- 16. **Nimbusprite**
 - Type: Flying/Fairy
- Base Stats: HP 60, Attack 70, Defense 55, Special Attack 95, Special Defense 80, Speed 110
- 17. **Scorcharmor**
 - Type: Fire/Steel
- Base Stats: HP 75, Attack 110, Defense 95, Special Attack 80, Special Defense 85, Speed 75
- 18. **Hydrofang**
 - Type: Water/Dragon
- Base Stats: HP 85, Attack 90, Defense 80, Special Attack 95, Special Defense 85, Speed 90
- 19. **Shadowlurk**
 - Type: Dark/Ghost
- Base Stats: HP 65, Attack 100, Defense 70, Special Attack 110, Special Defense 75, Speed 90
- 20. **Magmavine**
 - Type: Fire/Grass
- Base Stats: HP 80, Attack 95, Defense 85, Special Attack 105, Special Defense 75, Speed 80
- 21. **Galewing**
 - Type: Flying
- Base Stats: HP 70, Attack 90, Defense 70, Special Attack 100, Special Defense 70, Speed 105
- 22. **Glaciermite**
 - Type: Ice/Bug
- Base Stats: HP 60, Attack 85, Defense 75, Special Attack 95, Special Defense 85, Speed 90
- 23. **Electrolynx**
 - Type: Electric
- Base Stats: HP 65, Attack 105, Defense 60, Special Attack 95, Special Defense 70, Speed 110
- 24. **Margus**
 - Type: Psychic/Steel
- Base Stats: HP 90, Attack 85, Defense 110, Special Attack 120, Special Defense 100, Speed 70

25. **Tideguard**

- Type: Water/Fighting
- Base Stats: HP 85, Attack 100, Defense 85, Special Attack 80, Special Defense 95, Speed 85

26. **Sporelock**

- Type: Grass/Poison
- Base Stats: HP 75, Attack 80, Defense 90, Special Attack 100, Special Defense 85, Speed 80

27. **Necroshade**

- Type: Ghost/Dark
- Base Stats: HP 70, Attack 115, Defense 70, Special Attack 95, Special Defense 80, Speed 100

28. **Solacobra**

- Type: Ground/Psychic
- Base Stats: HP 85, Attack 100, Defense 85, Special Attack 105, Special Defense 80, Speed 80

29. **Starquill**

- Type: Fairy/Flying
- Base Stats: HP 65, Attack 75, Defense 70, Special Attack 90, Special Defense 80, Speed 105

30. **Ironclash**

- Type: Steel/Fighting
- Base Stats: HP 100, Attack 130, Defense 110, Special Attack 60, Special Defense 80, Speed 70