






































Pokémon Type Changes

(Rebalanced Versions Only)

These are also listed in the Pokémon Changes document but are provided again here for quick reference.

	• Fearow: Normal/Flying => Dark/Flying
	• Arbok: Poison => Poison/Dark
	• Ninetales: Fire => Fire/Fairy
	• Golduck: Water = Water/Psychic
	• Farfetch'd: Normal/Flying => Fighting/Flying
	• Meganium: Grass => Grass/Fairy
 	• Quilava & Typhlosion: Fire => Fire/Ground
	• Ampharos: Electric => Electric/Dragon
	• Politoed: Water => Water/Normal
	• Sunflora: Grass => Grass/Fire
 	• Misdreavus & Mismagius: Ghost => Ghost/Fairy
	• Granbull: Fairy => Fairy/Fighting
	• Sceptile: Grass => Grass/Dragon
 	• Volbeat & Illumise: Bug => Bug/Fairy
  	• Shuppet, Banette & Mega Banette: Ghost => Ghost/Normal
 	• Glalie & Mega Glalie: Ice => Ice/Rock
 	• Krickitet & Krickitune: Bug => Bug/Normal
	• Luxray: Electric => Electric/Dark
	• Lopunny: Normal => Normal/Fighting
	• Electivire: Electric => Electric/Fighting
	• Serperior: Grass => Grass/Dragon
 	• Dewott & Samurott: Water => Water/Fighting
 	• Petilil & Lilliant: Grass => Grass/Fairy
	• Cofagrigus: Ghost => Ghost/Steel
	• Beartic: Ice => Ice/Fighting
	• Lycanroc Midday: Rock => Rock/Ground
	• Lycanroc Midnight: Rock => Rock/Dark
	• Tsareena: Grass => Grass/Fighting