

UMBREON #197
GEN II - JOHTO

DARK

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

**HOUNDOUR** #228
GEN II - JOHTODARK
FIRE

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

**MURKROW** #198
GEN II - JOHTODARK
FLYING

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

**UNOWN** #201
GEN II - JOHTO

PSYCHIC

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

SNEASEL #215
GEN II - JOHTODARK
ICE

ITS PAWS CONCEAL SHARP CLAWS. IF ATTACKED, IT Sudden- ly EXTENDS THE CLAWS AND STARTLES ITS ENEMY.

**HOUNDOOM** #229
GEN II - JOHTODARK
FIRE

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

**TOTODILE** #158
GEN II - JOHTO

WATER

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

**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.



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

CHINCHOU #170

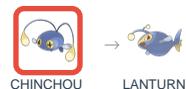
GEN II - JOHTO



WATER

ELECTRIC

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



CHINCHOU → LANTURN

LANTURN #171

GEN II - JOHTO



WATER

ELECTRIC

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



CHINCHOU → LANTURN

MARILL #183

GEN II - JOHTO



WATER

FAIRY

THE TIP OF ITS TAIL, WHICH CONTAINS OIL THAT IS LIGHTER THAN WATER, LETS IT SWIM WITHOUT DROWNING.



AZURILL → MARILL → AZUMARILL

AZUMARILL #184

GEN II - JOHTO



WATER

FAIRY

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.



AZURILL → MARILL → AZUMARILL

JUMPLUFF #189

GEN II - JOHTO



GRASS

FLYING

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



HOPPIP → SKIPLOOM → JUMPLUFF

WOOPER #194

GEN II - JOHTO



WATER

GROUND

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



WOOPER → QUAGSIRE → CLODSIRE

QUAGSIRE #195

GEN II - JOHTO



WATER

GROUND

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



WOOPER → QUAGSIRE → CLODSIRE

WOBBUFFET

#202

GEN II - JOHTO



PSYCHIC

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



WYNAUT

→

WOBBUFFET

HERACROSS

#214

GEN II - JOHTO

BUG
FIGHTING

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

KINGDRA

#230

GEN II - JOHTO

WATER
DRAGON

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



HORSEA

→

SEADRA

→

KINGDRA

SUCUNE

#245

GEN II - JOHTO



WATER



LEGENDARY

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

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.



SENTRET

→

FURRET

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.



SENTRET

→

FURRET

HOOHOOT

#163

GEN II - JOHTO



NORMAL



FLYING

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



HOOHOOT

→

NOCTOWL

NOCTOWL
GEN II - JOHTO

#164

 NORMAL
 FLYING

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

HOOHOOT → NOCTOWL

SUDOWOODO
GEN II - JOHTO

#185



ROCK

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

BONSLY → SUDOWOODO

SWINUB
GEN II - JOHTO

#220

 ICE
 GROUND

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

SWINUB → PILOSWINE → MAMOSWINE

PILOSWINE
GEN II - JOHTO

#221

 ICE
 GROUND

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

SWINUB → PILOSWINE → MAMOSWINE

TEDDIURSA
GEN II - JOHTO

#216



NORMAL

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

TEDDIURSA → URSARING → URSALUNA

URSARING
GEN II - JOHTO

#217



NORMAL

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

TEDDIURSA → URSARING → URSALUNA

STANTLER
GEN II - JOHTO

#234



NORMAL

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

STANTLER → WYRDEER

HITMONTOP
GEN II - JOHTO

#237



FIGHTING

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

TYROGUE → HITMONLEE → HITMONCHAN → HITMONTOP

ENTEI

GEN II - JOHTO

#244

FIRE
LEGENDARY

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

MISDREAVUS

GEN II - JOHTO

#200



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



MISDREAVUS

MISMAGIUS

QWILFISH

GEN II - JOHTO

#211



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



QWILFISH

OVERQWIL

REMORAI

GEN II - JOHTO

#223



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



REMORAI

OCTILLERY

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.



PINECO

FORRETRESS

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

SKARMORY

GEN II - JOHTO

#227



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

DONPHAN

GEN II - JOHTO

#232



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



PHANPY

DONPHAN

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

CHIKORITA

GEN II - JOHTO

#152



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

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.



NATU

XATU

BAYLEEF

GEN II - JOHTO

#153



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



CHIKORITA

BAYLEEF

MEGANIUM

MEGANIUM

GEN II - JOHTO

#154



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



CHIKORITA

BAYLEEF

MEGANIUM

SPINARAK

GEN II - JOHTO

#167



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



SPINARAK

ARIADOS

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.



NATU

XATU

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.



NATU

XATU

BELLOSSOM

GEN II - JOHTO

#182



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



ODDISH

GOOM

VILEPLUME

BELLOSSOM

POLITOED
GEN II - JOHTO

#186



WATER



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

**CELEBI**
GEN II - JOHTO

#251



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

**SKIPLOOM**
GEN II - JOHTO

#188

GRASS
FLYING

THE BLOOM ON TOP OF ITS HEAD OPENS AND CLOSES AS THE TEMPERATURE FLUC- TUATES UP AND DOWN.

**LARVITAR**
GEN II - JOHTO

#246

ROCK
GROUND

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

**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.

**CLEFFA**
GEN II - JOHTO

#173



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

**IGGLYBUFF**
GEN II - JOHTO

#174



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

**FLAAFFY**
GEN II - JOHTO

#180



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



HOPPIP

GEN II - JOHTO

#187



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

**SLOWKING**

GEN II - JOHTO

#199



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

**SMOOCHUM**

GEN II - JOHTO

#238



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

**MILTANK**

GEN II - JOHTO

#241



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

SNUBULL

GEN II - JOHTO

#209



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

**CORSOLA**

GEN II - JOHTO

#222



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

**CROBAT**

GEN II - JOHTO

#169



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

**BLISSEY**

GEN II - JOHTO

#242



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



AIPOM

GEN II - JOHTO

#190



NORMAL

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



AIPOM AMBIPOM

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

ESPEON

GEN II - JOHTO

#196



PSYCHIC

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

**MANTINE**

GEN II - JOHTO

#226



WATER
FLYING

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



MANTYKE MANTINE

FORRETRESS

GEN II - JOHTO

#205

BUG
STEEL

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



PINECO FORRETRESS

GLIGAR

GEN II - JOHTO

#207



GROUND
FLYING

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



GLIGAR GLISCOR

TYROGUE

GEN II - JOHTO

#236



FIGHTING

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



TYROGUE HITMONLEE HITMONCHAN HITMONTOP

LEDYBA

GEN II - JOHTO

#165



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.



LEDYBA LEDIAN

LEDIAN

GEN II - JOHTO

#166



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

**ARIADOS**

GEN II - JOHTO

#168



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

**YANMA**

GEN II - JOHTO

#193



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

**SCIZOR**

GEN II - JOHTO

#212



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

**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.

**OCTILLERY**

GEN II - JOHTO

#224



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

**DELIBIRD**

GEN II - JOHTO

#225



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

PORYGON2
GEN II - JOHTO

#233



NORMAL

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

**MAGBY**
GEN II - JOHTO

#240



FIRE

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

**TOGETIC**
GEN II - JOHTO

#176

FAIRY
FLYING

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

**MAREEP**
GEN II - JOHTO

#179



ELECTRIC

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

**HO-OH**
GEN II - JOHTO

#250



FIRE

FLYING

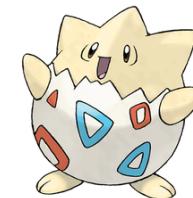
LEGENDARY

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

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

MAREEP
GEN II - JOHTO

#179

SMEARGLE
GEN II - JOHTO

#235

NORMAL



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

**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.

CYNDAQUIL
GEN II - JOHTO

#155



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

**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.

**QUILAVA**
GEN II - JOHTO

#156



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

**TYPHLOSION**
GEN II - JOHTO

#157



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

**PICHU**
GEN II - JOHTO

#172



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

**SUNKERN**
GEN II - JOHTO

#191



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.

**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.



DUNSPARCE
GEN II - JOHTO

#206

🐾 NORMAL



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



DUNSPARCE → DUDUNSPARCE

SHUCKLE
GEN II - JOHTO

#213

🐛 BUG

gneiss ROCK



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

ELEKID
GEN II - JOHTO

#239

⚡ ELECTRIC



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



ELEKID → ELECTABUZZ → ELECTIVIRE

RAIKOU
GEN II - JOHTO

#243

⚡ ELECTRIC

⭐ LEGENDARY



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