



Yarisutemesubuta ~ PUMP & DUMP: Yarimon Encyclopedia Supplement  
By Edy78

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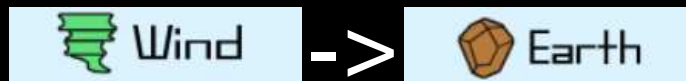
# Type Effectiveness

This “chart” assumes that you did not take the **Pokemon: Pump & Dump Version** drawback and change what types are available.

Fire beats and resists Wind



Wind beats and resists Earth



Earth beats and resists Water



Water beats and resists Fire



Dark beats Light



Light beats Dark



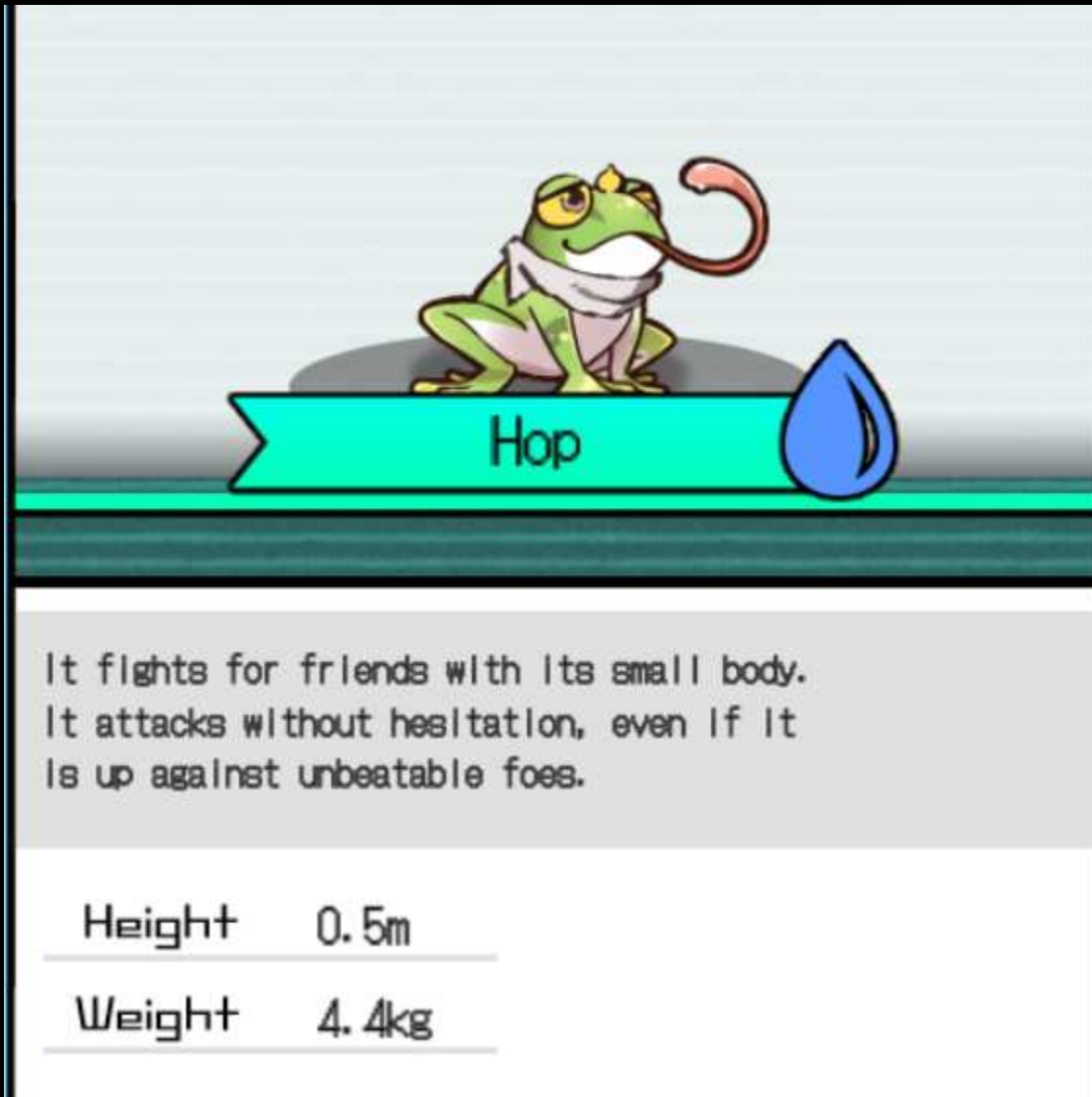
Typeless beats nothing and is resisted by nothing



## Status Effects

- Freeze: Evasion drops by 25% and you take constant damage.
- Burn: Defense drops by 25% and you take constant damage.
- Muddy/Bog: Speed gets cut in half and accuracy drops by 25%.
- Paralysis/Numbness: Unable to act the following turn. This holds true even if you waste a turn using an item.
- Laceration/Cut: Attack decreases by 25% and you take constant damage.
- Curse: Unable to heal and you take constant damage

## No 001 Hop



### Personality:

“Moisture Barrier” -Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

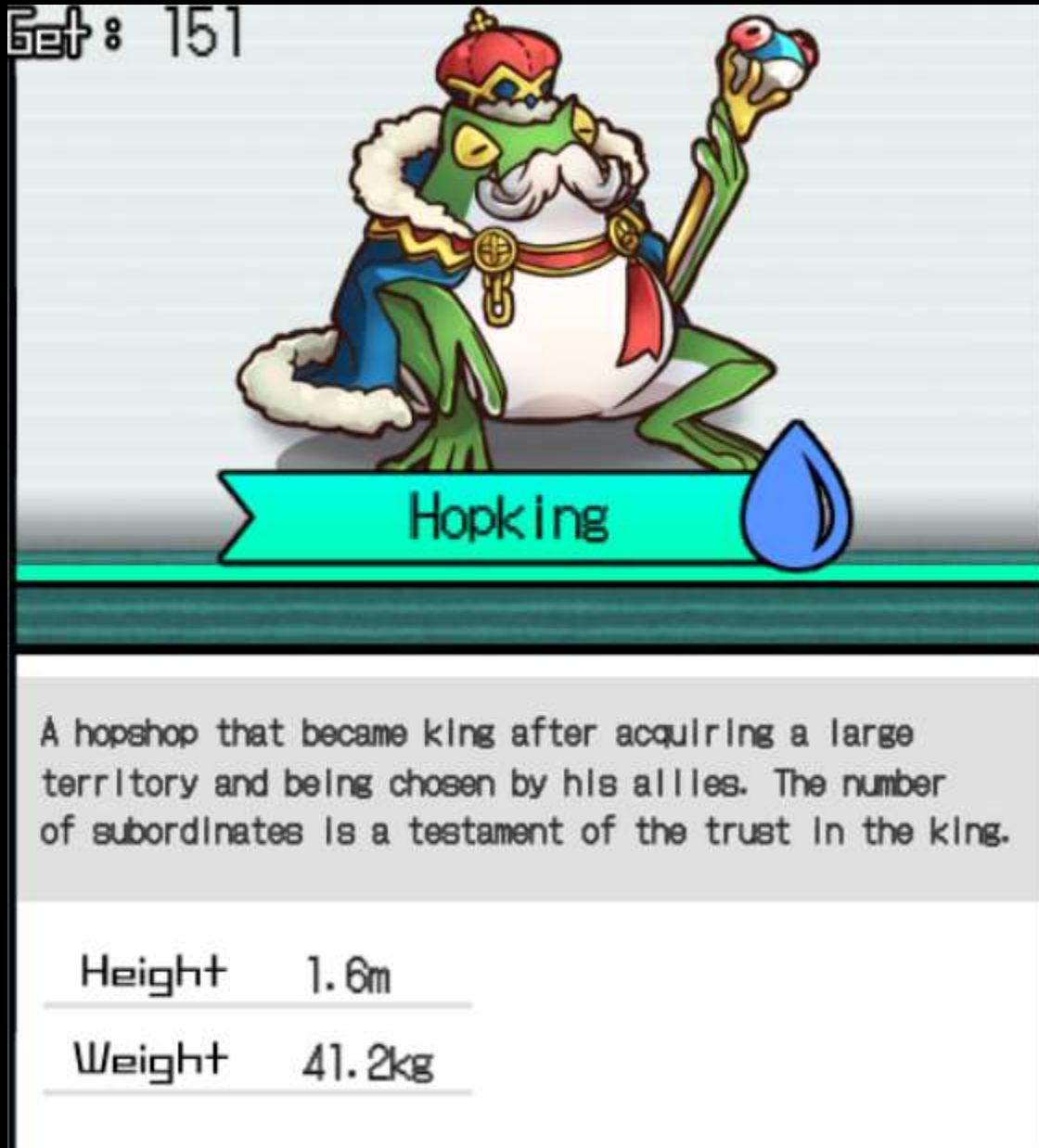
## No 002 Hopshop



### Personality:

“Moisture Barrier” -Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

## No 003 Hopking



### Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

## No 004 Stinkeater



### Personality:

"Roots In The Earth"-Constantly recovers a small amount of health while on/in the ground.

## No 005 Vinevore



### Personality:

“Roots In The Earth” -Constantly recover a small amount of health while on/in the ground.

## No 006 Ripfleshia



A single Ripfleshia resides in and commands an entire flower field. Every flower within has a mouth with razor fangs, and is able to bite even the most distant foes.

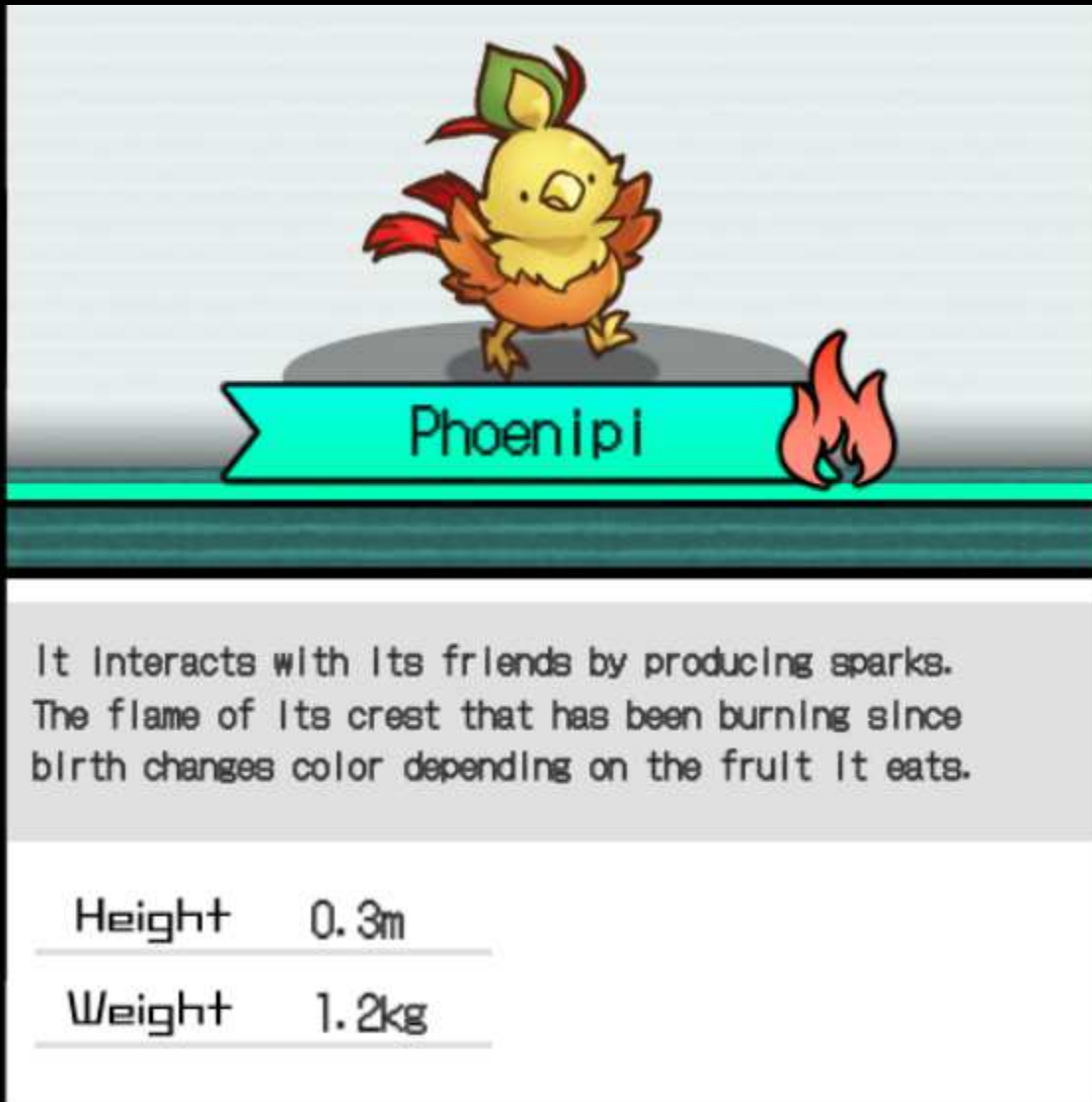
Height 1.9m

Weight 130.8kg

### Personality:

"Roots In The Earth"-Constantly recover a small amount of health while on/in the ground.

## No 007 Phoenipi




### Personality:

“Flame Of Rebirth”-Once per battle revive and heal around 30% of “health”.

## No 008 Phoenigle

und : 151  
Get : 151



Phoenigle

It soars up into the vast sky by using the updraft that is created from it warming the air. The flame it breathes out can reach temperatures of up to 4000 degrees.

Height	1.4m
Weight	8.0kg

### Personality:

"Flame Of Rebirth"-Once per battle revive and heal around 30% of "health".

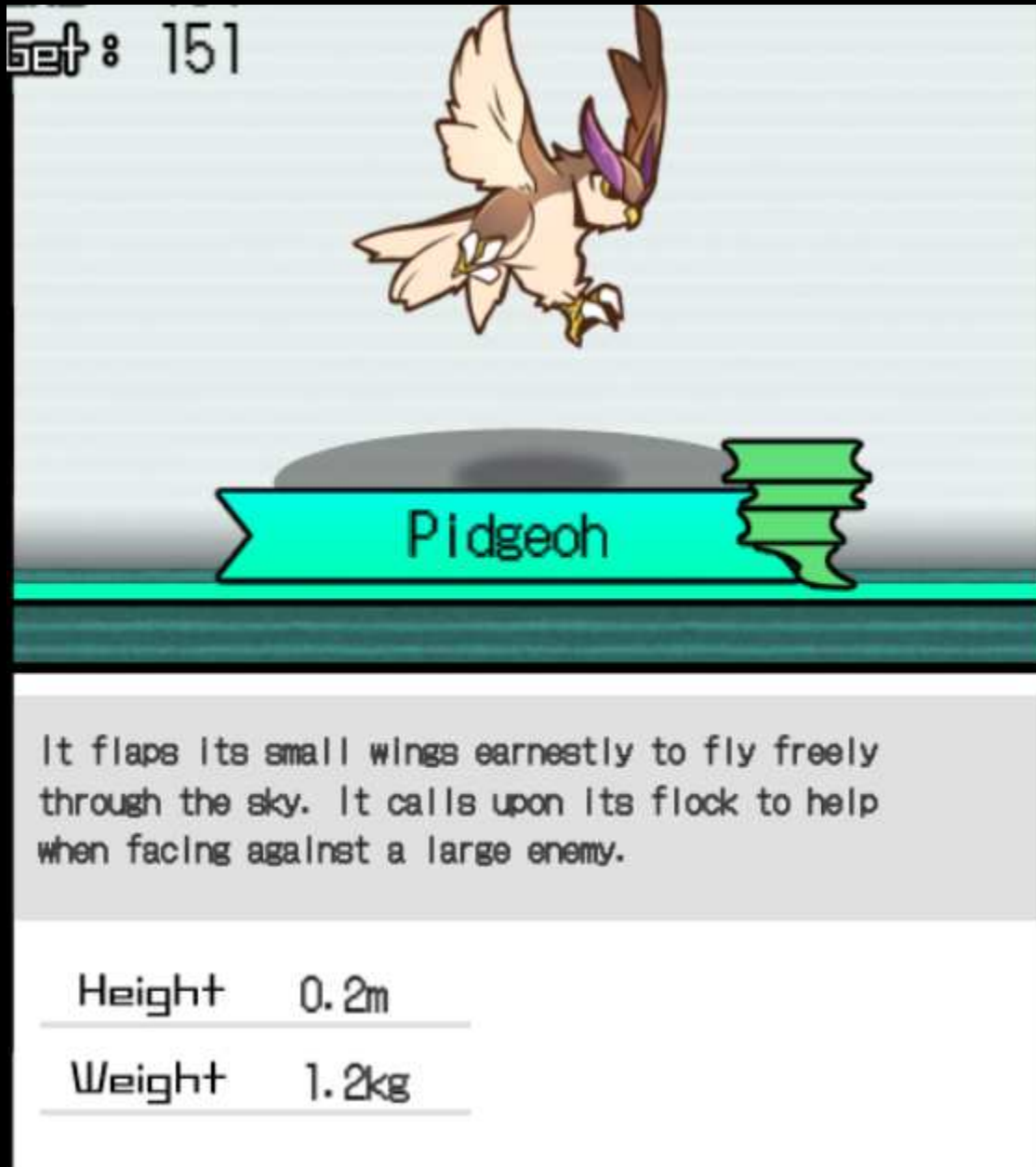
## No 009 Falconix



### Personality:

“Flame Of Rebirth”-Once per battle revive and heal around 30% of “health”.

## No 010 Pidgeoh



### Personality:

"Insightful Eye"-Increase accuracy of all attacks

## No 011 Hawker



### Personality:

“Insightful Eye”-Increase accuracy of all attacks

## No 012 Garudator



The ruler of the skies that reigns over the aether.  
It punishes those that are foolish enough to disturb the  
great sky with tornadoes that are created from its wings.

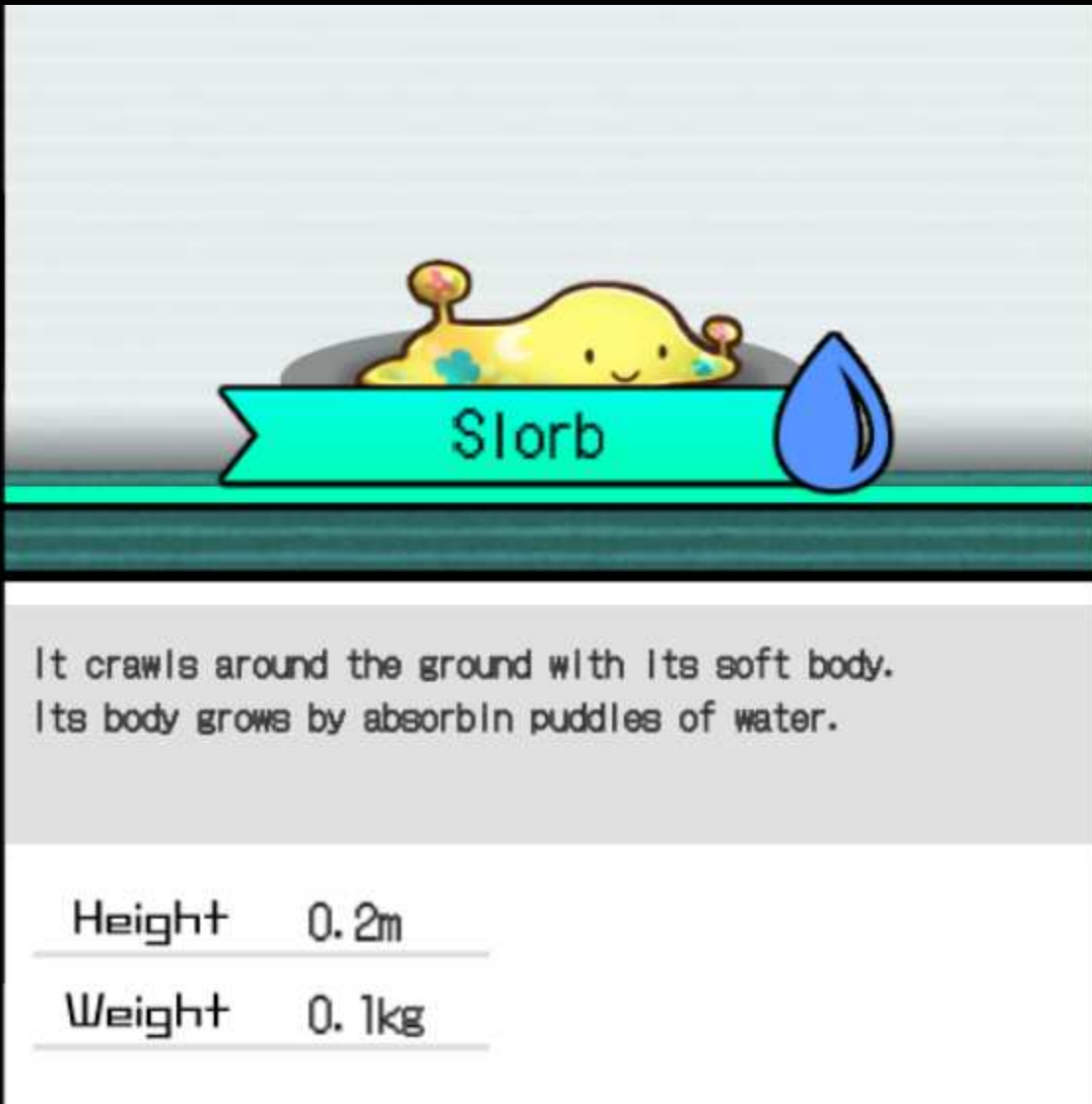
Height 2.4m

Weight 82.4kg

### Personality:

“Insightful Eye”-Increase accuracy of all attacks

## No 013 Slorb



### Personality:

“Soft Body” -Prevents all negative status effects

## No 014 Snaildome



### Personality:

“Soft Body” -Prevents all negative status effects

## No 015 Squirretric



### Personality:

“Electrified Body”-Occasionally inflicts Paralysis when making contact with opponents.

## No 016 Squirretrical



### Personality:

“Electrified Body” -Occasionally inflicts Paralysis when making contact with opponents.

## No 017 Squirrender



It strengthens its defense by covering its long tail with high voltage. It then approaches the enemy and fully discharges the electricity for a devastating attack.

Height 1.6m

Weight 45kg

### Personality:

“Electrified Body” -Occasionally inflicts Paralysis when making contact with opponents.

## No 018 Jiggon



### Personality:

“Graceful Movement”-Prevents any and all stat debuffs

## No 019 Dramba



It offers prayers by dancing to the heavens.  
It appears in drought-ridden places, and dances  
for rain to avert the crises that befell the land.

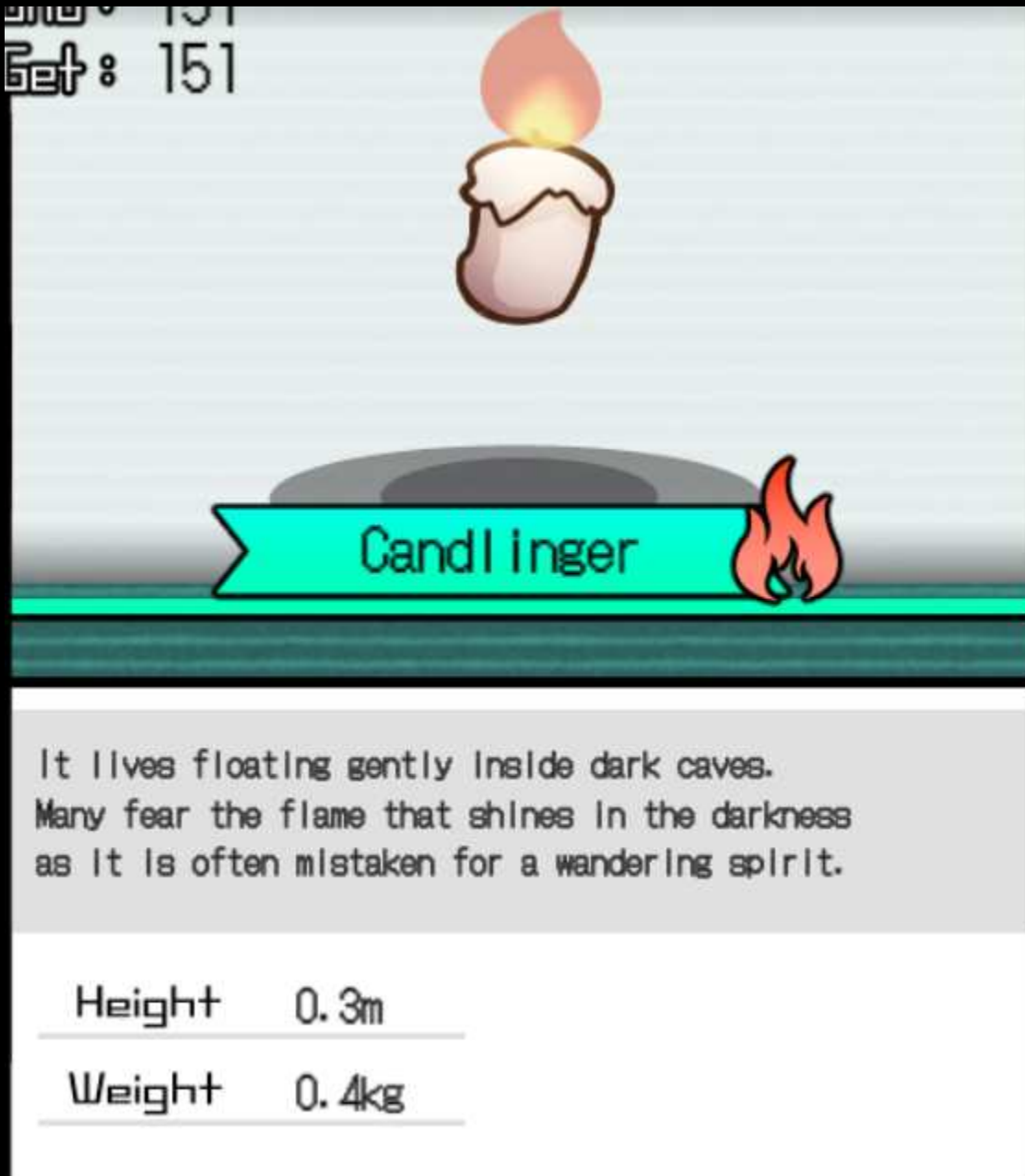
Height 6.4m

Weight 128.0kg

### Personality:

“Graceful Movement”-Prevents any and all stat debuffs

## No 020 Candleringer



### Personality:

"Fire Transfer"-Will occasionally inflict the burn status when making contact with enemies.

## No 021 Candoll



### Personality:

“Fire Transfer” -Will occasionally inflict the burn status when making contact with enemies.

## No 022 Cosmoshard



### Personality:

“Black Hole”-Any and all stat changes will be reset after a short amount of time.

## No 023 Cosmosis



### Personality:

"Black Hole"-Any and all stat changes will be reset after a short amount of time.

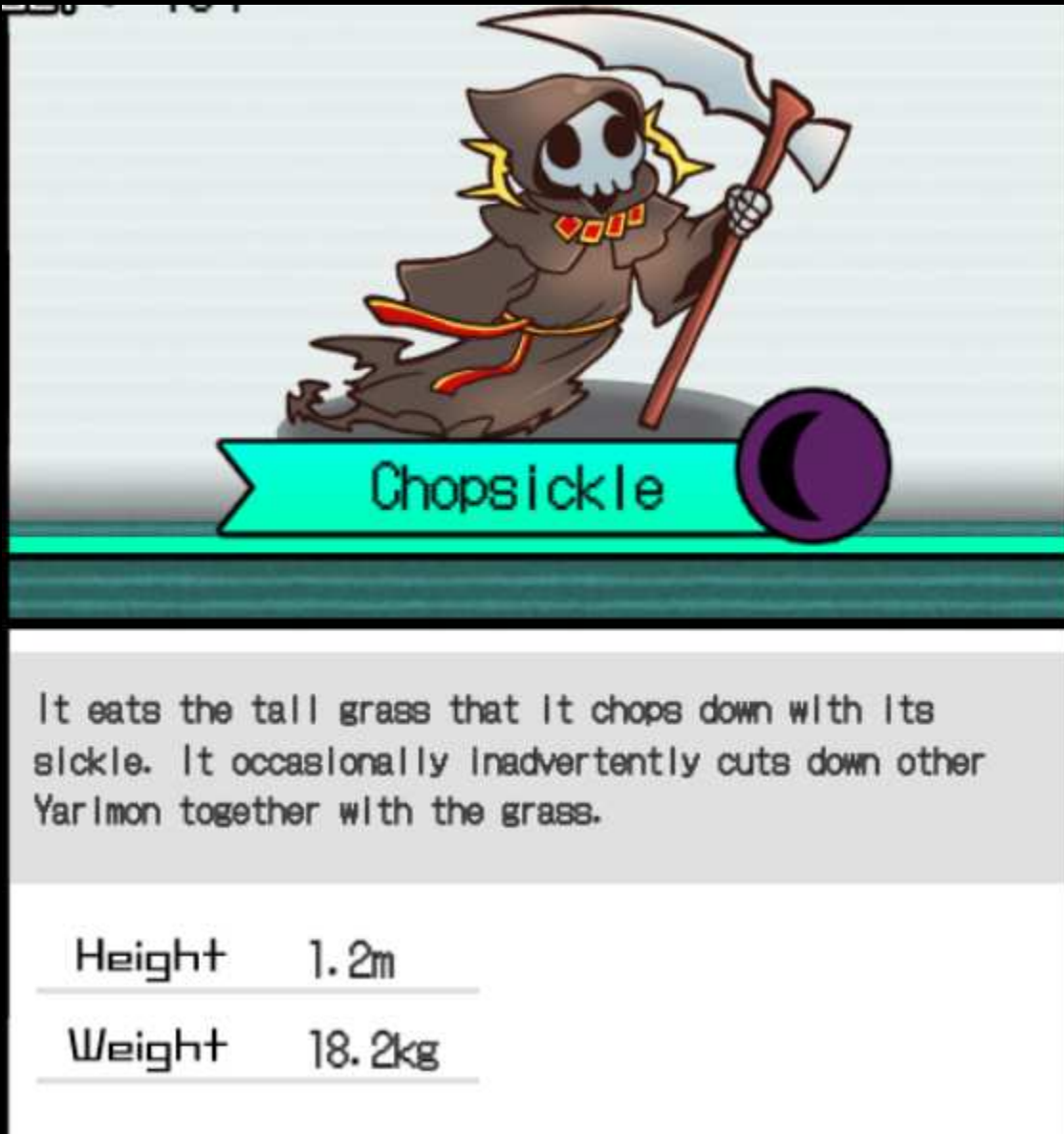
## No 024 Darurira



### Personality:

“Internal Combustion Engine”-Using fire moves will reduce the “cooldown” of other fire moves, but any fire moves used won’t be able to set things on fire.

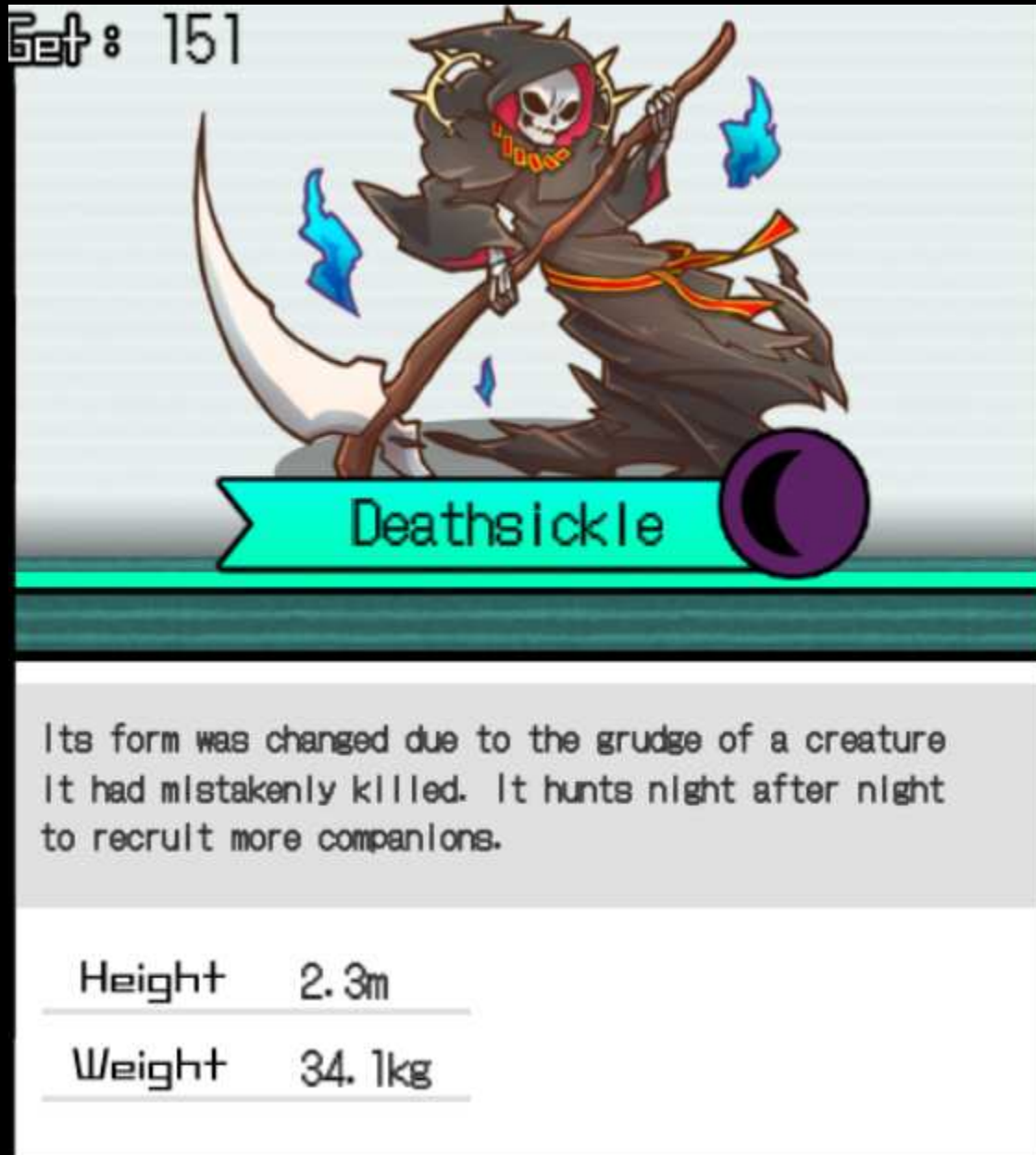
## No 025 Chopsickle



### Personality:

“Evil Eye” -Deals 1.5 times damage to those who have some kind of negative status effect.

## No 026 Deathsickle



### Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

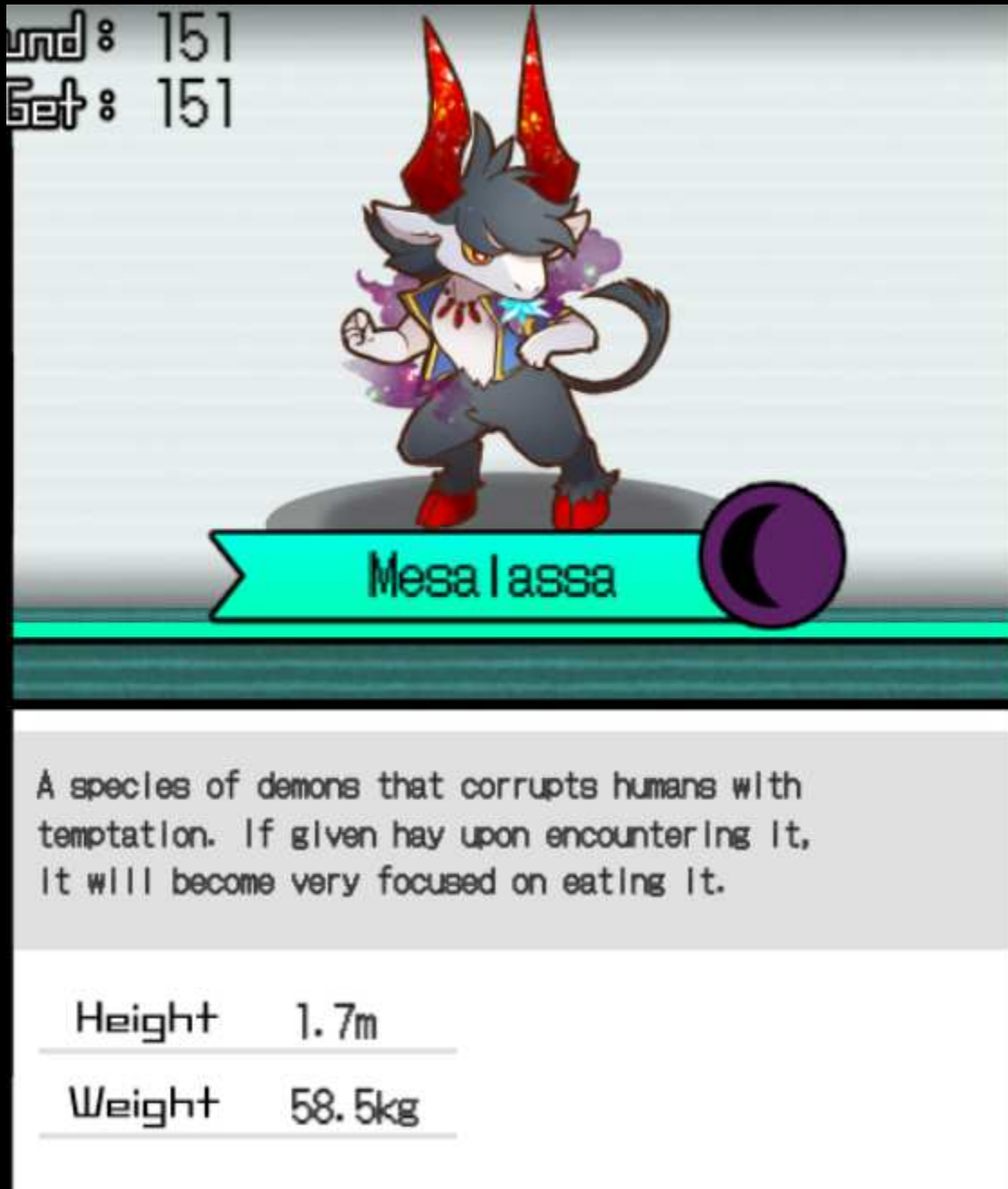
## No 027 Messa



### Personality:

"Demon's Secret Art"-Will occasionally inflict the Curse status when being hit by enemies.

## No 028 Mesalassa



### Personality:

“Demon’s Secret Art” -Will occasionally inflict the Curse status when being hit by enemies.

## No 029 Goley



### Personality:

"Patchwork" - Defensive stats will never be lowered

## No 030 Plantory



Its body, made from gathered metals, is like a factory that nurtures plants. Whenever it finds good soil, it plants a bulb.

Height 2.5m

Weight 128.4kg

### Personality:

“Internal Combustion Engine”-Using fire moves will reduce the “cooldown” of other fire moves, but any fire moves used won’t be able to set things on fire.

## No 031 Salasaur



The ore it eats sometimes pops out of its body, forming beautiful white crystals. It is heat-resistant and is fine even in lava.

Height 1.8m

Weight 88.1kg

### Personality:

“Sturdy Shell” -Reduces damage from “super effective” attacks.

## No 032 Saurmander



The fire guardian that protects the volcano. It will lay its life to fend off those foolish enough to disturb the volcano by spewing lava at them.

Height 3.8m

Weight 122.1kg

### Personality:

“Sturdy Shell”-Reduces damage from “super effective” attacks.

## No 033 Emball



### Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

## No 034 Inferniball



### Personality:

"Element"-Absorbs and heals from attacks that share its "typing".

## No 035 Beautifish



### Personality:

“Graceful Movement”-Prevents any and all stat debuffs

## No 036 Sealebrity



It dances gracefully underwater. Legends say that it was once the model for the princess that appeared in the fairy tales of the underwater kingdom.

Height 1.2m

Weight 12.5kg

### Personality:

“Graceful Movement”-Prevents any and all stat debuffs

## No 037 Lizardian



### Personality:

“Earth’s Protection” -Will occasionally inflict the Muddy status when being hit by enemies.

## No 038 Kazuraon



It burrows underground and lays still.  
It lives by extending its long tongue and drinking the nectar of the flowers nearby.

Height 2.7m

Weight 310.0kg

### Personality:

“Earth’s Protection” -Will occasionally inflict the Muddy status when being hit by enemies.

## No 039 Ghosty



### Personality:

“Astral Body”-Resistant to “Typless” or pure physical attacks and immune to curses.

## No 040 Kingeist



### Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

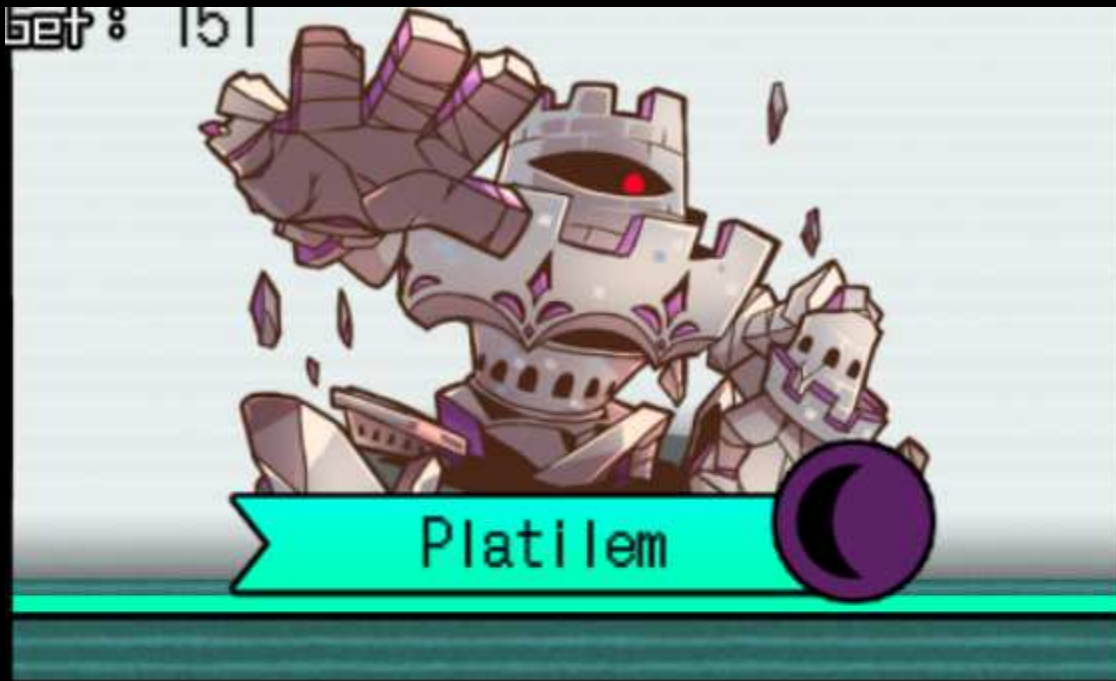
## No 041 Silverock



### Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

## No 042 Platilem



The Yarimon that was used to protect the castles of ancient times. However, it is said that there were neverending battles for its platinum-made body.

Height 2.0m

Weight 882.9kg

### Personality:

“Metal Armor” - Isn't affected by any secondary/status effects from attacks.

## No 043 Bronzerock



Its easily rustable body ends up quickly changing into a blue-greenish color. Its youthfulness is tied to how shiny its bronze coloring is.

Height 1.0m

Weight 89.6kg

### Personality:

"Metal Armor" - Isn't affected by any secondary/status effects from attacks.

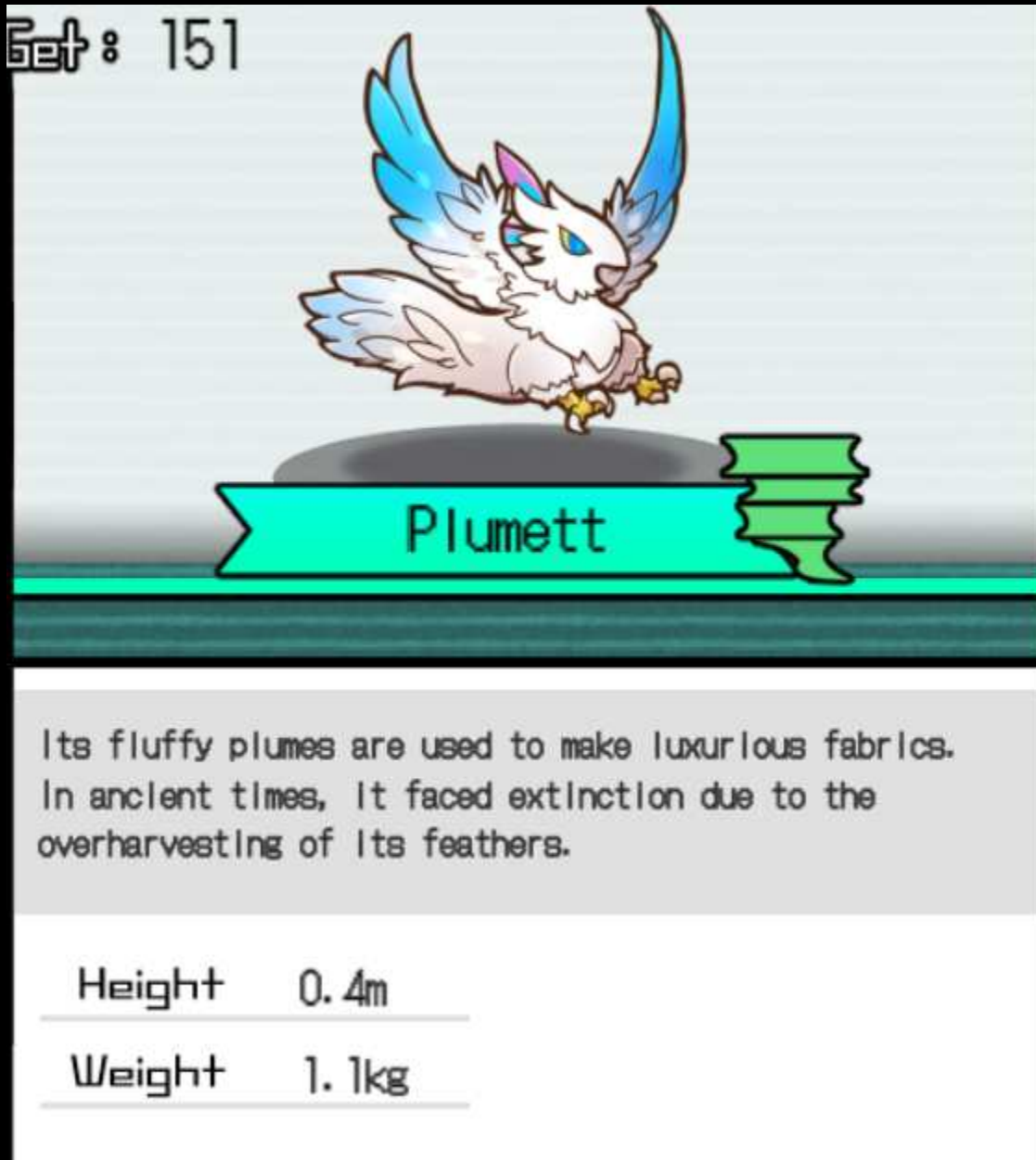
## No 044 Goldiem



### Personality:

"Metal Armor" - Isn't affected by any secondary/status effects from attacks.

## No 045 Plumett



### Personality:

"Soft Body" -Prevents all negative status effects

## No 046 Fluffiose



It was once said to be a sky deity because of its divine appearance. It flies through the sky, blending in with the clouds. Many believe that seeing it brings good luck.

Height 1.3m

Weight 28.1kg

### Personality:

"Soft Body" -Prevents all negative status effects

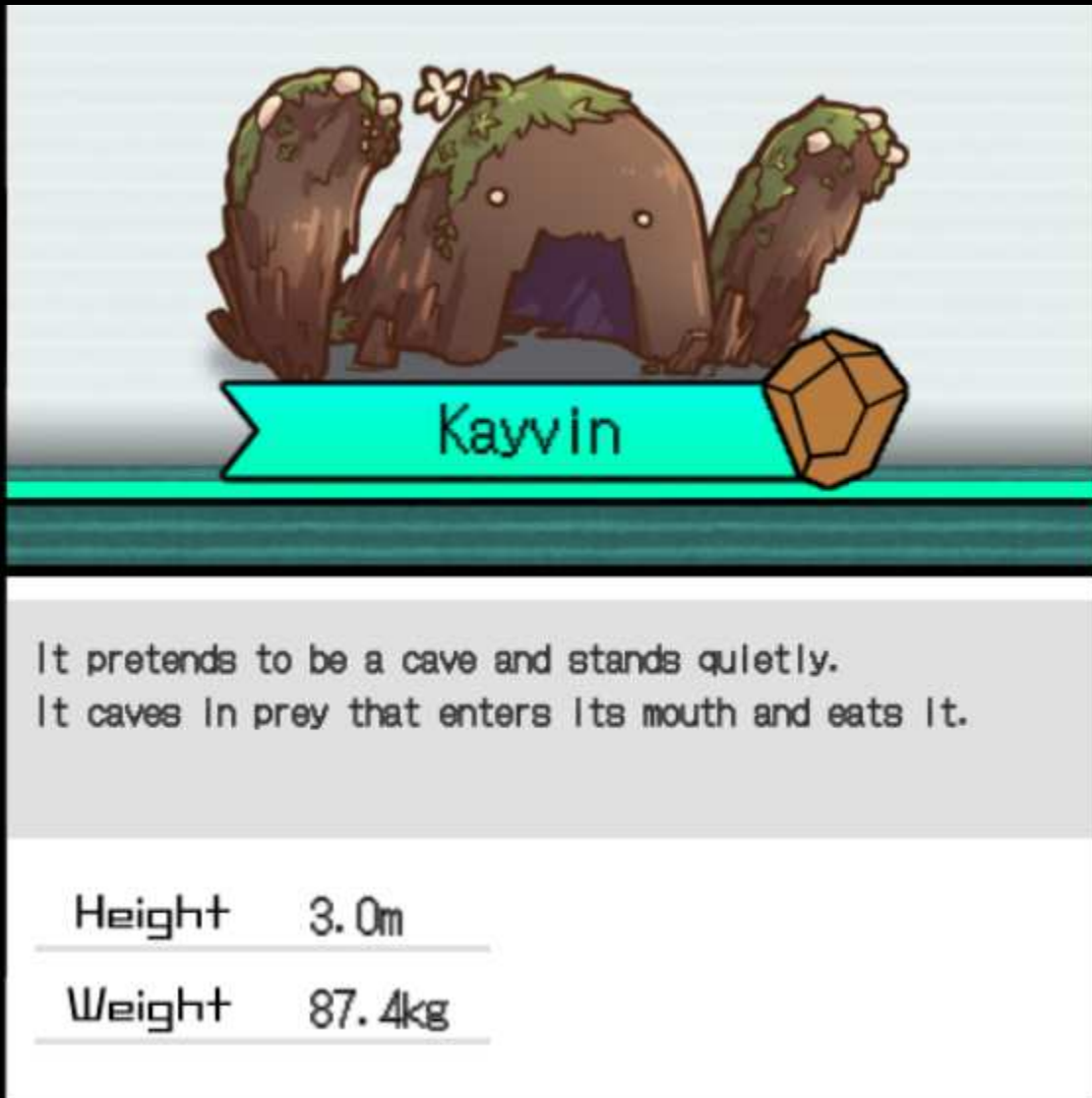
## No 047 Klaydirt



### Personality:

“Earth’s Protection” -Will occasionally inflict the Muddy status when being hit by enemies.

## No 048 Kayvin



### Personality:

“Earth’s Protection”-Will occasionally inflict the Muddy status when being hit by enemies.

## No 049 Guarddog ♂



### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 050 Foxyon



### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 051 Patriolf



The red cloud around its neck is a mass of spiritual power. It is believed that the country of its residency faces a crisis it will save the country with its mysterious powers.

Height 2.0m

Weight 168.5kg

### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 052 Guarddog ♀



### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 053 Foxyan



### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 054 Matriolf



Whenever a new country is born, a Matriolf appears before it. After the country develops and becomes big, it will depart on another journey to a new country.

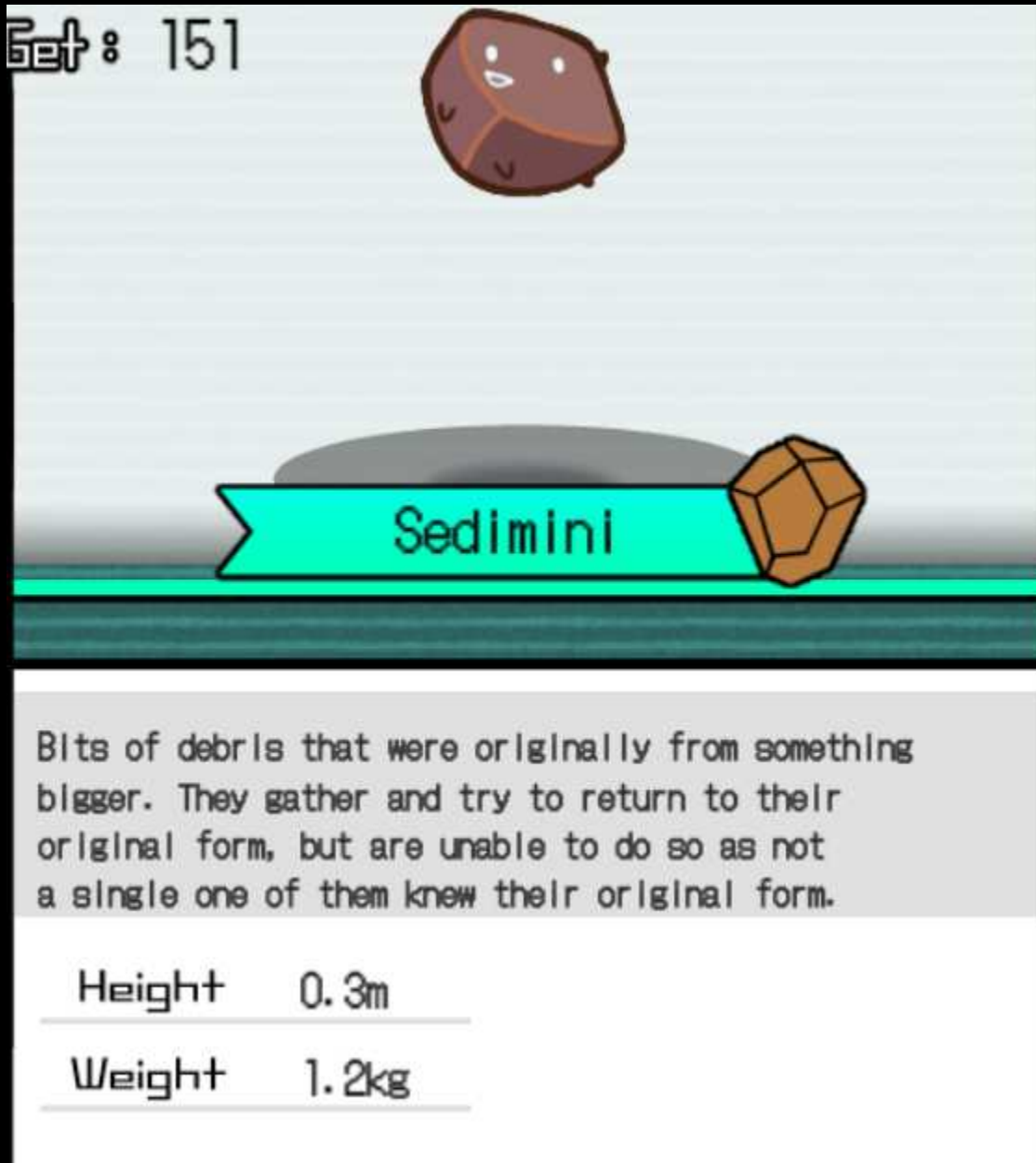
Height 2.0m

Weight 168.5kg

### Personality:

"Divine Power"-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 055 Sedimini



### Personality:

"Metal Armor" - Isn't affected by any secondary/status effects from attacks.

## No 056 Colrokksus



The original form of ædminis after assembling properly. Its sturdy body can withstand any attack.

Height 1.6m

Weight 88.4kg

### Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

## No 057 Cawkaw



At night, they gather in one place and collect food from piles of garbage. They are timid and flee at the slightest noise.

Height 0.5m

Weight 2.0kg

### Personality:

"Prism Wall"-Reflects any secondary/status effects back onto attackers.

## No 058 Caurora



The auroras floating in the night sky are a gathering of flying Caurora. The light illuminating the cold sky captivates those who see it.

Height 1.0m

Weight 29.4kg

### Personality:

“Prism Wall” -Reflects any secondary/status effects back onto attackers.

## No 059 Bunee



### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 060 Howlabout



It is strong when in the wild, but when captured, it becomes a pushover due to its defeatism. If paired with a truly strong trainer, it can exhibit insurmountable power.

Height 1.4m

Weight 57.1kg

### Personality:

"Evil Eye"-Deals 1.5 times damage to those who have some kind of negative status effect.

## No 061 Sporly



It travels around the world with its tiny body. New ones are born from the spores it scatters while walking around.

Height 0.2m

Weight 0.9kg

### Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 062 Haniiru



### Personality:

“Natural Power”-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 063 Cockahissadoo



### Personality:

“Insightful Eye”-Increase accuracy of all attacks

## No 064 Chickenslither



The body of the snake and bird are one and the same. They can fend off enemies from both sides simultaneously by facing their backs to each other.

Height 1.6m

Weight 44.5kg

### Personality:

"Insightful Eye"-Increase accuracy of all attacks

## No 065 Oranganger



### Personality:

“Juice Splash” -Upon entering a battle lowers the opponent's speed.

## No 066 Toriron



### Personality:

“Juice Splash”-Upon entering a battle lowers the opponent’s speed.

## No 067 Shadial



### Personality:

"Black Hole"-Any and all stat changes will be reset after a short amount of time.

## No 068 Kurotorofu



### Personality:

“Black Hole”-Any and all stat changes will be reset after a short amount of time.

## No 069 Mootaurus



### Personality:

"Brute Force" - Increases the attack power of moves against enemies that resist them.

## No 070 Minotauron



### Personality:

“Brute Force” -Increases the attack power of moves against enemies that resist them.

## No 071 Solobl



### Personality:

"Divine Power"-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 072 Mystifox



### Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

## No 073 Cysa



It communicates with its companions through the waves emitting from the horns on its head. It stands up to even large foes by working together with its allies.

Height 0.3m

Weight 1.0kg

### Personality:

“Brute Force” -Increases the attack power of moves against enemies that resist them.

## No 074 Clops



### Personality:

“Brute Force” -Increases the attack power of moves against enemies that resist them.

## No 075 Panteeny



### Personality:

“Cunning” -Steal any stat buffs the opponent uses.

## No 076 Pandit

Set: 151



Pandit

They snatch food from other YarImon and make it their own. They are feared and called the Mountain Outlaws.

Height	2.1m
Weight	89.2kg

### Personality:

“Cunning” -Steal any stat buffs the opponent uses.

## No 077 Laffy



A ghost that possesses dolls, and moves it in weird ways to make humans laugh. If the person doesn't laugh, it will give up and disappear.

Height 0.8m

Weight 2.5kg

### Personality:

"One-Shot Gag"-When first entering a battle lower the opponent's attack stats.

## No 078 Tickly



It brings out laughter with its funny movements. It casts a spell on those that do not laugh, and tickles them all over to force them to laugh.

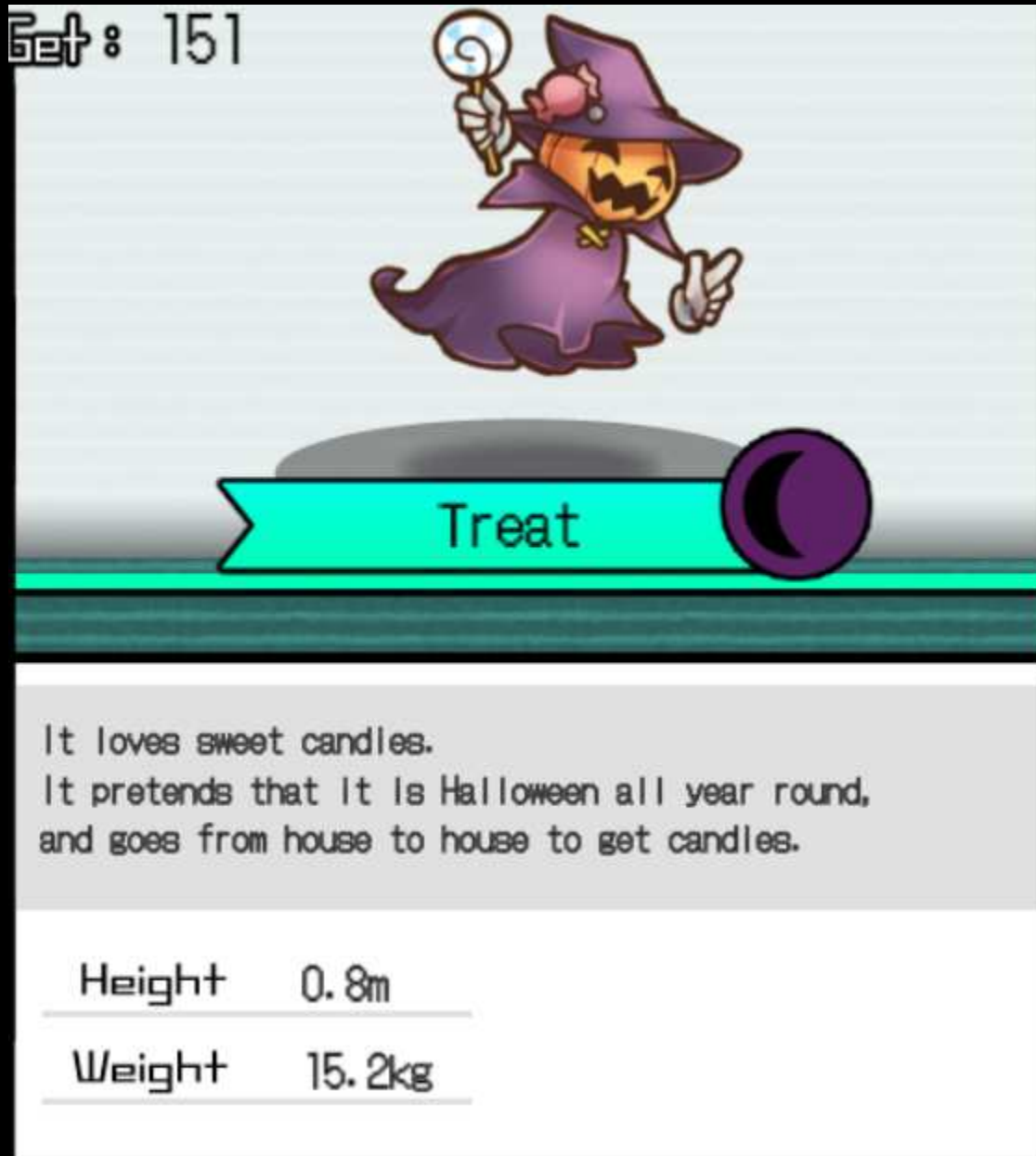
Height 1.6m

Weight 31.5kg

### Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

## No 079 Treat



### Personality:

“Terror Face”-When first entering a battle lower the opponents defense stats.

## No 080 Trickor



### Personality:

"Terror Face"-When first entering a battle lower the opponents defense stats.

## No 081 Flowapuff



### Personality:

“Natural Power”-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 082 Floruet



Every time a flower blooms on its body, it replants it at the tip of its tail to make a bouquet. In some regions, it is considered a symbol of marriage.

Height 1.9m

Weight 67.2kg

### Personality:

“Natural Power”-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 083 Gardenia



It appears wherever conflicts arise, creating a peaceful atmosphere with colorful flowers and sweet scents.

Height 3.4m

Weight 137.8kg

### Personality:

“Natural Power”-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 084 Whisker



Wrapping clouds on the end of its ears, it flies through the sky by riding on the wind. When in a bad mood, it will take stormy clouds and unleash terrible weather onto the area.

Height 0.4m

Weight 1.2kg

### Personality:

"Whimsical Wind"-Upon entering a battle randomly decrease one stat of the enemy while randomly boosting one stat of your own.

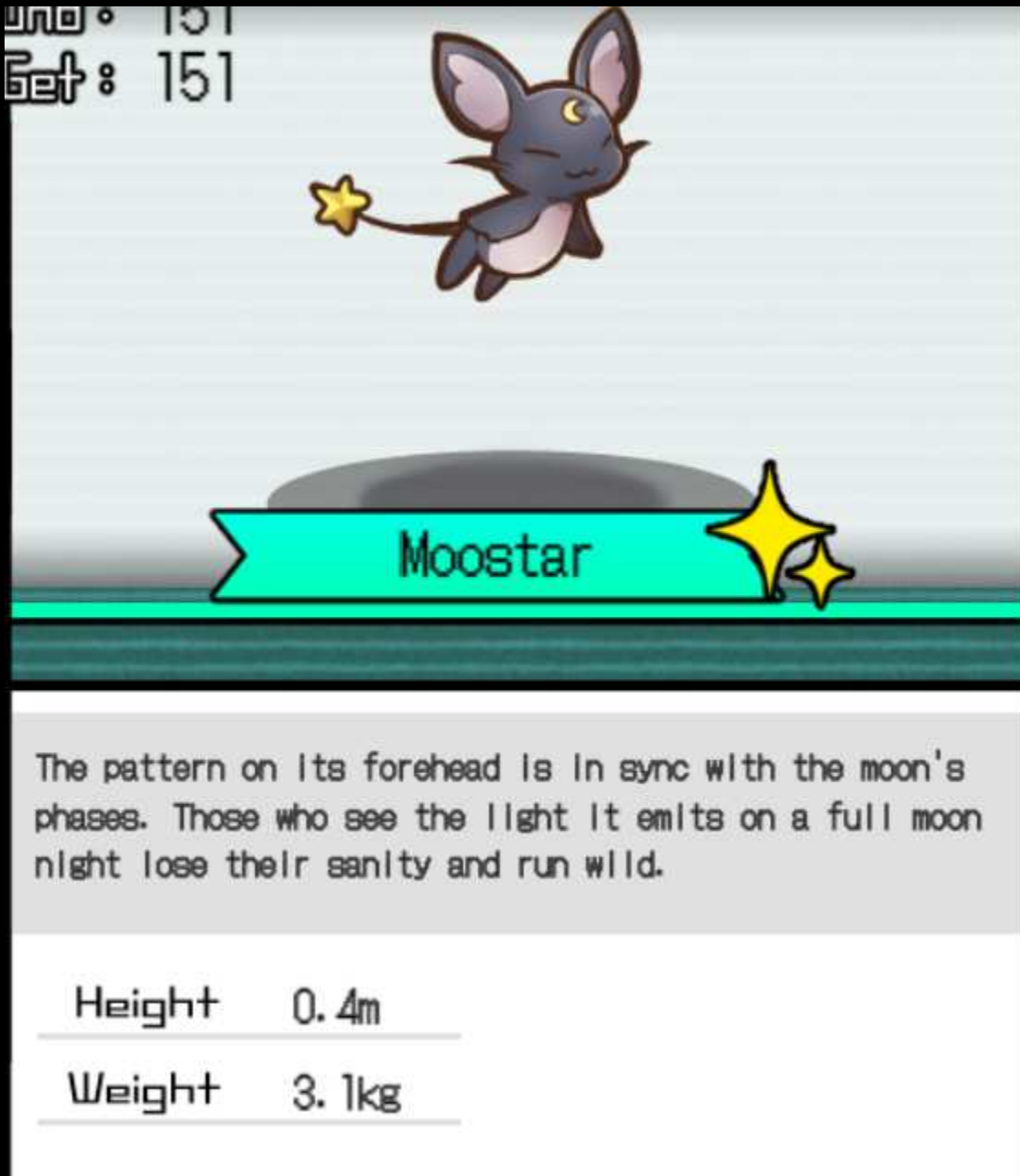
## No 085 Soliche



### Personality:

"Solar Radiation"-Upon entering a battle inflict the burn status on enemies.

## No 086 Moostar



The pattern on its forehead is in sync with the moon's phases. Those who see the light it emits on a full moon night lose their sanity and run wild.

Height 0.4m

Weight 3.1kg

### Personality:

"Beguiling Light"-Deal significant damage to enemies upon dodging their attacks.

## No 087 Bobil



### Personality:

“Fire Transfer” -Will occasionally inflict the burn status when being hit by enemies.

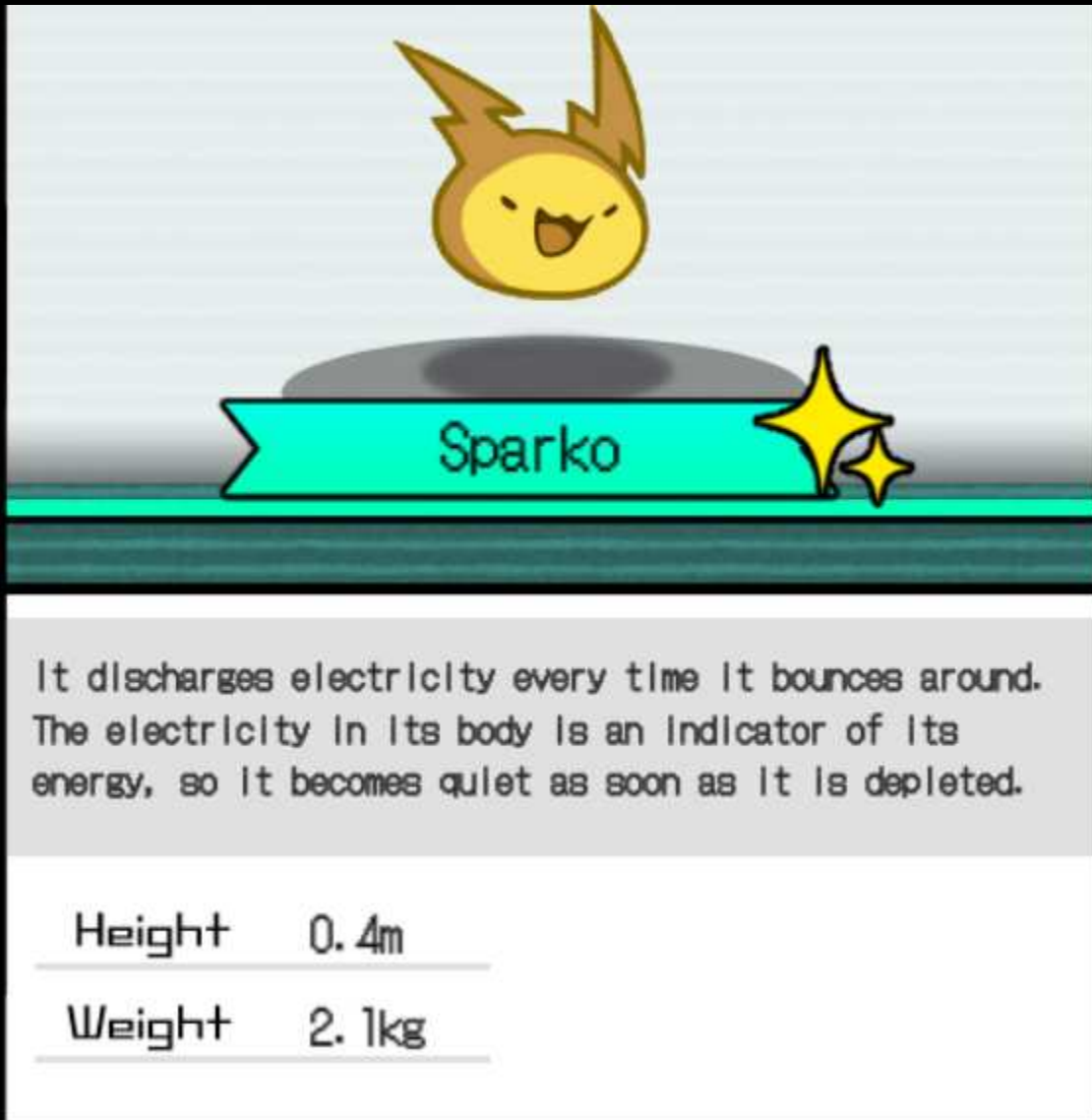
## No 088 Flamsala



### Personality:

“Fire Transfer” -Will occasionally inflict the burn status when being hit by enemies.

## No 089 Sparko



### Personality:

“Electrified Body” -Occasionally inflicts Paralysis when being hit by enemies.

## No 090 Sparkitus



Its sharp tail is a high-performance lightning rod. It goes out on stormy days, and charges its energy by getting struck by lightning.

Height 1.9m

Weight 78.1kg

### Personality:

“Electrified Body”-Occasionally inflicts Paralysis when being hit by enemies.

## No 091 Dreameow



### Personality:

“Evil Eye” - Deals 1.5 times damage to those who have some kind of negative status effect.

## No 092 Lufeline



### Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

## No 093 Nightmeow



It wanders from dream to dream, increasing the number of nightmares. It takes delight in the sounds of troubled sleepers.

Height 1.8m

Weight 88.2kg

### Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

## No 094 Lilmalice



### Personality:

"Demon's Secret Art"-Will occasionally inflict the Curse status when being hit by enemies.

## No 095 Malign



It has the power to amplify dark emotions.  
However, the amplified feelings are consumed by the  
Maligns that have gathered, so problems rarely arise.

Height 1.6m

Weight 66.6kg

### Personality:

"Demon's Secret Art"-Will occasionally inflict the Curse status when being hit by enemies.

## No 096 Klamklam



### Personality:

"Sturdy Shell" - Reduces damage from "super effective" attacks.

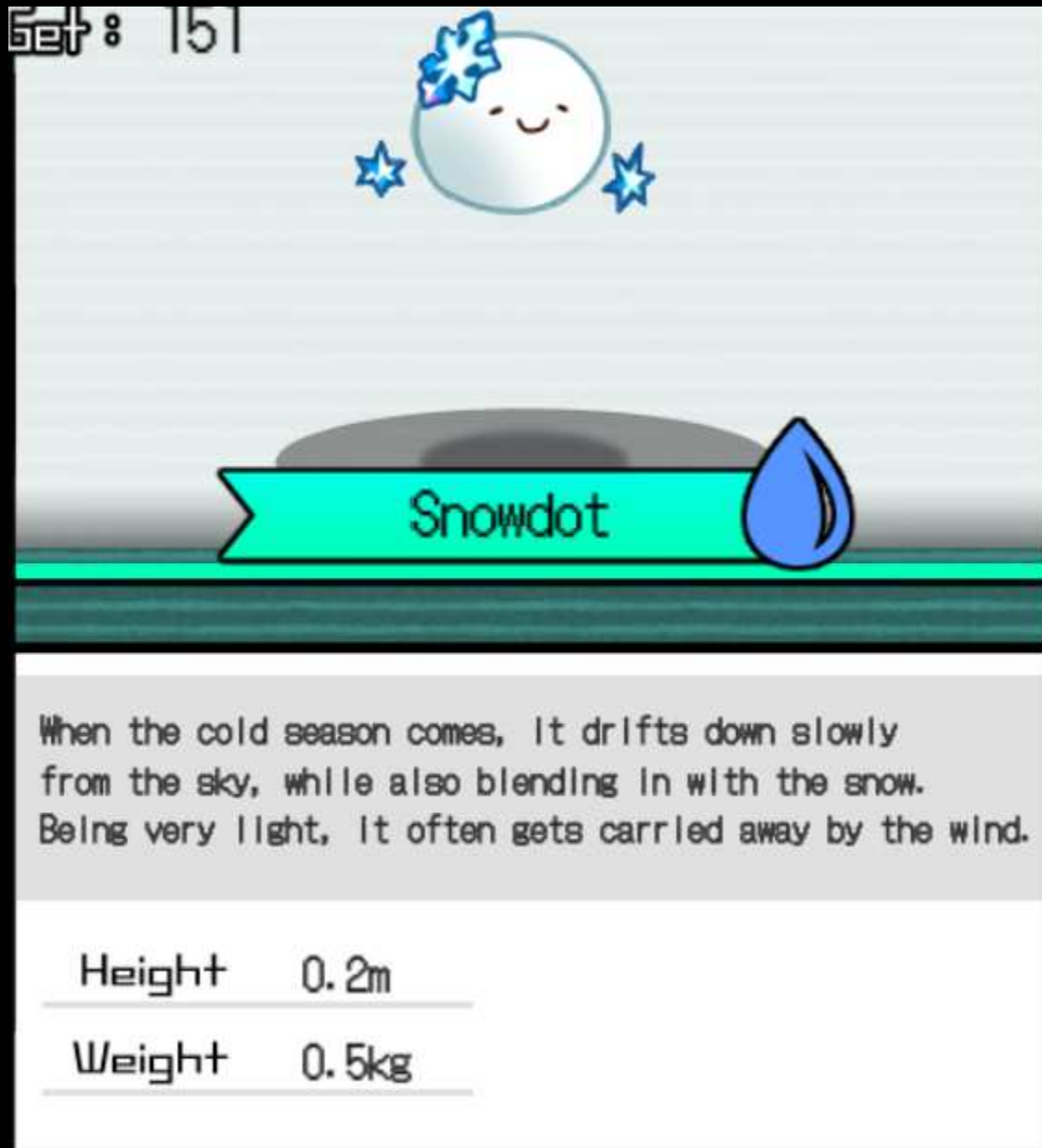
## No 097 Klamsafe



### Personality:

“Sturdy Shell” -Reduces damage from “super effective” attacks.

## No 098 Snowdot



### Personality:

"Ice Aura"-Will occasionally inflict the Freeze status when being hit by enemies.

## No 099 Snowent



### Personality:

"Ice Aura"-Will occasionally inflict the Freeze status when being hit by enemies.

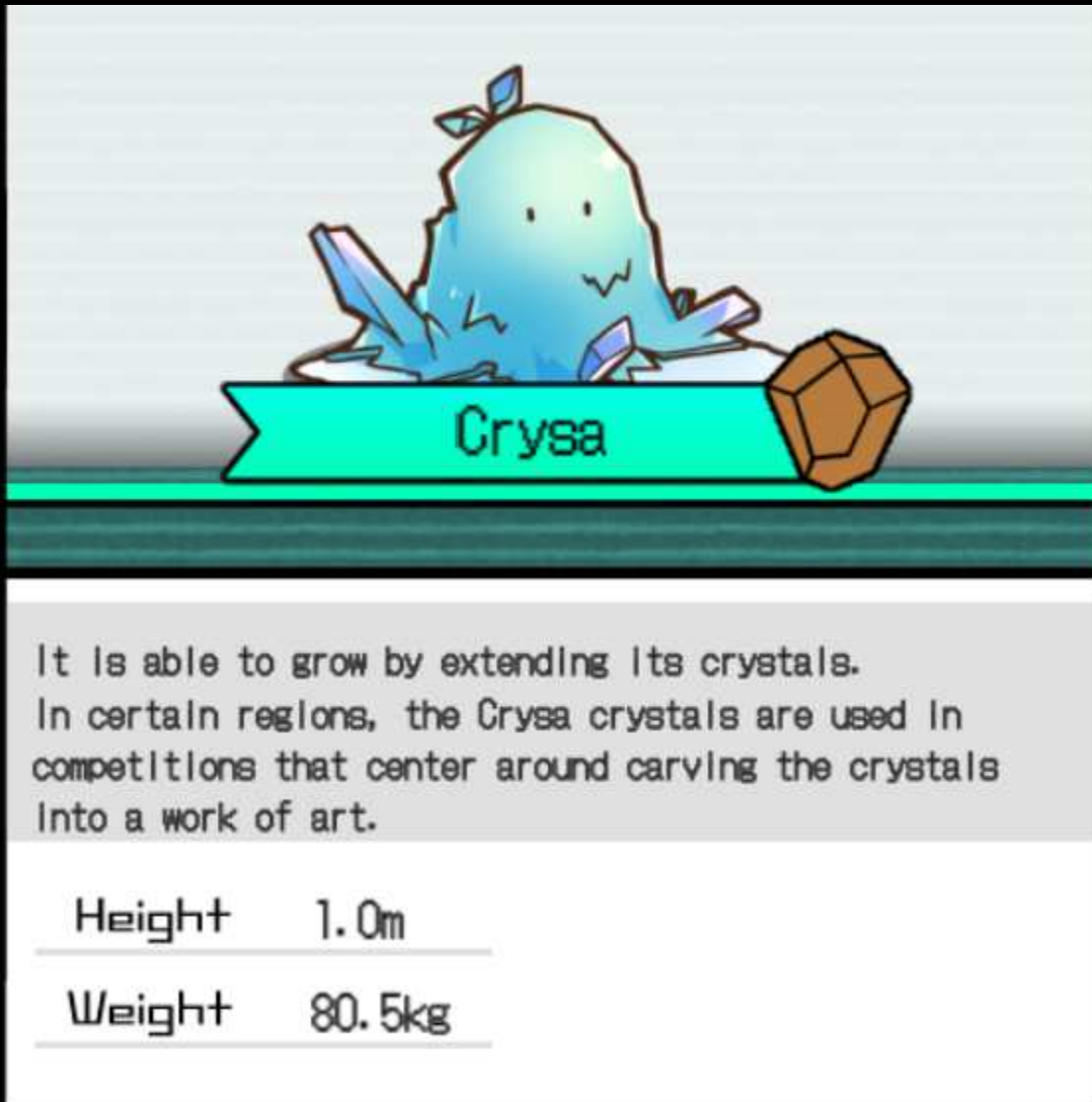
## No 100 Snowspruce



### Personality:

"Ice Aura"-Will occasionally inflict the Freeze status when being hit by enemies.

## No 101 Crysa



### Personality:

“Prism Wall” -Reflects any secondary/status effects back onto attackers.

## No 102 Crystalon



It makes an unpleasant noise by rubbing its crystal body. The fragments that fall off when it makes the sound is used as material for durable glass.

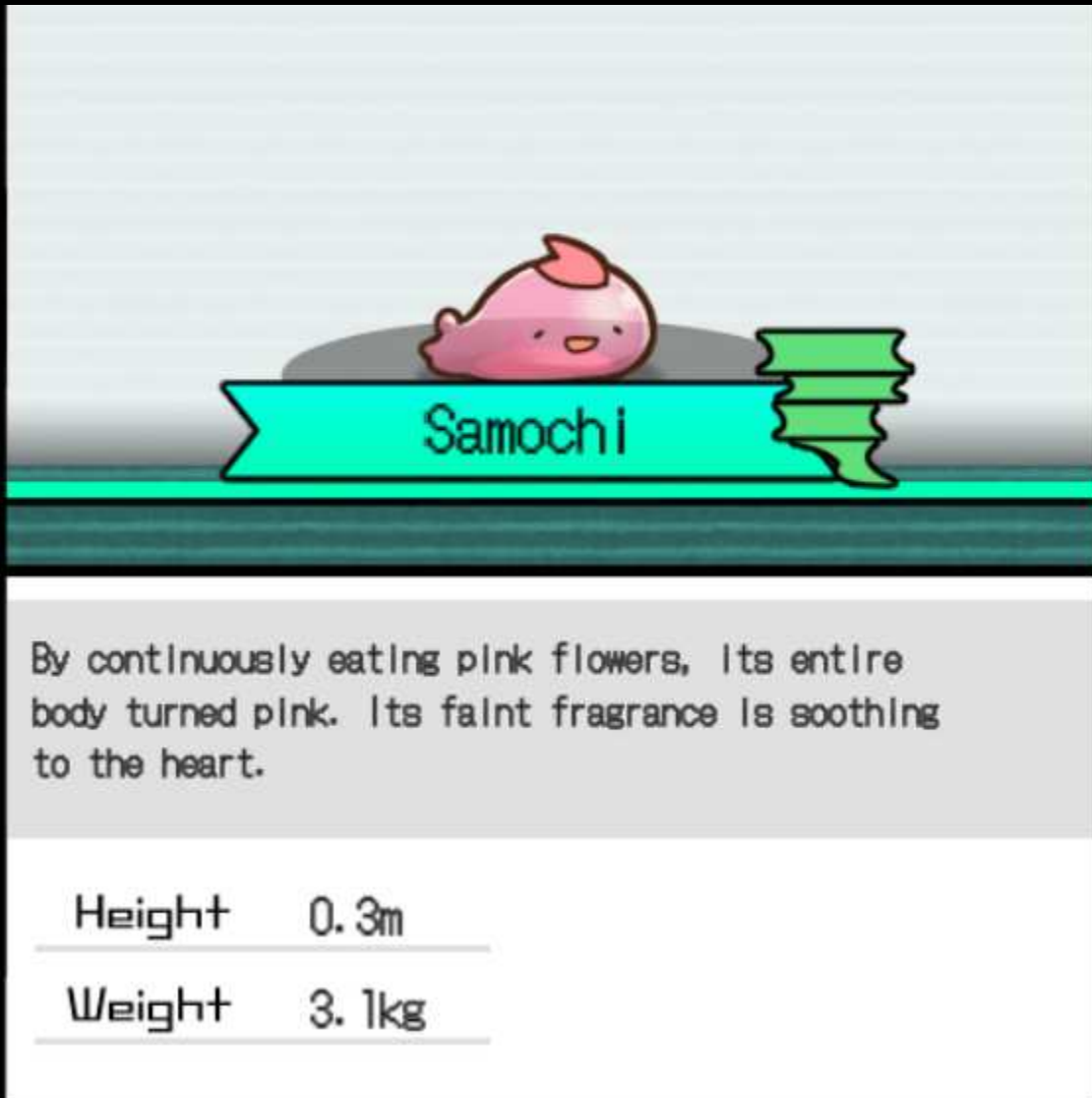
Height 5.1m

Weight 760.3kg

### Personality:

“Prism Wall” - Reflects any secondary/status effects back onto attackers.

## No 103 Samochi



### Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

## No 104 Samoshiwa



The leaves it wears are its best fashion statement. It competes with its peers over the beauty of its leaves, but it always ends with no clear winner.

Height 0.6m

Weight 13.1kg

### Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

## No 105 Sakimaiko



It makes flowers bloom / Dances a mysterious dance /  
Like a road, it continues / A thin and long flower  
field is / The evidence above all / Is the path the  
Sakimaiko has taken.

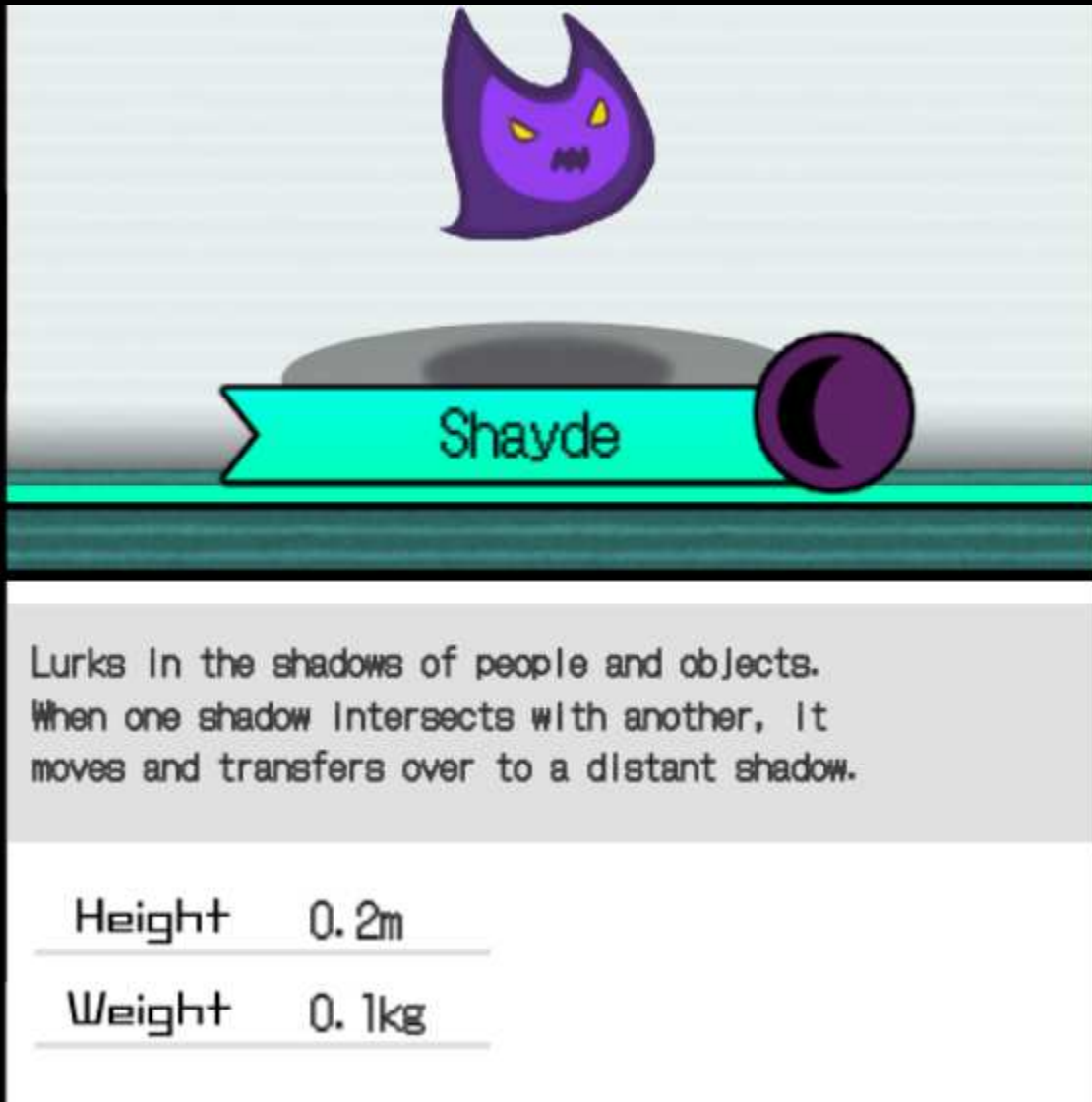
Height 1.0m

Weight 22.2kg

### Personality:

"One-Shot Gag"-When first entering a battle lower the opponent's attack stats.

## No 106 Shayde



### Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

## No 107 Ghast



### Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

## No 108 Rootly



### Personality:

“Roots In The Earth”-Constantly recovers a small amount of health while on/in the ground.

## No 109 Woody



It strikes down Yarlmon that disturb the forest with its thick branches that grow in between its leaves. That strike is strong enough to topple over a dump truck in one swing.

Height 1.6m

Weight 57kg

### Personality:

"Roots In The Earth"-Constantly recovers a small amount of health while on/in the ground.

## No 110 Grandly



It provides nutritious roots to various plants. The area around Grandly is over a 100 years old, and has become a vast interconnected forest.

Height 3.2m

Weight 420kg

### Personality:

"Roots In The Earth"-Constantly recovers a small amount of health while on/in the ground.

## No 111 Tenten



### Personality:

“Cunning” -Steal any stat buffs the opponent uses.

## No 112 Tonton



### Personality:

“Cunning” -Steal any stat buffs the opponent uses.

## No 113 Bonbon



The size of the stomach indicates the size of one's heart. A well-fed Bonbon forgives its friend's mistakes by rhythmically patting its stomach.

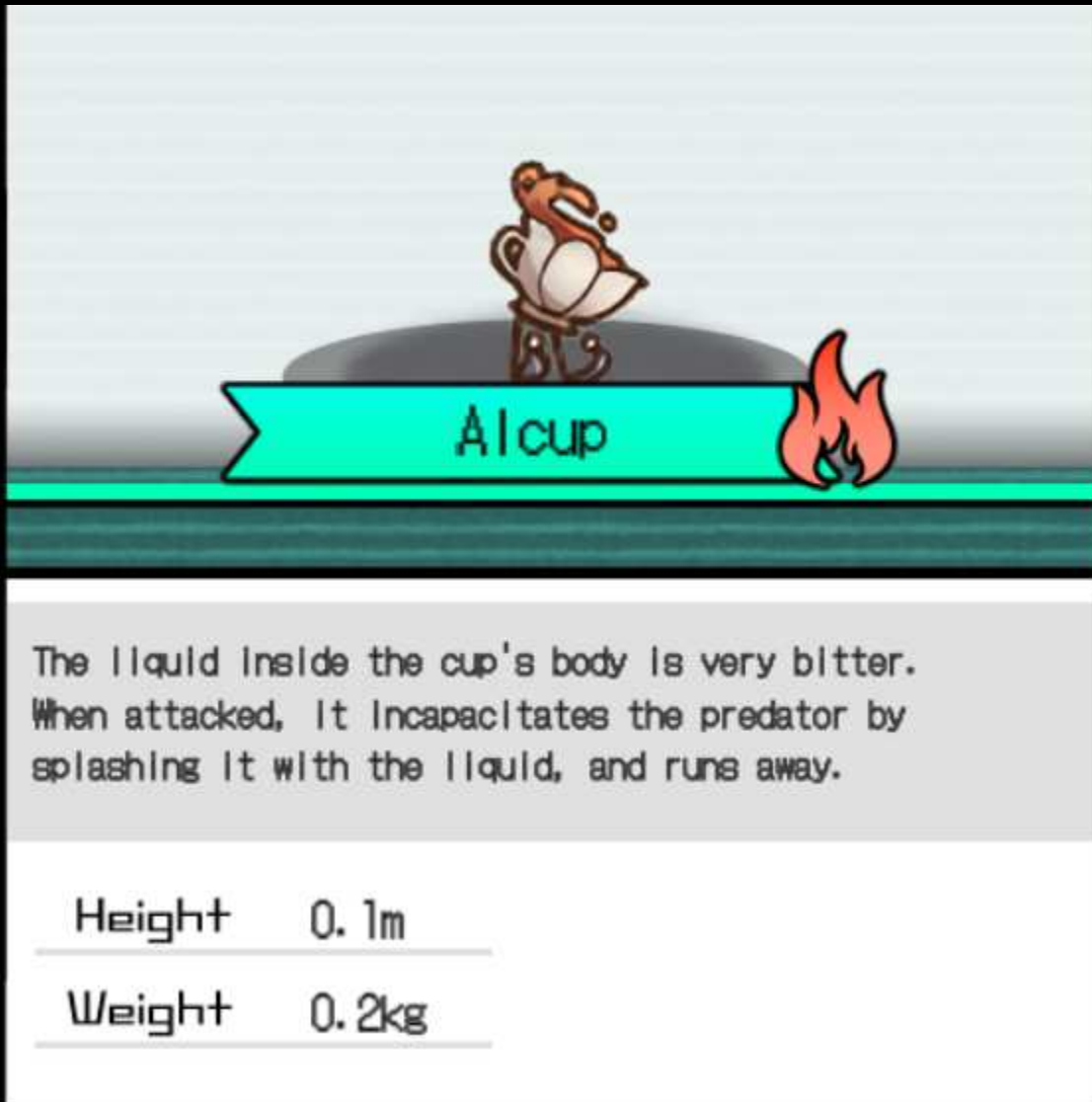
Height 2.0m

Weight 133.4kg

### Personality:

"Cunning"-Steal any stat buffs the opponent uses.

## No 114 Alcup



### Personality:

"Juice Splash" - Upon entering a battle lowers the opponent's speed.

## No 115 Partable



It carries Alcup and other small Yarimon on top of its flat head. It sings cheerful songs as it walks along.

Height 0.8m

Weight 20.3kg

### Personality:

"Juice Splash"-Upon entering a battle lowers the opponent's speed.

## No 116 Mizuul



### Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

## No 117 Radia



### Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

## No 118 Liocub



### Personality:

“Insightful Eye”-Increase accuracy of all attacks

## No 119 Lioroar



It wanders through mountains and forests, seeking opponents stronger than itself to challenge. The more it competes with strong enemies, the more its fighting spirit burns, and the more stronger it becomes.

Height 1.5m

Weight 68.1kg

### Personality:

“Insightful Eye”-Increase accuracy of all attacks

## No 120 Champlio



### Personality:

"Insightful Eye"-Increase accuracy of all attacks

## No 121 Unbear



### Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

## No 122 Raidergu



Wearing claw-like weapons taken from humans, it strives to plunder with a group of Unbears, but is often foiled by a team led by a Champlo.

Height 1.8m

Weight 125.6kg

### Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

## No 123 Bataflap



### Personality:

"Pulse Radar"-Deals increased damage to enemies that have stat changes.

## No 124 Batapork



### Personality:

"Pulse Radar" - Deals increased damage to enemies that have stat changes.

## No 125 Buildabod



### Personality:

"Patchwork" - Defensive stats will never be lowered

## No 126 Alioroid



Through numerous repairs, it has evolved with the limbs from an alloy robot. It harbors a sense of justice that was inherited from the robot.

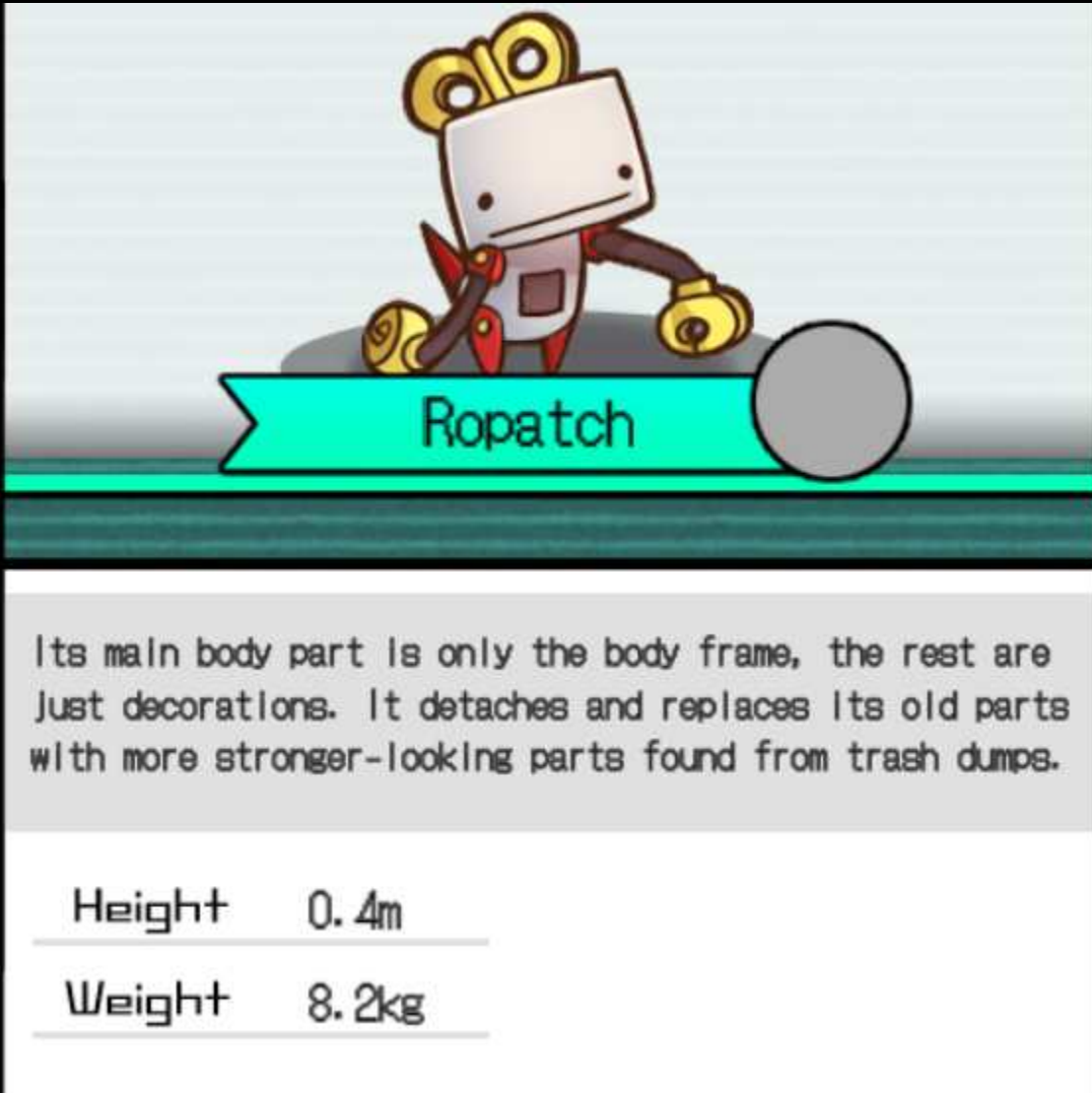
Height 0.7m

Weight 42.5kg

### Personality:

"Sharp Blade"-Increases attack stat for each enemy defeated.

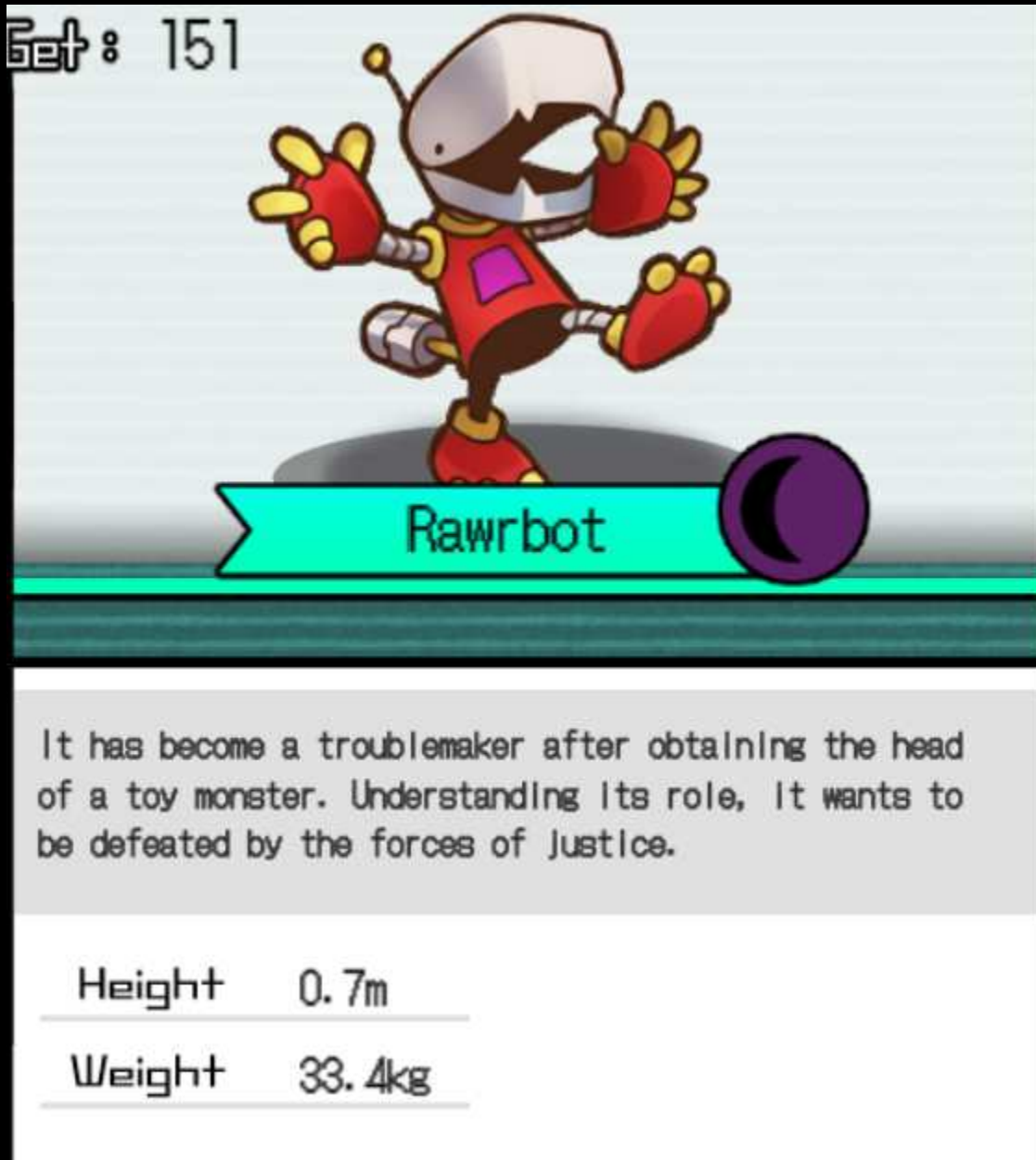
## No 127 Ropatch



### Personality:

“Patchwork” -Defensive stats will never be lowered

## No 128 Rawrbot



### Personality:

“Terror Face” -When first entering a battle lower the opponents defense stats.

## No 129 Snapcrabby



### Personality:

"Sturdy Shell" - Reduces damage from "super effective" attacks.

## No 130 Guillocrabe



### Personality:

“Sturdy Shell” -Reduces damage from “super effective” attacks.

## No 131 Partikel



### Personality:

"Pulse Radar"-Deals increased damage to enemies that have stat changes.

## No 132 Electribun



### Personality:

“Pulse Radar” -Deals increased damage to enemies that have stat changes.

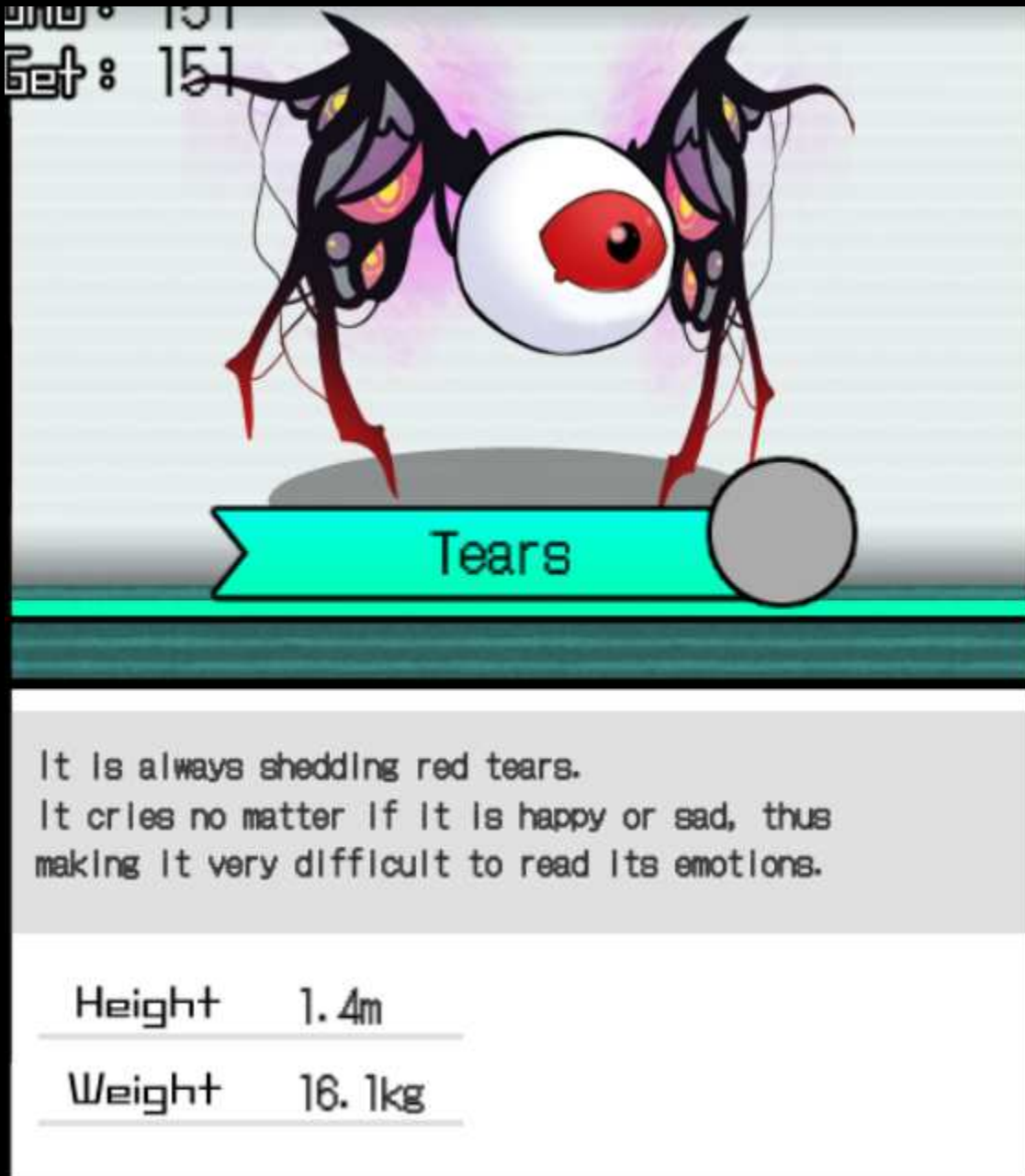
## No 133 Wink



### Personality:

"Pulse Radar"-Deals increased damage to enemies that have stat changes.

## No 134 Tears



### Personality:

"Pulse Radar"-Deals increased damage to enemies that have stat changes.

## No 135 Glare



The red eyes that are engraved with a mysterious pattern are said to be able to peer into the past and the future. It is said that the ancient rulers once sought after them.

Height 2.0m

Weight 20.4kg

### Personality:

“Pulse Radar” -Deals increased damage to enemies that have stat changes.

## No 136 Camophin



Its transparent body has mostly the same properties as water. When it senses danger, it becomes transparent to avoid it.

Height 0.4m

Weight 7.0kg

### Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

## No 137 Camowhale



### Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

## No 138 Floretis



### Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

## No 139 Ladymantis



It emits a sweet scent from its dress-like body to lure prey. Perfumes replicating this scent are well-loved as luxury items.

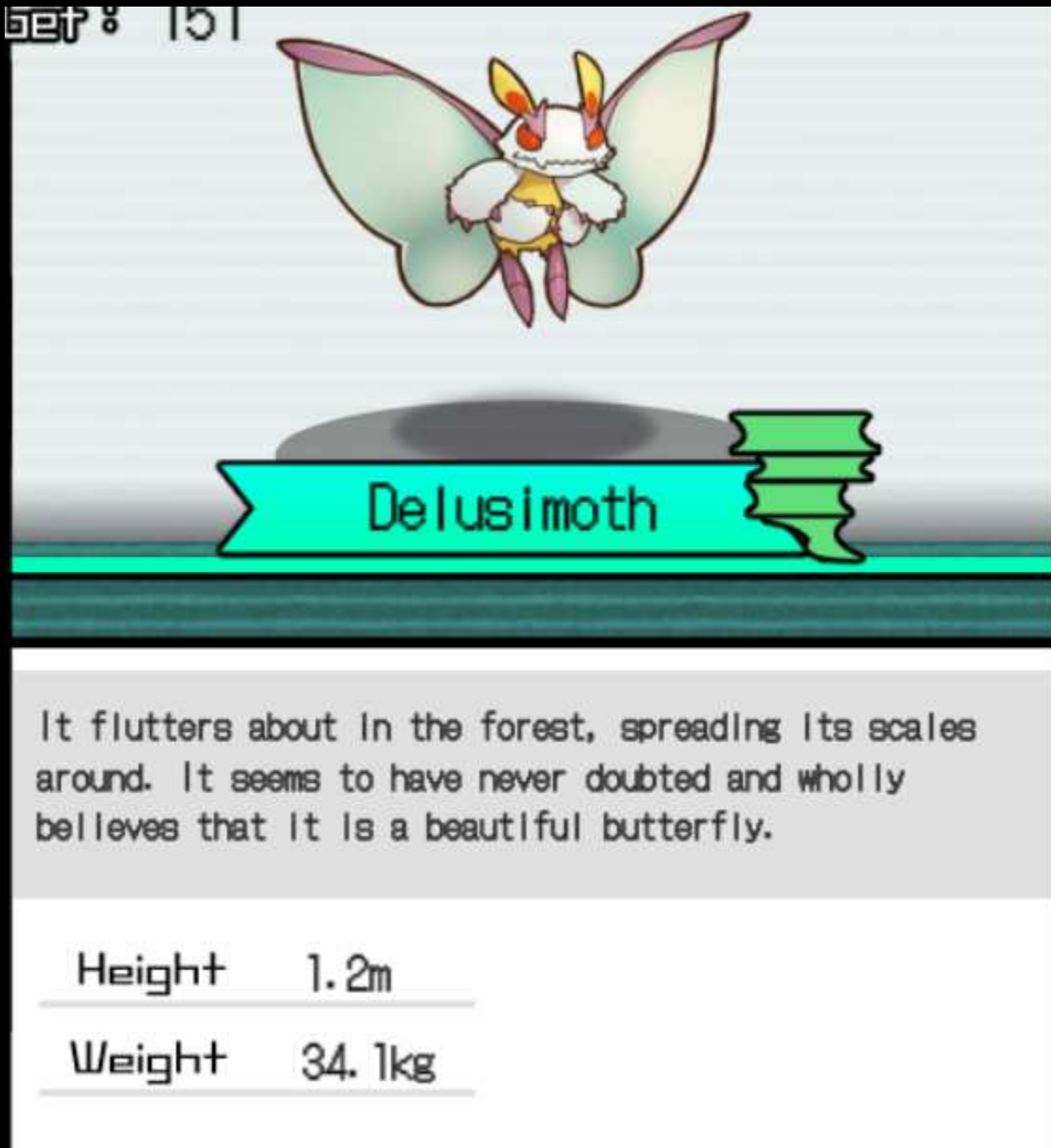
Height 1.1m

Weight 62.5kg

### Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

## No 140 Delusimoth



### Personality:

“Graceful Movement” -Prevents any and all stat debuffs

## No 141 Beautimoth



As it beautifully dances, it releases scales that shine. Its beautiful figure is reputed as the dancer of the forest.

Height 1.8m

Weight 66.2kg

### Personality:

“Graceful Movement”-Prevents any and all stat debuffs

## No 142 Starkle



### Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

## No 143 Roamoon



### Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

## No 144 Dropple



### Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

## No 145 Splashsploosh



When it finds a place where water is accumulating, it will jump in and create a big splash. By doing this, it absorbs water and grows bigger.

Height 0.9m

Weight 14.1kg

### Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

## No 146 Sporeadic



### Personality:

“Natural Power”-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 147 Sporeacid



It constantly releases spores that darken its surroundings like mist. If you approach carelessly, you'll end up bedridden for three days and nights.

Height 1.0m

Weight 22.8kg

### Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

## No 148 Windzor



It rides the wind with a blade-like shape.  
If you are left with an unknown cut, it might  
be from a Windzor that collided into you.

Height 0.4m

Weight 0.7kg

### Personality:

"Element"-Absorbs and heals from attacks that share its "typing".

## No 149 Whirlnado



It is always surrounded by wind, because it is always moving and spinning at a high velocity. There is a long and thin main body at the center of the vortex, but it is rarely seen.

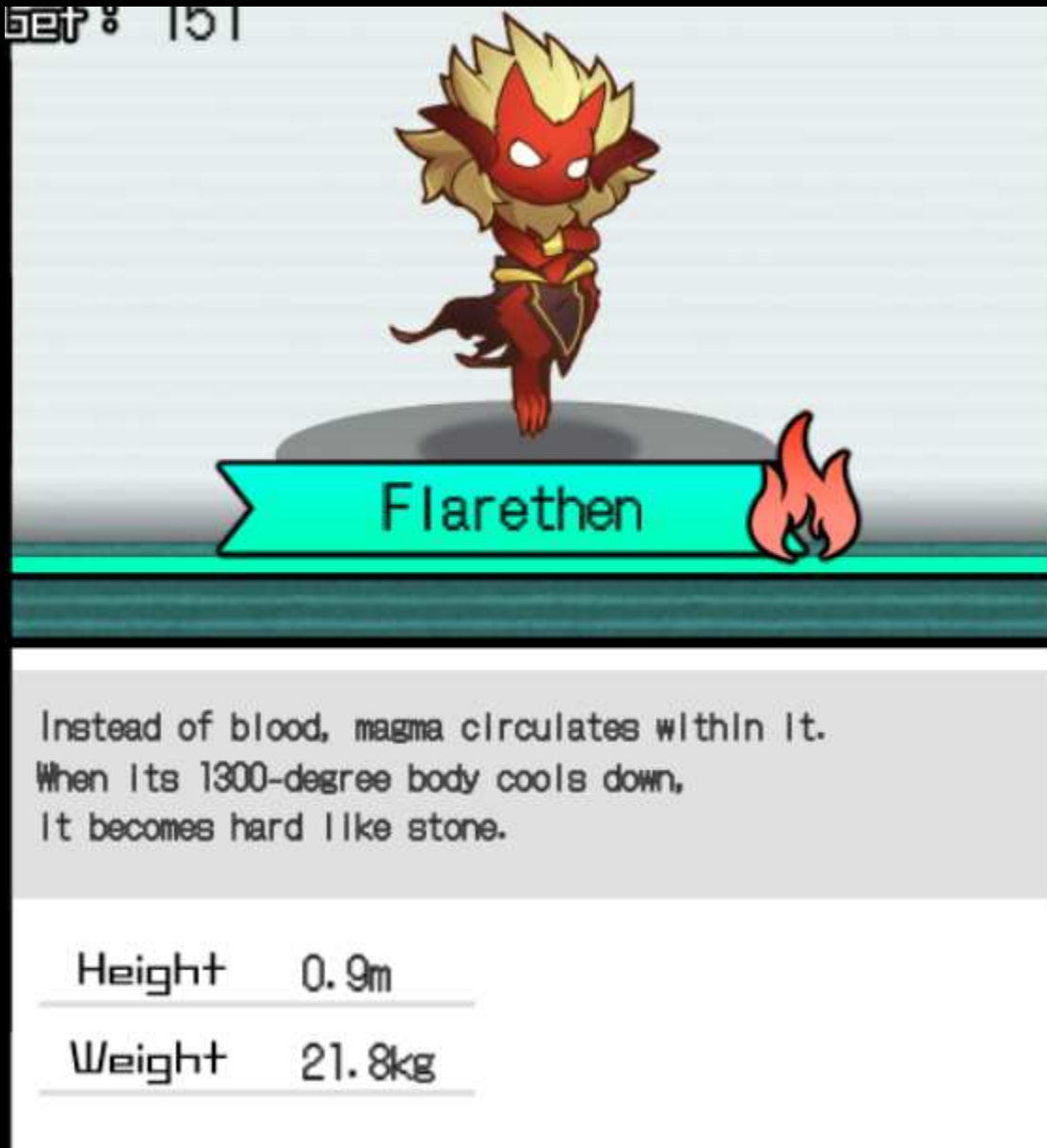
Height 2.5m

Weight 3.4kg

### Personality:

"Element"-Absorbs and heals from attacks that share its "typing".

## No 150 Flarethen



### Personality:

“Flame Of Rebirth”-Once per battle revive and heal around 30% of “health”.

## No 151 Searindeth



### Personality:

“Flame Of Rebirth”-Once per battle revive and heal around 30% of “health”.