

**HONCHKROW**

GEN IV - SINNOH

#430



DARK

FLYING

BECOMING ACTIVE AT NIGHT, IT IS KNOWN TO SWARM WITH NUMEROUS MURKROW IN TOW.

**DUSKNOIR**

GEN IV - SINNOH

#477

GHOST



THE ANTENNA ON ITS HEAD CAPTURES RADIO WAVES FROM THE WORLD OF SPIRITS THAT COMMAND IT TO TAKE PEOPLE THERE.

**CHATOT**

GEN IV - SINNOH

#441



NORMAL

FLYING

IT CAN LEARN AND SPEAK HUMAN WORDS. IF THEY GATHER, THEY ALL LEARN THE SAME SAYING.

**GIRATINA-ALTERED**

GEN IV - SINNOH

#487



GHOST

DRAGON

LEGENDARY

A POKÉMON THAT IS SAID TO LIVE IN A WORLD ON THE REVERSE SIDE OF OURS. IT APPEARS IN AN ANCIENT CEMETERY.

**MUNCHLAX**

GEN IV - SINNOH

#446



NORMAL

IT WOLFS DOWN ITS WEIGHT IN FOOD ONCE A DAY, SWALLOWING FOOD WHOLE WITH ALMOST NO CHEWING.



MUNCHLAX → SNORLAX

**DARKRAI**

GEN IV - SINNOH

#491

DARK

MYTHICAL



IT CAN LULL PEOPLE TO SLEEP AND MAKE THEM DREAM. IT IS ACTIVE DURING NIGHTS OF THE NEW MOON.

**WEAVILE**

GEN IV - SINNOH

#461

DARK

ICE



THEY LIVE IN COLD REGIONS, FORMING GROUPS OF FOUR OR FIVE THAT HUNT PREY WITH IMPRESSIVE COORDINATION.



SNEASEL → WEAVILE → SNEASLER

**PIPLUP**

GEN IV - SINNOH

#393

WATER



BECAUSE IT IS VERY PROUD, IT HATES ACCEPTING FOOD FROM PEOPLE. ITS THICK DOWN GUARDS IT FROM COLD.



PIPLUP → PRINPLUP → EMPOLEON

**PRINPLUP**  
GEN IV - SINNOH

#394



WATER

IT LIVES ALONE, AWAY FROM OTHERS. APPARENTLY, EVERY ONE OF THEM BELIEVES IT IS THE MOST IMPORTANT.



PIPLUP PRINPLUP EMPOLEON

**EMPOLEON**  
GEN IV - SINNOH

#395

WATER  
STEEL

THE THREE HORNS THAT EXTEND FROM ITS BEAK ATTEST TO ITS POWER. THE LEADER HAS THE BIGGEST HORN.



PIPLUP PRINPLUP EMPOLEON

**SHINX**  
GEN IV - SINNOH

#403



ELECTRIC

ALL OF ITS FUR DAZZLES IF DANGER IS SENSED. IT FLEES WHILE THE FOE IS MOMENTARILY BLINDED.



SHINX LUXIO LUXRAY

**LUXIO**  
GEN IV - SINNOH

#404



ELECTRIC

ITS CLAWS LOOSE ELECTRICITY WITH ENOUGH AMPERAGE TO CAUSE FAINTING. THEY LIVE IN SMALL GROUPS.



SHINX LUXIO LUXRAY

**LUXRAY**  
GEN IV - SINNOH

#405

ELECTRIC



IT HAS EYES THAT CAN SEE THROUGH ANYTHING. IT SPOTS AND CAPTURES PREY HIDING BEHIND OBJECTS.



SHINX LUXIO LUXRAY

**CRANIDOS**  
GEN IV - SINNOH

#408

ROCK



IT LIVED IN JUNGLES AROUND 100 MILLION YEARS AGO. ITS SKULL IS AS HARD AS IRON.



CRANIDOS RAMPARDOS

**RAMPARDOS**  
GEN IV - SINNOH

#409

ROCK



ITS POWERFUL HEAD BUTT HAS ENOUGH POWER TO SHATTER EVEN THE MOST DURABLE THINGS UPON IMPACT.



CRANIDOS RAMPARDOS

**GIBLE**  
GEN IV - SINNOH

#443

DRAGON  
GROUND

IT NESTS IN SMALL, HORIZONTAL HOLES IN CAVE WALLS. IT POUNCES TO CATCH PREY THAT STRAY TOO CLOSE.



GIBLE GABITE GARCHOMP

**GABITE**

GEN IV - SINNOH

#444



DRAGON



GROUND



THERE IS A LONG-HELD BELIEF THAT MEDICINE MADE FROM ITS SCALES WILL HEAL EVEN INCURABLE ILLNESSES.



GIBLE



GABITE



GARCHOMP

**GARCHOMP**

GEN IV - SINNOH

#445



DRAGON



GROUND



WHEN IT FOLDS UP ITS BODY AND EXTENDS ITS WINGS, IT LOOKS LIKE A JET PLANE. IT FLIES AT SONIC SPEED.



GIBLE



GABITE



GARCHOMP

**RIOLU**

GEN IV - SINNOH

#447



FIGHTING



THE AURA THAT EMANATES FROM ITS BODY INTENSIFIES TO ALERT OTHERS IF IT IS AFRAID OR SAD.



RIOLU

LUCARIO

**LUCARIO**

GEN IV - SINNOH

#448



FIGHTING



STEEL



IT HAS THE ABILITY TO SENSE THE AURAS OF ALL THINGS. IT UNDERSTANDS HUMAN SPEECH.



RIOLU



LUCARIO

**CROAGUNK**

GEN IV - SINNOH

#453



POISON



FIGHTING



ITS CHEEKS HOLD POISON SACS. IT TRIES TO CATCH FOES OFF GUARD TO JAB THEM WITH TOXIC FINGERS.



CROAGUNK

TOXICROAK

**TOXICROAK**

GEN IV - SINNOH

#454



POISON



FIGHTING



ITS KNUCKLE CLAWS SECRETE A TOXIN SO VILE THAT EVEN A SCRATCH COULD PROVE FATAL.



CROAGUNK

TOXICROAK

**FINNEON**

GEN IV - SINNOH

#456



WATER



AFTER LONG EXPOSURE TO SUNLIGHT, THE PATTERNS ON ITS TAIL FINS SHINE VIVIDLY WHEN DARKNESS ARRIVES.



FINNEON

LUMINEON

**LUMINEON**

GEN IV - SINNOH

#457



WATER



IT LIVES ON THE DEEP-SEA FLOOR. IT ATTRACTS PREY BY FLASHING THE PATTERNS ON ITS FOUR TAIL FINS.



FINNEON

LUMINEON

**MANTYKE**  
GEN IV - SINNOH

#458



A FRIENDLY POKÉMON THAT CAPTURES THE SUBTLE FLOWS OF SEAWATER USING ITS TWO ANTENNAE.



MANTYKE MANTINE

**TANGROWTH**  
GEN IV - SINNOH

#465



IT ENSNAres PREY BY EXTENDING ARMS MADE OF VINES. LOSING ARMS TO PREDATORS DOES NOT TROUBLE IT.



TANGELA TANGROWTH

**GLACEON**  
GEN IV - SINNOH

#471



AS A PROTECTIVE TECHNIQUE, IT CAN COMPLETELY FREEZE ITS FUR TO MAKE ITS HAIRS STAND LIKE NEEDLES.

**PHONE**  
GEN IV - SINNOH

#489



IT DRIFTS IN WARM SEAS. IT ALWAYS RETURNS TO WHERE IT WAS BORN, NO MATTER HOW FAR IT MAY HAVE DRIFTED.



PHONE MANAPHY

**MANAPHY**  
GEN IV - SINNOH

#490



BORN ON A COLD SEAFLOOR, IT WILL SWIM GREAT DISTANCES TO RETURN TO ITS BIRTHPLACE.



PHIONE MANAPHY

**CHIMCHAR**  
GEN IV - SINNOH

#390



IT AGILELY SCALES SHEER CLIFFS TO LIVE ATOP CRAGGY MOUNTAINS. ITS FIRE IS PUT OUT WHEN IT SLEEPS.



CHIMCHAR MONFERNO INFERNAPE

**AZELF**  
GEN IV - SINNOH

#482



KNOWN AS "THE BEING OF WILLPOWER." IT SLEEPS AT THE BOTTOM OF A LAKE TO KEEP THE WORLD IN BALANCE.

**MONFERNO**  
GEN IV - SINNOH

#391



TO INTIMIDATE ATTACKERS, IT STRETCHES THE FIRE ON ITS TAIL TO MAKE ITSELF APPEAR BIGGER.



CHIMCHAR MONFERNO INFERNAPE

**INFERNAPE**  
GEN IV - SINNOH

#392

 FIRE  
 FIGHTING

IT USES A SPECIAL KIND OF MARTIAL ARTS INVOLVING ALL ITS LIMBS. ITS FIRE NEVER GOES OUT.



CHIMCHAR → MONFERNO → INFERNAPE

**STARLY**  
GEN IV - SINNOH

#396

 NORMAL  
 FLYING

THEY FLOCK IN GREAT NUMBERS. THOUGH SMALL, THEY FLAP THEIR WINGS WITH GREAT POWER.



STARLY → STARAVIA → STARAPTOR

**STARAVIA**  
GEN IV - SINNOH

#397

 NORMAL  
 FLYING

IT FLIES AROUND FORESTS AND FIELDS IN SEARCH OF BUG POKÉMON. IT STAYS WITHIN A HUGE FLOCK.



STARLY → STARAVIA → STARAPTOR

**STARAPTOR**  
GEN IV - SINNOH

#398

 NORMAL  
 FLYING

IT HAS A SAVAGE NATURE. IT WILL COURAGEOUSLY CHALLENGE FOES THAT ARE MUCH LARGER.



STARLY → STARAVIA → STARAPTOR

**BIDOOF**  
GEN IV - SINNOH

#399



NORMAL

WITH NERVES OF STEEL, NOTHING CAN PERTURB IT. IT IS MORE AGILE AND ACTIVE THAN IT APPEARS.



BIDOOF → BIBAREL

**BIBAREL**  
GEN IV - SINNOH

#400

 NORMAL  
 WATER

IT MAKES ITS NEST BY DAMMING STREAMS WITH BARK AND MUD. IT IS KNOWN AS AN INDUSTRIOUS WORKER.



BIDOOF → BIBAREL

**BUIZEL**  
GEN IV - SINNOH

#418



WATER

IT HAS A FLOTATION SAC THAT IS LIKE AN INFLATABLE COLLAR. IT FLOATS ON WATER WITH ITS HEAD OUT.



BUIZEL → FLOATZEL

**FLOATZEL**  
GEN IV - SINNOH

#419



WATER

IT FLOATS USING ITS WELL-DEVELOPED FLOTATION SAC. IT ASSISTS IN THE RESCUES OF DROWNING PEOPLE.



BUIZEL → FLOATZEL

**BUNEARY**

GEN IV - SINNOH

#427



NORMAL

IT SLAMS FOES BY SHARPLY UNCOILING ITS ROLLED EARS. IT STINGS ENOUGH TO MAKE A GROWN-UP CRY IN PAIN.



BUNEARY → LOPUNNY

**LOPUNNY**

GEN IV - SINNOH

#428



NORMAL

AN EXTREMELY CAUTIOUS POKÉMON. IT CLOAKS ITS BODY WITH ITS FLUFFY EAR FUR WHEN IT SENSES DANGER.



BUNEARY → LOPUNNY

**BONSLY**

GEN IV - SINNOH

#438



ROCK

IT LOOKS AS IF IT IS ALWAYS CRYING. IT IS ACTUALLY ADJUSTING ITS BODY'S FLUID LEVELS BY ELIMINATING EXCESS.



BONSLY → SUDOWOODO

**HIPPOPOTAS**

GEN IV - SINNOH

#449

GROUND



IT LIVES IN ARID PLACES. INSTEAD OF PERSPIRATION, IT EXPELS GRAINY SAND FROM ITS BODY.



HIPPOPOTAS → HIPPODON

**HIPPODON**

GEN IV - SINNOH

#450

GROUND



IT BLASTS INTERNALLY STORED SAND FROM PORTS ON ITS BODY TO CREATE A TOWERING TWISTER FOR ATTACK.



HIPPOPOTAS → HIPPODON

**MAMOSWINE**

GEN IV - SINNOH

#473

ICE

GROUND



ITS IMPRESSIVE TUSKS ARE MADE OF ICE. THE POPULATION THINNED WHEN IT TURNED WARM AFTER THE ICE AGE.



SWINUB → PILOSWINE → MAMOSWINE

**HEATRAN**

GEN IV - SINNOH

#485

FIRE

STEEL

LEGENDARY



IT DWELLS IN VOLCANIC CAVES. IT DIGS IN WITH ITS CROSS-SHAPED FEET TO CRAWL ON CEILINGS AND WALLS.

**SHIELDON**

GEN IV - SINNOH

#410

ROCK

STEEL



A POKÉMON THAT LIVED IN JUNGLES AROUND 100 MILLION YEARS AGO. ITS FACIAL HIDE IS EXTREMELY HARD.



SHIELDON → BASTIODON

**BASTIODON**  
GEN IV - SINNOH

#411



ROCK

STEEL

ANY FRONTAL ATTACK IS REPULSED. IT IS A DOCILE POKÉMON THAT FEEDS ON GRASS AND BERRIES.



SHELDON → BASTIODON

**GLAMEOW**  
GEN IV - SINNOH

#431



NORMAL

IT CLAWS IF DISPLEASED AND PURRS WHEN AFFECTIONATE. ITS FICKLENES IS VERY POPULAR AMONG SOME.



GLAMEOW → PURUGLY

**PURUGLY**  
GEN IV - SINNOH

#432



NORMAL

IT IS A BRAZEN BRUTE THAT BARGES ITS WAY INTO ANOTHER POKÉMON'S NEST AND CLAIMS IT AS ITS OWN.



GLAMEOW → PURUGLY

**MAGNEZONE**  
GEN IV - SINNOH

#462



ELECTRIC

STEEL

IT EVOLVED FROM EXPOSURE TO A SPECIAL MAGNETIC FIELD. THREE UNITS GENERATE MAGNETISM.



MAGNEMITE → MAGNETON → MAGNEZONE

**RHYPERIOR**  
GEN IV - SINNOH

#464



GROUND

ROCK

IT PUTS ROCKS IN HOLES IN ITS PALMS AND USES ITS MUSCLES TO SHOOT THEM. GEODUDE ARE SHOT AT RARE TIMES.



RHYHORN → RHYDON → RHYPERIOR

**PROBOPASS**  
GEN IV - SINNOH

#476



ROCK

STEEL

IT FREELY CONTROLS THREE SMALL UNITS CALLED MINI-NOSES USING MAGNETIC FORCE.



NOSEPASS → PROBOPASS

**TURTWIG**  
GEN IV - SINNOH

#387



GRASS

MADE FROM SOIL, THE SHELL ON ITS BACK HARDENS WHEN IT DRINKS WATER. IT LIVES ALONG LAKES.



TURTWIG → GROTELE → TORTERRA

**GROTELE**  
GEN IV - SINNOH

#388



GRASS

IT KNOWS WHERE PURE WATER WELLS UP. IT CARRIES FELLOW POKÉMON THERE ON ITS BACK.



TURTWIG → GROTELE → TORTERRA

**TORTERRA**  
GEN IV - SINNOH

#389

GRASS  
GROUND

SMALL POKÉMON OCCASIONALLY GATHER ON ITS UNMOVING BACK TO BEGIN BUILDING THEIR NESTS.

**WORMADAM-PLANT**  
GEN IV - SINNOH

#413

BUG  
GRASS

WHEN BURMY EVOLVED, ITS CLOAK BECAME A PART OF THIS POKÉMON'S BODY. THE CLOAK IS NEVER SHED.

**BUDEW**  
GEN IV - SINNOH

#406

GRASS  
POISON

OVER THE WINTER, IT CLOSES ITS BUD AND ENDURES THE COLD. IN SPRING, THE BUD OPENS AND RELEASES POLLEN.

**ROSERADE**  
GEN IV - SINNOH

#407

GRASS  
POISON

IT ATTRACTS PREY WITH A SWEET AROMA, THEN DOWNS IT WITH THORNY WHIPS HIDDEN IN ITS ARMS.

**BURMY**  
GEN IV - SINNOH

#412



BUG

TO SHELTER ITSELF FROM COLD, WINTRY WINDS, IT COVERS ITSELF WITH A CLOAK MADE OF TWIGS AND LEAVES.

**BRONZOR**  
GEN IV - SINNOH

#436

STEEL  
PSYCHIC

IMPLEMENT SHAPED LIKE IT WERE DISCOVERED IN ANCIENT TOMBS. IT IS UNKNOWN IF THEY ARE RELATED.

**BRONZONG**  
GEN IV - SINNOH

#437

STEEL  
PSYCHIC

ONE CAUSED A NEWS SENSATION WHEN IT WAS DUG UP AT A CONSTRUCTION SITE AFTER A 2,000-YEAR SLEEP.

**CARNIVINE**  
GEN IV - SINNOH

#455

GRASS



IT ATTRACTS PREY WITH ITS SWEET-SMELLING SALIVA, THEN CHOMPS DOWN. IT TAKES A WHOLE DAY TO EAT PREY.



## YANMEGA

GEN IV - SINNOH

#469



BUG

FLYING

BY CHURNING ITS WINGS, IT CREATES SHOCK WAVES THAT INFILTRATE CRITICAL INTERNAL INJURIES TO FOES.



YANMA



→

YANMEGA

## LEAFEON

GEN IV - SINNOH

#470



GRASS

JUST LIKE A PLANT, IT USES PHOTOSYNTHESIS. AS A RESULT, IT IS ALWAYS ENVELOPED IN CLEAR AIR.



## MIME-JR

GEN IV - SINNOH

#439



PSYCHIC

FAIRY

IT HABITUALLY MIMICS FOES. ONCE MIMICKED, THE FOE CANNOT TAKE ITS EYES OFF THIS POKÉMON.



## HAPPINY

GEN IV - SINNOH

#440



NORMAL

IT LOVES ROUND WHITE THINGS. IT CARRIES AN EGG-SHAPED ROCK IN IMITATION OF CHANSEY.



## SHAYMIN-LAND

GEN IV - SINNOH

#492



GRASS

MYTHICAL

IT LIVES IN FLOWER PATCHES AND AVOIDS DETECTION BY CURLING UP TO LOOK LIKE A FLOWERING PLANT.

## CHERUBI

GEN IV - SINNOH

#420

GRASS



THE SMALL BALL HOLDS THE NUTRIENTS NEEDED FOR EVOLUTION. APPARENTLY, IT IS VERY SWEET AND TASTY.



## LICKILICKY

GEN IV - SINNOH

#463



NORMAL

IT WRAPS THINGS WITH ITS EXTENSIBLE TONGUE. GETTING TOO CLOSE TO IT WILL LEAVE YOU SOAKED WITH DROOL.



## MESPIT

GEN IV - SINNOH

#481

PSYCHIC

LEGENDARY



KNOWN AS "THE BEING OF EMOTION." IT TAUGHT HUMANS THE NOBILITY OF SORROW, PAIN, AND JOY.

**CERRIM**

GEN IV - SINNOH

#421



IT BLOOMS DURING TIMES OF STRONG SUNLIGHT. IT TRIES TO MAKE UP FOR EVERYTHING IT ENDURED AS A BUD.

**DRIFLOON**

GEN IV - SINNOH

#425



A POKÉMON FORMED BY THE SPIRITS OF PEOPLE AND POKÉMON. IT LOVES DAMP, HUMID SEASONS.

**SHELLOS**

GEN IV - SINNOH

#422



ITS COLORS AND SHAPES DIFFER FROM REGION TO REGION. IN THE SINNOH REGION, TWO TYPES ARE CONFIRMED.

**DRIFBLIM**

GEN IV - SINNOH

#426



AT DUSK, SWARMS OF THEM ARE CARRIED ALOFT ON WINDS. WHEN NOTICED, THEY SUDDENLY VANISH.

**GASTRODON**

GEN IV - SINNOH

#423



IT HAS A PLIABLE BODY WITHOUT ANY BONES. IF ANY PART OF ITS BODY IS TORN OFF, IT GROWS RIGHT BACK.

**MISMAGIUS**

GEN IV - SINNOH

#429



ITS CRIES SOUND LIKE INCANTATIONS. THOSE HEARING IT ARE TORMENTED BY HEADACHES AND HALLUCINATIONS.

**AMBIPOOM**

GEN IV - SINNOH

#424



TO EAT, IT DEFTLY SHUCKS NUTS WITH ITS TWO TAILS. IT RARELY USES ITS ARMS NOW.

**DRIFLOON**

GEN IV - SINNOH

#425



A POKÉMON FORMED BY THE SPIRITS OF PEOPLE AND POKÉMON. IT LOVES DAMP, HUMID SEASONS.

**DRIFBLIM**

GEN IV - SINNOH

#426



AT DUSK, SWARMS OF THEM ARE CARRIED ALOFT ON WINDS. WHEN NOTICED, THEY SUDDENLY VANISH.

**MISMAGIUS**

GEN IV - SINNOH

#429



ITS CRIES SOUND LIKE INCANTATIONS. THOSE HEARING IT ARE TORMENTED BY HEADACHES AND HALLUCINATIONS.

**STUNKY**

GEN IV - SINNOH

#434



IT PROTECTS ITSELF BY SPRAYING A NOXIOUS FLUID FROM ITS REAR. THE STENCH LINGERS FOR 24 HOURS.



**SKUNTANK**  
GEN IV - SINNOH

#435



IT SPRAYS A VILE-SMELLING FLUID FROM THE TIP OF ITS TAIL TO ATTACK. ITS RANGE IS OVER 160 FEET.



STUNFY

SKUNTANK

**GLISCOR**  
GEN IV - SINNOH

#472



IT OBSERVES PREY WHILE HANGING INVERTED FROM BRANCHES. WHEN THE CHANCE PRESENTS ITSELF, IT SWOOPS!



GLIGAR

GLISCOR

**SPIRITOMB**  
GEN IV - SINNOH

#442



A POKÉMON THAT WAS FORMED BY 108 SPIRITS. IT IS BOUND TO A FISSURE IN AN ODD KEYSTONE.

**SPIRITOMB**  
GEN IV - SINNOH

#442



A POKÉMON THAT WAS FORMED BY 108 SPIRITS. IT IS BOUND TO A FISSURE IN AN ODD KEYSTONE.

**SKORUPI**  
GEN IV - SINNOH

#451



IT GRIPS PREY WITH ITS TAIL CLAWS AND INJECTS POISON. IT TENACIOUSLY HANGS ON UNTIL THE POISON TAKES.



SKORUPI

DRAPION

**DRAPION**  
GEN IV - SINNOH

#452



IT HAS THE POWER IN ITS CLAWED ARMS TO MAKE SCRAP OF A CAR. THE TIPS OF ITS CLAWS RELEASE POISON.



SKORUPI

DRAPION

**GLISCOR**  
GEN IV - SINNOH

#472



IT OBSERVES PREY WHILE HANGING INVERTED FROM BRANCHES. WHEN THE CHANCE PRESENTS ITSELF, IT SWOOPS!

**PALKIA**  
GEN IV - SINNOH

#484



IT HAS THE ABILITY TO DISTORT SPACE. IT IS DESCRIBED AS A DEITY IN SINNOH-REGION MYTHOLOGY.

**KRICKETOT**  
GEN IV - SINNOH

#401



IT SHAKES ITS HEAD BACK TO FRONT, CAUSING ITS ANTENNAE TO HIT EACH OTHER AND SOUND LIKE A XYLOPHONE.



KRICKETOT

KRICKETUNE

**KRICKETUNE**  
GEN IV - SINNOH

#402



IT CROSSES ITS KNIFELIKE ARMS IN FRONT OF ITS CHEST WHEN IT CRIES. IT CAN COMPOSE MELODIES AD LIB.



KRICKETOT

KRICKETUNE

**MAGMORTAR**  
GEN IV - SINNOH

#467



IT BLASTS FIREBALLS OF OVER 3,600 DEGREES F FROM THE ENDS OF ITS ARMS. IT LIVES IN VOLCANIC CRATERS.



MAGBY → MAGMAR → MAGMORTAR

**PORYGON-Z**  
GEN IV - SINNOH

#474



ADDITIONAL SOFTWARE WAS INSTALLED TO MAKE IT A BETTER POKÉMON. IT BEGAN ACTING ODDLY, HOWEVER.



PORYGON → PORYGON2 → PORYGON-Z

**ROTOF**  
GEN IV - SINNOH

#479



ITS BODY IS COMPOSED OF PLASMA. IT IS KNOWN TO INFILTRATE ELECTRONIC DEVICES AND WREAK HAVOC.

**PACHIRISU**  
GEN IV - SINNOH

#417



IT MAKES FUR BALLS THAT CRACKLE WITH STATIC ELECTRICITY. IT STORES THEM WITH BERRIES IN TREE HOLES.

**SNOVER**  
GEN IV - SINNOH

#459



IT LIVES ON SNOWY MOUNTAINS. HAVING HAD LITTLE CONTACT WITH HUMANS, IT IS BOLDLY INQUISITIVE.



SNOVER → ABOMASNOW

**ABOMASNOW**  
GEN IV - SINNOH

#460



IT WHIPS UP BLIZZARDS IN MOUNTAINS THAT ARE ALWAYS BURIED IN SNOW. IT IS THE ABOMINABLE SNOWMAN.



SNOVER → ABOMASNOW

**TOGEKISS**  
GEN IV - SINNOH

#468



IT WILL NEVER APPEAR WHERE THERE IS STRIFE. ITS SIGHTINGS HAVE BECOME RARE RECENTLY.



TOGEPI → TOGETIC → TOGEKISS

**GALLADE**  
GEN IV - SINNOH

#475



A MASTER OF COURTESY AND SWORDSMANSHIP, IT FIGHTS USING EXTENDING SWORDS ON ITS ELBOWS.



RALTS → KIRLIA → GARDEVOIR → GALLADE

## FROSLASS

GEN IV - SINNOH

#478



ICE

GHOST

IT FREEZES FOES WITH AN ICY BREATH NEARLY -60 DEGREES F. WHAT SEEMS TO BE ITS BODY IS ACTUALLY HOLLOW.



## DIALGA

GEN IV - SINNOH

#483



STEEL

DRAGON

LEGENDARY

IT HAS THE POWER TO CONTROL TIME. IT APPEARS IN SINNOH-REGION MYTHS AS AN ANCIENT DEITY.

## REGIGIGAS

GEN IV - SINNOH

#486



NORMAL

LEGENDARY

THERE IS AN ENDURING LEGEND THAT STATES THIS POKÉMON TOWED CONTINENTS WITH ROPES.

## ARCEUS

GEN IV - SINNOH

#493



NORMAL

MYTHICAL

IT IS DESCRIBED IN MYTHOLOGY AS THE POKÉMON THAT SHAPED THE UNIVERSE WITH ITS 1,000 ARMS.

## MOTHIM

GEN IV - SINNOH

#414



BUG

FLYING

IT LOVES THE HONEY OF FLOWERS AND STEALS HONEY COLLECTED BY COMBEE.



## COMBEE

GEN IV - SINNOH

#415



BUG

FLYING

A POKÉMON FORMED BY THREE OTHERS. IT BUSILY CARRIES SWEET FLORAL HONEY TO VESPIQUEN.



## VESPIQUEN

GEN IV - SINNOH

#416



BUG

FLYING

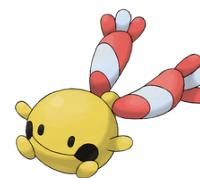
ITS ABDOMEN IS A HONEYCOMB FOR GRUBS. IT RAISES ITS GRUBS ON HONEY COLLECTED BY COMBEE.



## CHINGLING

GEN IV - SINNOH

#433



PSYCHIC

IT EMITS CRIES BY AGITATING AN ORB AT THE BACK OF ITS THROAT. IT MOVES WITH FLOUNGING HOPS.



**ELECTIVIRE**

GEN IV - SINNOH

#466



AS ITS ELECTRIC CHARGE AMPLIFIES,  
BLUE SPARKS BEGIN TO CRACKLE  
BETWEEN ITS HORMS.



ELEKID

ELECTABUZZ

ELECTIVIRE

**UXIE**

GEN IV - SINNOH

#480



★ LEGENDARY

KNOWN AS "THE BEING OF KNOWLEDGE."  
IT IS SAID THAT IT CAN WIPE OUT THE  
MEMORY OF THOSE WHO SEE ITS EYES.

**CRESSELIA**

GEN IV - SINNOH

#488



★ LEGENDARY

SHINY PARTICLES ARE RELEASED FROM  
ITS WINGS LIKE A VEIL. IT IS SAID TO  
REPRESENT THE CRESCENT MOON.