

# Greavard, Houndstone

## Greavard (#971)

Sex Ratio: 50/50

Ghost

Egg Group: Field

### Abilities:

Pickup, Fluffy

*Spiricanis fatifer* (Greavard)

*Spiricanis fidelis* (Houndstone)

**WARNING: DO NOT APPROACH UNPREPARED. CHILDREN AND THE ELDERLY SHOULD STAY AWAY FROM WILD/UNTRAINED GREAVARDS!**

### Base Stats

HP	50
Attack	61
Defense	60
Sp. Attack	30
Sp. Defense	55
Speed	34

Greavard is a small dog Pokémon, only 2 feet tall (0.6 M) and they weigh an average of 77.2 lbs (35 kg).

**Habitat:** Greavards can *technically* be found anywhere, but they are far more common near graveyards, cold mountains, and abandoned towns/streets/buildings.

**Life Cycles:** Greavards have two confirmed origins, 1.) regular mating processes 2.) reincarnation of beloved dog Pokémon. However they come about, Greavards have a normal lifespan of 20-30 years. They mate during the summer/fall and have pups in the winter. Greavards are periodically consumed by larger predators that will eat ghost types, such as Dusclops or Dusknair.

**Behavior:** They have an incredibly friendly disposition so long as you show them even an ounce of affection, but beware: Greavards will unintentionally/with no malicious intent, sap the energy from you and consume it for itself! This makes them incredibly risky to approach—but have no fear, Greavards can be trained to stop doing that! It takes a lot of patience and a willingness to put up with your energy being sapped (this is *typically* not fatal), but Greavards are good dogs who aren't *trying* to hurt you!

By and large, Greavards do not form packs but may form colonies, especially around any Houndstones. They do not have any real need to hunt or compete, so the colony structure is merely for companionship, but they *will* hunt together if they have to.

**Diet:** Spirit energy, and sometimes meat or Pokémon food. Again, an untrained/wild Greavard *will unintentionally* take its spirit energy needs from whoever its nearest. However, as long as you train your Greavard properly to skim the top of its entire surroundings, and not just whoever it's currently interacting with, then no one will even notice and your Greavard will still be getting its nutritional needs met. For best results, it's also best to feed your Greavard ghost-type friendly Pokémon food, to substitute for some of its dietary needs (available from Poke-Bright Food, subsidiary of Dark Moon Corporation).

In the wild, Greavards will sometimes eat small ghost types like Gimmighouls or Shuppetts, should the usual strategy of energy-draining from humans be unsustainable.

**Conservation:** Least concern.

**Relationship with Humans:** It is believed in popular folklore that Greavards are the reincarnations of dog Pokémon who never knew human affection, but this contradicts the folklore behind Houndstone (its

Greavard		Ghost	
Learnset: Level Up		Level	Category
Normal	Tackle	1	Physical
Normal	Growl	1	Status
Ghost	Lick	3	Physical
Normal	Tail Whip	6	Status
Dark	Bite	6	Physical
Normal	Roar	9	Status
Normal	Headbutt	12	Physical
Ground	Dig	16	Physical
Psychic	Rest	24	Status
Dark	Crunch	28	Physical
Fairy	Play Rough	32	Physical
Normal	Helping Hand	37	Status
Ghost	Phantom Force	41	Physical
Fairy	Charm	46	Status
Normal	Double-Edge	52	Physical

evolution), which states that Houndstones are the reincarnations of much-beloved family pets. Ghost Pokémon Researchers decided to get to the bottom of this, and found that the folklore about Greavards to be merely an old wives tale, but did confirm through interviews, anecdotes, and surprisingly a couple of case studies of their own companions, that its *beloved* dog Pokémon that have a chance at reincarnating into a Greavard after their death. The scientists involved in this discovery hypothesize that this is the real reason why wild Greavards are so friendly. They also noted, that of all the data that they collected, Maschiffs, Mabusstiffs, Lillipups, Herdiere, and Stoutlands seem to be the only known dog Pokémon that can reincarnate into Greavard. This raises many other questions, none of which scientists have any concrete answers to.

With that said, Greavards are infamous for their life-draining friendliness! The forbidden good boys! They often roam city streets and alleyways at night. In places they frequent, there are signs warning folks about the dangers of approaching a Greavard, and not to interact with them.

Greavards are considered unsafe for beginner trainers, children,

those with weak constitutions, and the elderly, but intermediate trainers of reasonable health may attempt to train a Greavard with likely success. Because of the legitimate concerns toward a trainer's health, Greavards are explicitly banned as viable state-issued starter Pokémon by any community that has had the matter brought to their attention.

Learnset: Breeding		
Psychic	Ally Switch	Status
Ghost	Destiny Bond	Status
Normal	Disable	Status
Normal	Howl	Status
Dark	Memento	Status
Ghost	Shadow Sneak	Physical
Normal	Yawn	Status

**Classification:** They are placed in their own genus, *Spiricanis*, but they are squarely in the same immediate clade as Maschiffs, Mabusstiffs, Lillipups, Herdiere, and Stoutlands. This clade is a more recent taxonomic category, and is defined quite specifically by the species in it being able to reincarnate into a Greavard or is itself a Greavard/Houndstone. Given that Greavards are reincarnated on the basis of human affection, it is hypothesized that the ancestor of the aforementioned dog Pokémon, who was likely domesticated around 40,000 years ago by early humans, became magically intertwined with humans too, and was able to achieve a new life stage under select human-induced conditions, and this trait happened early enough in the domestication process to now be seen in multiple domesticated species of Dog Pokémon.

Learnset: Tutoring/TMs					
Ground	Bulldoze	Physical	Normal	Scary Face	Status
Fairy	Charm	Status	Ghost	Shadow Ball	Special
Ghost	Confuse Ray	Status	Normal	Sleep Talk	Status
Dark	Crunch	Physical	Dark	Snarl	Special
Ground	Dig	Physical	Ground	Stomping Tantrum	Physical
Normal	Endure	Status	Normal	Substitute	Status
Normal	Façade	Physical	Fire	Sunny Day	Status
Fire	Fire Fang	Physical	Normal	Take Down	Physical
Normal	Helping Hand	Status	Normal	Tera Blast	???
Ghost	Hex	Special	Dark	Thief	Physical
Ice	Ice Fang	Physical	Electric	Thunder Fang	Physical
Ground	Mud Shot	Special	Psychic	Trick	Status
Ground	Mud-Slap	Special			
Ghost	Night Shade	Special			
Ghost	Phantom Force	Physical			
Fairy	Play Rough	Physical			
Normal	Protect	Status			
Psychic	Psychic Fang	Physical			
Water	Rain Dance	Status			
Psychic	Rest	Status			
Rock	Sandstorm	Status			

## Houndstone (#972)

Sex Ratio: 50/50

### Abilities:

Sand Rush, Fluffy

Houndstone		Ghost	
Learnset: Level Up		Level	Category
Ghost	Last Respects	<i>Evolution</i>	Physical
Normal	Tackle	1	Physical
Normal	Growl	1	Status
Ghost	Lick	3	Physical
Normal	Tail Whip	6	Status
Dark	Bite	6	Physical
Normal	Roar	9	Status
Normal	Headbutt	12	Physical
Ground	Dig	16	Physical
Psychic	Rest	24	Status
Dark	Crunch	28	Physical
Fairy	Play Rough	32	Physical
Normal	Helping Hand	37	Status
Ghost	Phantom Force	41	Physical
Fairy	Charm	46	Status
Normal	Double-Edge	52	Physical

Houndstones average at 6'07 feet (2.0 M) tall and 56 lbs (25.4 kg), with all of that weight coming from the fact that it's mostly just bones, dead skin/fur, and it has a tombstone on its head (called a "protuberance").

Base Stats	
HP	72
Attack	101
Defense	100
Sp. Attack	50
Sp. Defense	97
Speed	68

**Habitat:** Technically, they can be found anywhere that Greavards are found, however they really prefer to spend their time sleeping in graveyards.

**Life Cycles:** Houndstones are the evolved form of Greavards with identical life cycles. They typically have litters of 2-4 puppies each winter, and mated pairs are usually seasonal only.

**Behavior:** Houndstones lose their overzealous natures of the Greavards, choosing instead to quietly spend their time sleeping in graveyards. They are incredibly loyal to their masters and retain their friendliness, they're just not as in-your-face about it. A well-trained Houndstone is a loyal companion for life, who will defend its household, its trainer, and its family to the death if it has to.

In the wild, Houndstones often find themselves the cornerstone of Greavard colonies, but they don't mind. It's good for the Greavards to have older Pokémon to watch out for them and teach them some manners!

**Diet:** Same as Greavards, though Houndstones have much greater innate control over their energy-sapping tendencies and need far less training on this (if they weren't already trained).

**Conservation:** Least concern

**Relationship with Humans:** Houndstones are seen as the pinnacle of loyalty. They do not have the social stigma that Greavards have on danger, and they are commonly associated with elder trainers in media, especially under the common trope of a child's first Pokémon being a dog, then it grows older, evolves, and eventually dies as all Pokémon do, but it was loved so strongly and cared for so well by its trainer, that it reincarnates as a Greavard during the trainer's middle-age years, and the two grow old together as trainer and Houndstone (the trope is called A Trainer's First Houndstone)

Learnset: Tutoring/TMs					
Fighting	Body Press	Physical	Water	Rain Dance	Status
Ground	Bulldoze	Physical	Psychic	Rest	Status
Fairy	Charm	Status	Rock	Sandstorm	Status
Ghost	Confuse Ray	Status	Normal	Scary Face	Status
Dark	Crunch	Physical	Ghost	Shadow Ball	Special
Ground	Dig	Physical	Normal	Sleep Talk	Status
Normal	Endure	Status	Dark	Snarl	Special
Normal	Façade	Physical	Ground	Stomping Tantrum	Physical
Fire	Fire Fang	Physical	Normal	Substitute	Status
Normal	Giga Impact	Physical	Fire	Sunny Day	Status
Normal	Helping Hand	Status	Normal	Take Down	Physical
Ghost	Hex	Special	Normal	Tera Blast	???
Normal	Hyper Beam	Special	Dark	Thief	Physical
Ice	Ice Fang	Physical	Electric	Thunder Fang	Physical
Ground	Mud Shot	Special	Psychic	Trick	Status
Ground	Mud-Slap	Special	Fire	Will-O-Wisp	Status
Ghost	Night Shade	Special			
Ghost	Phantom Force	Physical			
Fairy	Play Rough	Physical			
Normal	Protect	Status			
Psychic	Psychic Fang	Physical			