARE SOMEHOW RELATED.

**FORRETRESS**  
GEN II - JOHTO

#205



ITS ENTIRE BODY IS SHIELDED BY A STEEL-HARD SHELL. WHAT LURKS INSIDE THE ARMOR IS A TOTAL MYSTERY.

**WOBBUFFET**  
GEN II - JOHTO

#202



IT HATES LIGHT AND SHOCK. IF ATTACKED, IT INFLATES ITS BODY TO PUMP UP ITS COUNTER-STRIKE.

**DUNSPARCE**  
GEN II - JOHTO

#206



WHEN SPOTTED, THIS POKÉMON ESCAPES BACKWARD BY FURIOUSLY BORING INTO THE GROUND WITH ITS TAIL.

**GIRAFARIG**  
GEN II - JOHTO

#203



ITS TAIL HAS A SMALL BRAIN OF ITS OWN. BEWARE! IF YOU GET CLOSE, IT MAY REACT TO YOUR SCENT AND BITE.

**GLIGAR**  
GEN II - JOHTO

#207



IT FLIES STRAIGHT AT ITS TARGET'S FACE THEN CLAMPS DOWN ON THE STALLED VICTIM TO INJECT POISON.



**STEELIX**

GEN II - JOHTO

#208



STEEL

GROUND

IT IS THOUGHT ITS BODY TRANSFORMED AS A RESULT OF IRON ACCUMULATING INTERNALLY FROM SWALLOWING SOIL.



ONIX

STEELIX

**SCIZOR**

GEN II - JOHTO

#212



BUG

STEEL

IT HAS A STEEL-HARD BODY. IT INTIMIDATES FOES BY UPRISING ITS EYE-PATTERNED PINCERS.



SCYTHER

SCIZOR

KLEAVOR

**SNUBBULL**

GEN II - JOHTO

#209



FAIRY

ALTHOUGH IT LOOKS FRIGHTENING, IT IS ACTUALLY KIND AND AFFECTIONATE. IT IS VERY POPULAR AMONG WOMEN.



SNUBBULL

GRANBULL

**GRANBULL**

GEN II - JOHTO

#210



FAIRY

IT IS ACTUALLY TIMID AND EASILY SPOOKED. IF AT-TACKED, IT FLAILS ABOUT TO FEND OFF ITS ATTACKER.



SNUBBULL

GRANBULL

**QWILFISH**

GEN II - JOHTO

#211



WATER

POISON

TO FIRE ITS POISON SPIKES, IT MUST INFLATE ITS BODY BY DRINKING OVER 2.6 GALLONS OF WATER ALL AT ONCE.



QWILFISH

OVERQWIL

**SCIZOR**

GEN II - JOHTO

#212

**SHUCKLE**

GEN II - JOHTO

#213



BUG

ROCK

THE BERRIES IT STORES IN ITS VASE-LIKE SHELL DECOMPOSE AND BECOME A GOOEY LIQUID.

**HERACROSS**

GEN II - JOHTO

#214



BUG

FIGHTING

IT IS USUALLY DOCILE, BUT IF IT IS DISTURBED WHILE SIPPING HONEY, IT CHASES OFF THE INTRUDER WITH ITS HORN.

**SNEASEL**

GEN II - JOHTO

#215

DARK

ICE



ITS PAWS CONCEAL SHARP CLAWS. IF ATTACKED, IT SUDDENLY EXTENDS THE CLAWS AND STARTLES ITS ENEMY.



SNEASEL

WEAVILE

SNEASLER

**TEDDIURSA**

GEN II - JOHTO

#216



IF IT FINDS HONEY, ITS CRESCENT MARK GLOWS. IT ALWAYS LICKS ITS PAWS BECAUSE THEY ARE SOAKED WITH HONEY.

**SWINUB**

GEN II - JOHTO

#220



IT RUBS ITS SNOUT ON THE GROUND TO FIND AND DIG UP FOOD. IT SOMETIMES DISCOVERS HOT SPRINGS.

**URSARING**

GEN II - JOHTO

#217



ALTHOUGH IT IS A GOOD CLIMBER, IT PREFERENCES TO SNAP TREES WITH ITS FORELEGS AND EAT FALLEN BERRIES.

**SLUGMA**

GEN II - JOHTO

#218



IT NEVER SLEEPS. IT HAS TO KEEP MOVING BECAUSE IF IT STOPPED, ITS MAGMA BODY WOULD COOL AND HARDEN.

**MAGCARGO**

GEN II - JOHTO

#219



THE SHELL ON ITS BACK IS JUST SKIN THAT HAS COOLED AND HARDENED. IT BREAKS EASILY WITH A SLIGHT TOUCH.

**PILOSWIN**

GEN II - JOHTO

#221



BECAUSE THE LONG HAIR ALL OVER ITS BODY OBSCURES ITS SIGHT, IT JUST KEEPS CHARGING REPEATEDLY.

**CORSOLA**

GEN II - JOHTO

#222



IT CONTINUOUSLY SHEDS AND GROWS. THE TIP OF ITS HEAD IS PRIZED AS A TREASURE FOR ITS BEAUTY.

**REMORAI**

GEN II - JOHTO

#223



IT HAS SUPERB ACCURACY. THE WATER IT SHOOTS OUT CAN STRIKE EVEN MOVING PREY FROM MORE THAN 300 FEET.



**OCTILLERY**  
GEN II - JOHTO

#224



WATER

IT TRAPS ENEMIES WITH ITS SUCTION-CUPPED TENTACLES THEN SMASHES THEM WITH ITS ROCK-HARD HEAD.

**DELIBIRD**  
GEN II - JOHTO

#225



ICE

FLYING

IT CARRIES FOOD ALL DAY LONG. THERE ARE TALES ABOUT LOST PEOPLE WHO WERE SAVED BY THE FOOD IT HAD.

**MANTINE**  
GEN II - JOHTO

#226



WATER

FLYING

AS IT MAJESTICALLY SWIMS, IT DOESN'T CARE IF REMORAIID ATTACH TO IT FOR SCAVENGING ITS LEFTOVERS.

**SKARMORY**  
GEN II - JOHTO

#227



STEEL

FLYING

ITS STURDY WINGS LOOK HEAVY, BUT THEY ARE ACTUALLY HOLLOW AND LIGHT, ALLOWING IT TO FLY FREELY IN THE SKY.

**HOUNDOUR**  
GEN II - JOHTO

#228



DARK

FIRE

IT USES DIFFERENT KINDS OF CRIES FOR COMMUNICATING WITH OTHERS OF ITS KIND AND FOR PURSUING ITS PREY.

**HOUNDOOM**  
GEN II - JOHTO

#229



DARK

FIRE

IF YOU ARE BURNED BY THE FLAMES IT SHOOTS FROM ITS MOUTH, THE PAIN WILL NEVER GO AWAY.

**KINGDRA**  
GEN II - JOHTO

#230



WATER

DRAGON

IT IS SAID THAT IT USUALLY HIDES IN UNDERWATER CAVES. IT CAN CREATE WHIRLPOOLS BY YAWNING.

**PHANPY**  
GEN II - JOHTO

#231

GROUND



IT SWINGS ITS LONG SNOUT AROUND PLAYFULLY, BUT BECAUSE IT IS SO STRONG, THAT CAN BE DANGEROUS.



**DONPHAN**  
GEN II - JOHTO

#232



GROUND



IT HAS SHARP, HARD TUSKS AND A RUGGED HIDE. ITS TACKLE IS STRONG ENOUGH TO KNOCK DOWN A HOUSE.



PHANPY → DONPHAN

**PORYGON2**  
GEN II - JOHTO

#233



THIS UPGRADED VERSION OF PORYGON IS DESIGNED FOR SPACE EXPLORATION. IT CAN'T FLY, THOUGH.



PORYGON → PORYGON2 → PORYGON-Z

**STANTLER**  
GEN II - JOHTO

#234



THE CURVED ANTLES SUBTLY CHANGE THE FLOW OF AIR TO CREATE A STRANGE SPACE WHERE REALITY IS DISTORTED.



STANTLER → WYRDEER

**SMEARGLE**  
GEN II - JOHTO

#235



A SPECIAL FLUID OOZES FROM THE TIP OF ITS TAIL. IT PAINTS THE FLUID EVERYWHERE TO MARK ITS TERRITORY.

**TYROGUE**  
GEN II - JOHTO

#236



IT IS ALWAYS BURSTING WITH ENERGY. TO MAKE ITSELF STRONGER, IT KEEPS ON FIGHTING EVEN IF IT LOSES.



TYROGUE → HITMONLEE → HITMONCHAN → HITMONTOP

**HITMONTOP**  
GEN II - JOHTO

#237



IF YOU BECOME ENCHANTED BY ITS SMOOTH, ELEGANT, DANCE-LIKE KICKS, YOU MAY GET DRILLED HARD.



TYROGUE → HITMONLEE → HITMONCHAN → HITMONTOP

**SMOOCHUM**  
GEN II - JOHTO

#238



ITS LIPS ARE THE MOST SENSITIVE PARTS ON ITS BODY. IT ALWAYS USES ITS LIPS FIRST TO EXAMINE THINGS.



SMOOCHUM → JYNX

**ELEKID**  
GEN II - JOHTO

#239



IT ROTATES ITS ARMS TO GENERATE ELECTRICITY, BUT IT TIRES EASILY, SO IT CHARGES UP ONLY A LITTLE BIT.



ELEKID → ELECTABUZZ → ELECTIVIRE

**MAGBY**

GEN II - JOHTO

#240



EACH AND EVERY TIME IT INHALES AND EXHALES, HOT EMBERS DRIBBLE OUT OF ITS MOUTH AND NOSTRILS.



MAGBY MAGMAR MAGMORTAR

**ENTEI**

GEN II - JOHTO

#244



VOLCANOES ERUPT WHEN IT BARKS. UNABLE TO RESTRAIN ITS EXTREME POWER, IT RACES HEADLONG AROUND THE LAND.

**MILTANK**

GEN II - JOHTO

#241



ITS MILK IS PACKED WITH NUTRITION, MAKING IT THE ULTIMATE BEVERAGE FOR THE SICK OR WEARY.

**BLISSEY**

GEN II - JOHTO

#242



ANYONE WHO TAKES EVEN ONE BITE OF BLISSEY'S EGG BECOMES UNFAILINGLY CARING AND PLEASANT TO EVERYONE.



HAPPINY CHANSEY BLISSEY

**RAIKOU**

GEN II - JOHTO

#243



THE RAIN CLOUDS IT CARRIES LET IT FIRE THUNDERBOLTS AT WILL. THEY SAY THAT IT DESCENDED WITH LIGHTNING.

**SUICUNE**

GEN II - JOHTO

#245



IT RACES AROUND THE WORLD TO PURIFY FOULLED WATER. IT DASHES AWAY WITH THE NORTH WIND.

**LARVITAR**

GEN II - JOHTO

#246



IT FEEDS ON SOIL. AFTER IT HAS EATEN A LARGE MOUNTAIN, IT WILL FALL ASLEEP SO IT CAN GROW.



LARVITAR PUPITAR TYRANITAR

**PUPITAR**

GEN II - JOHTO

#247



ITS SHELL IS AS HARD AS SHEET ROCK, AND IT IS ALSO VERY STRONG. ITS THRASHING CAN TOPPLE A MOUNTAIN.



LARVITAR PUPITAR TYRANITAR

## TYRANITAR

GEN II - JOHTO

#248



ROCK

DARK

ITS BODY CAN'T BE HARMED BY ANY SORT OF ATTACK, SO IT IS VERY EAGER TO MAKE CHALLENGES AGAINST ENEMIES.



LARVITAR

PUPITAR

TYRANITAR

## LUGIA

GEN II - JOHTO

#249



PSYCHIC

FLYING

LEGENDARY

IT IS SAID THAT IT QUIETLY SPENDS ITS TIME DEEP AT THE BOTTOM OF THE SEA BECAUSE ITS POWERS ARE TOO STRONG.

## HO-OH

GEN II - JOHTO

#250



FIRE

FLYING

LEGENDARY

LEGENDS CLAIM THIS POKÉMON FLIES THE WORLD'S SKIES CONTINUOUSLY ON ITS MAGNIFICENT SEVEN-COLORED WINGS.

## CELEBI

GEN II - JOHTO

#251



PSYCHIC

GRASS

MYTHICAL

THIS POKÉMON WANDERS ACROSS TIME. GRASS AND TREES FLOURISH IN THE FORESTS IN WHICH IT HAS APPEARED.