



Yarisutemesubuta ~ PUMP & DUMP: Yarimon Encyclopedia Supplement
By Edyy78

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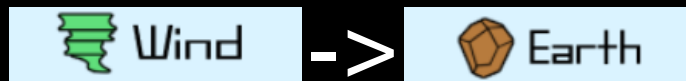
Type Effectiveness

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



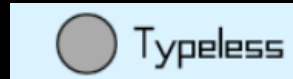
Dark beats Light



Light beats Dark



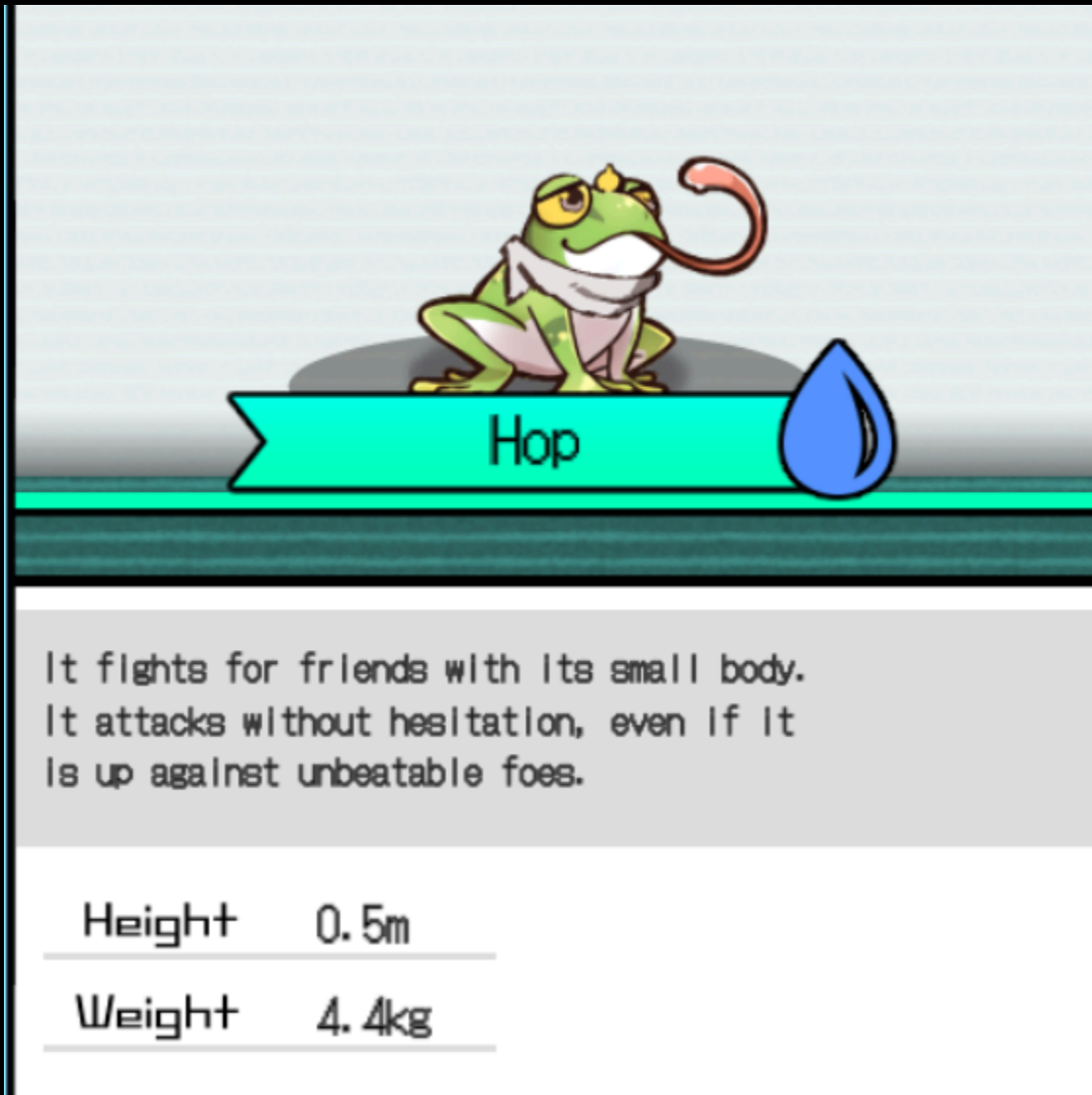
Typeless beats nothing and is resisted by nothing



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.

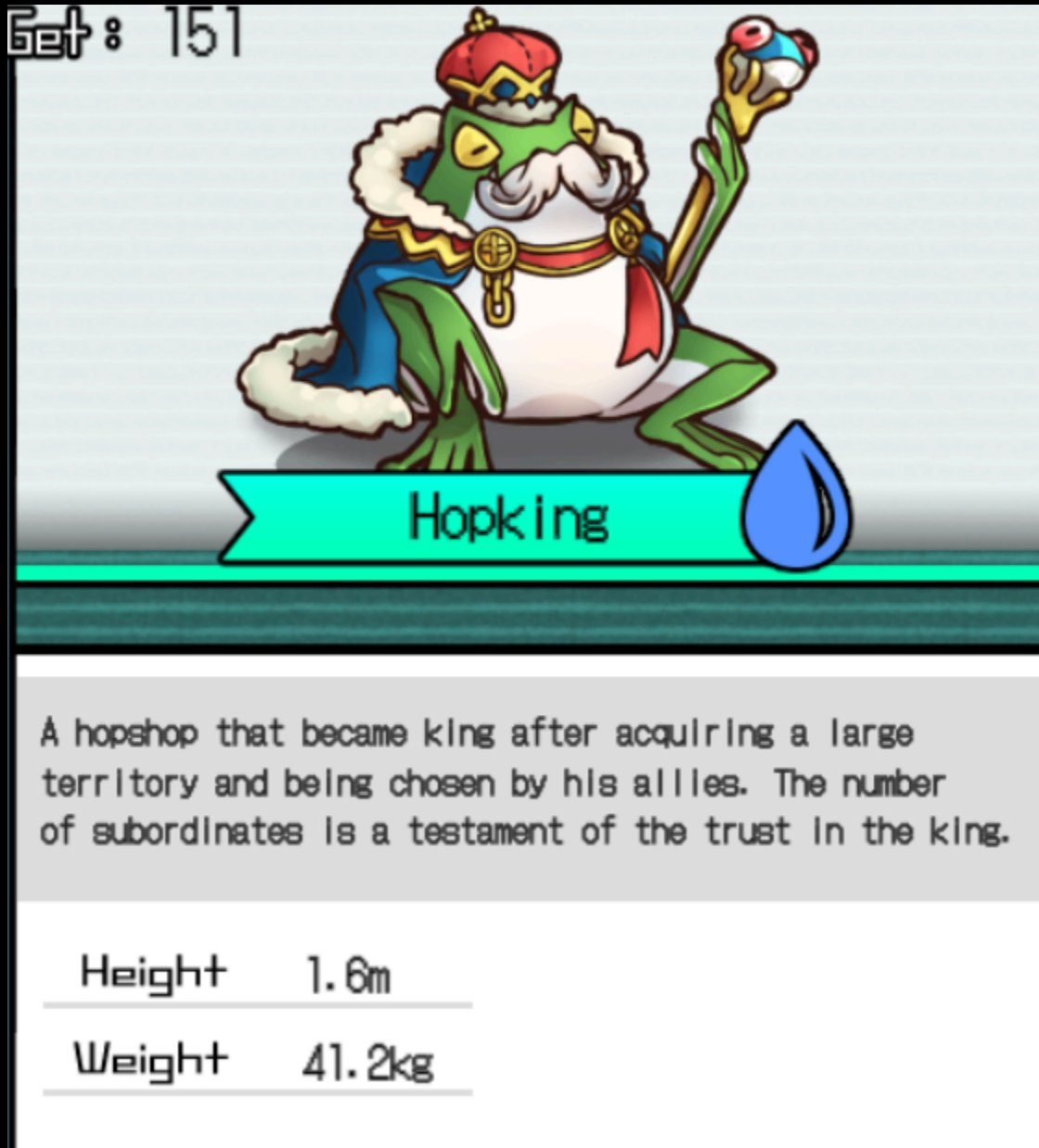
No 002 Hopshop



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.

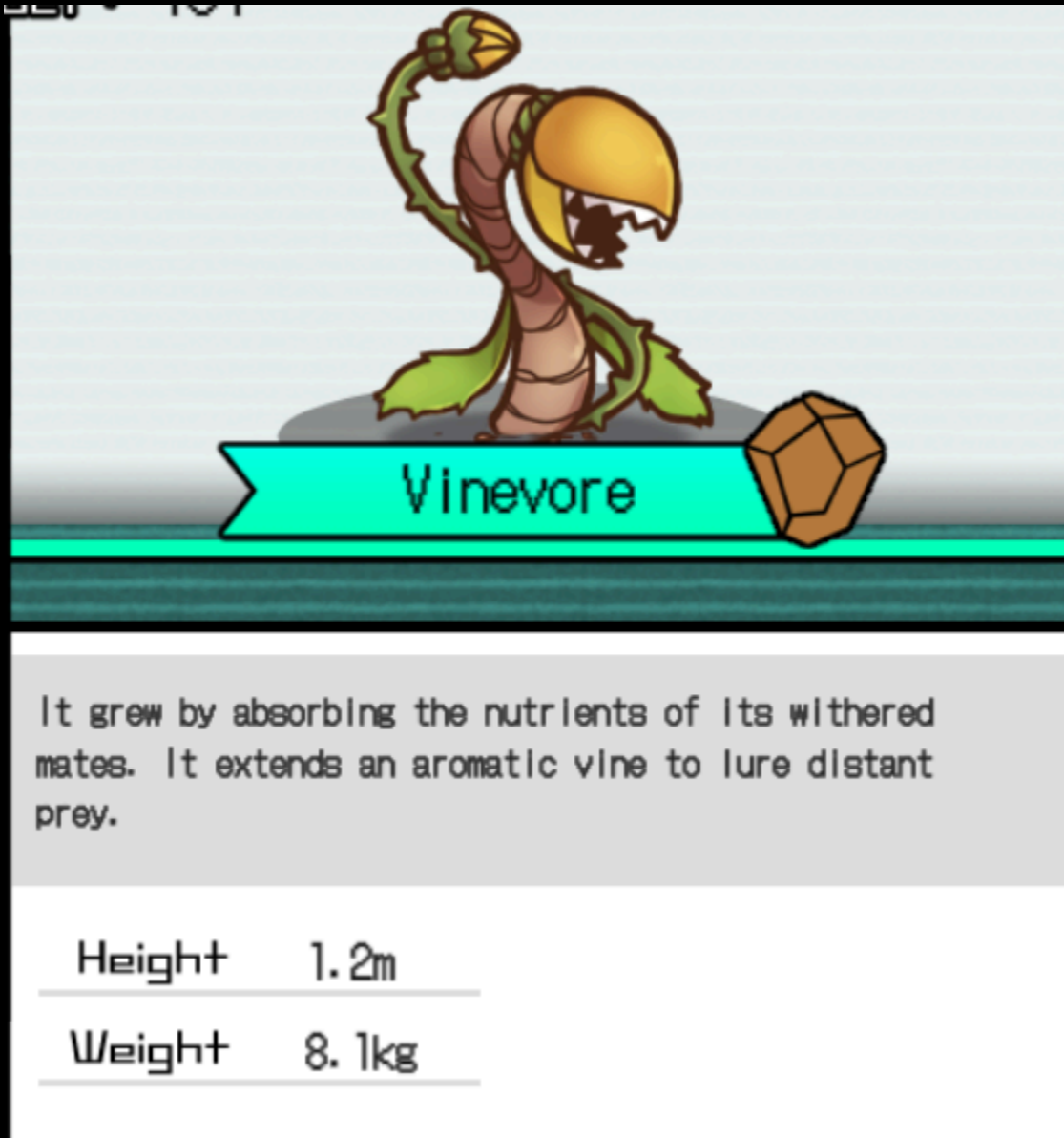
No 004 Stinkeater



Personality:

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

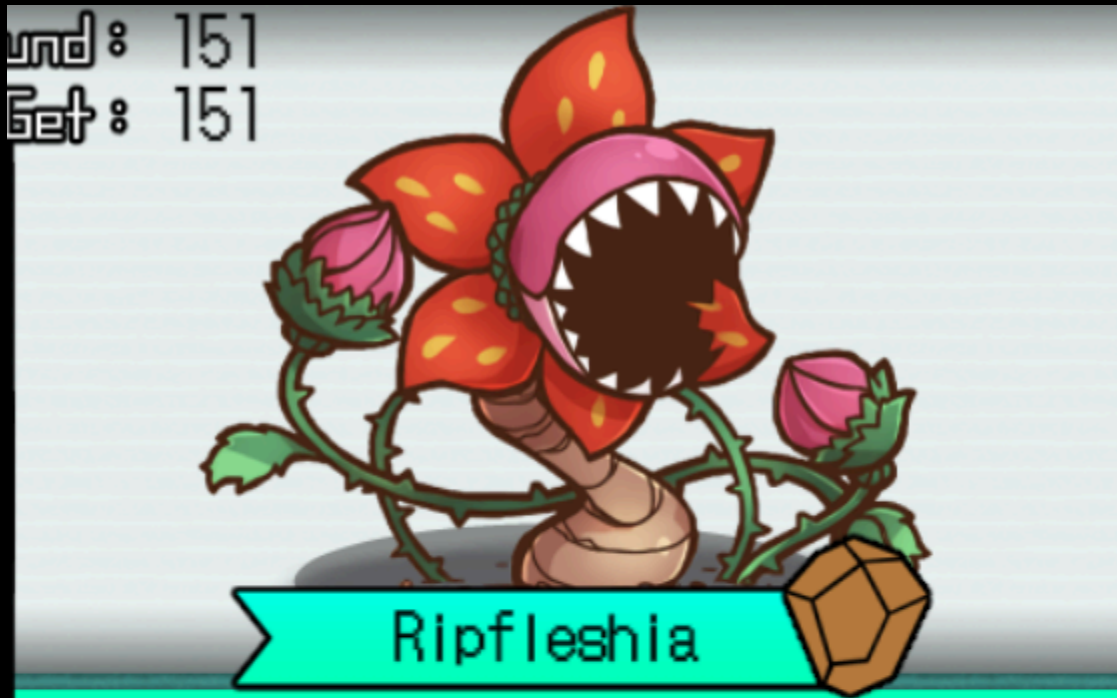
No 005 Vinevore



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.

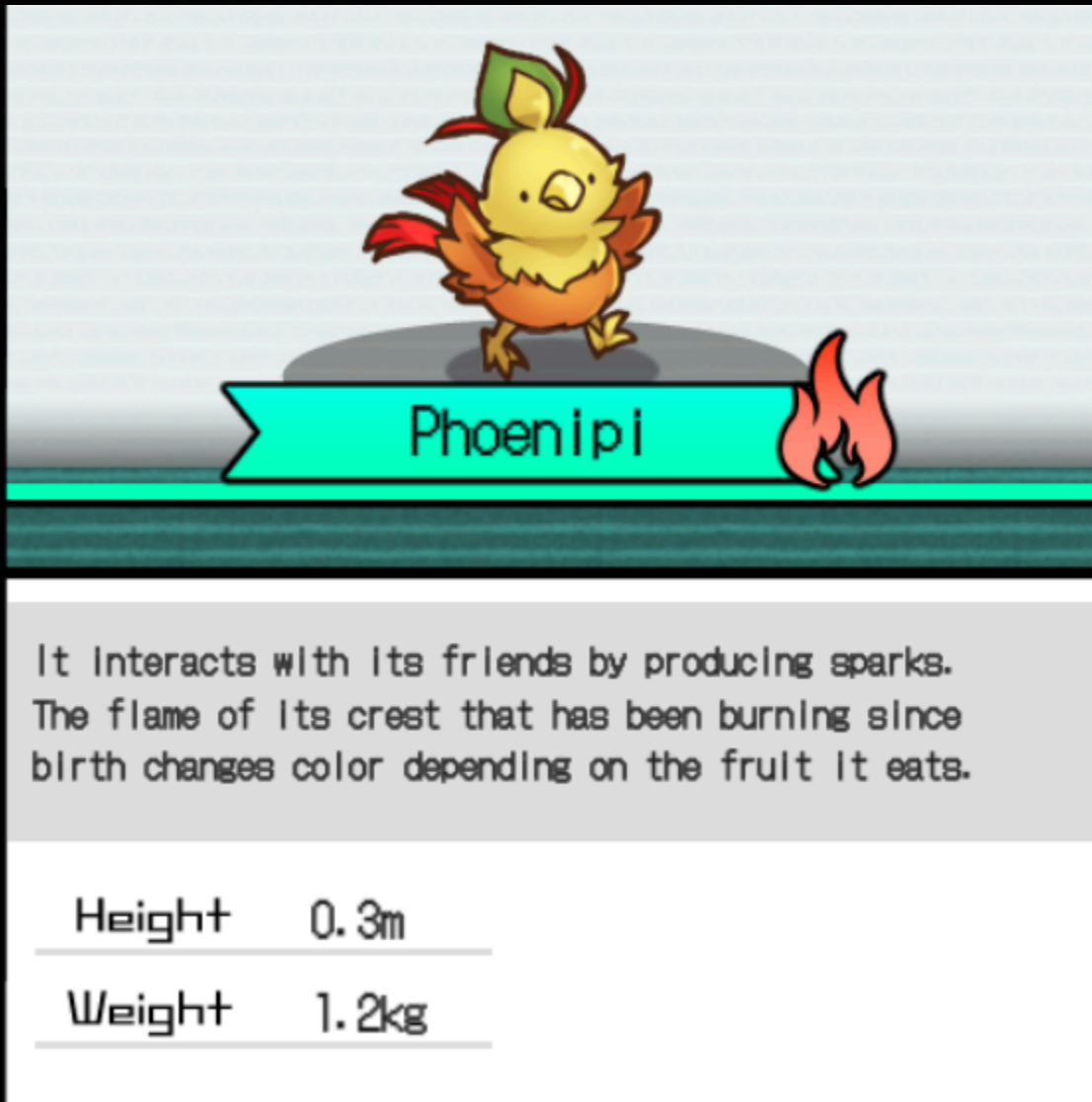
Height 1.9m

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



Personality:

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

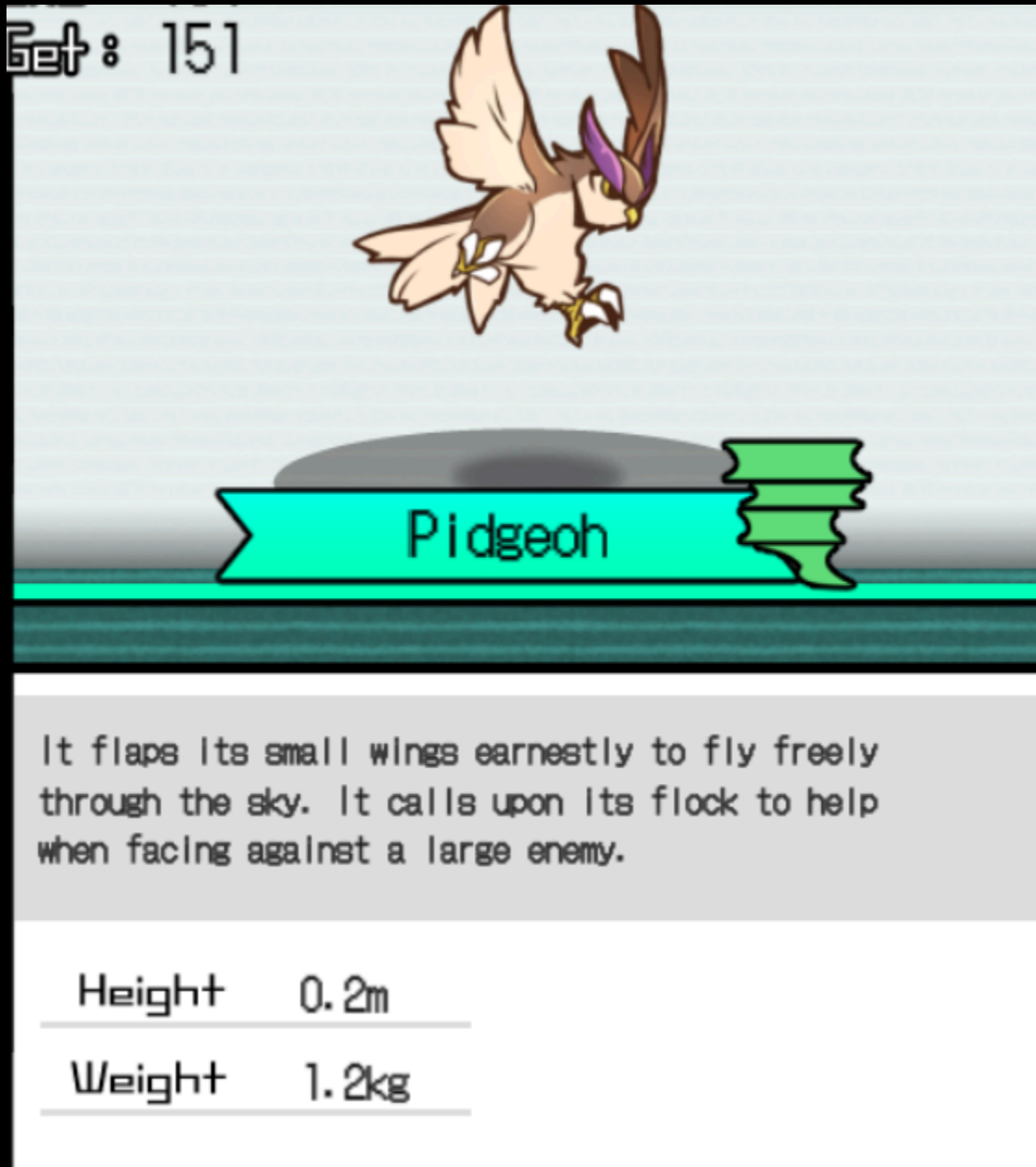
No 009 Falconix



Personality:

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

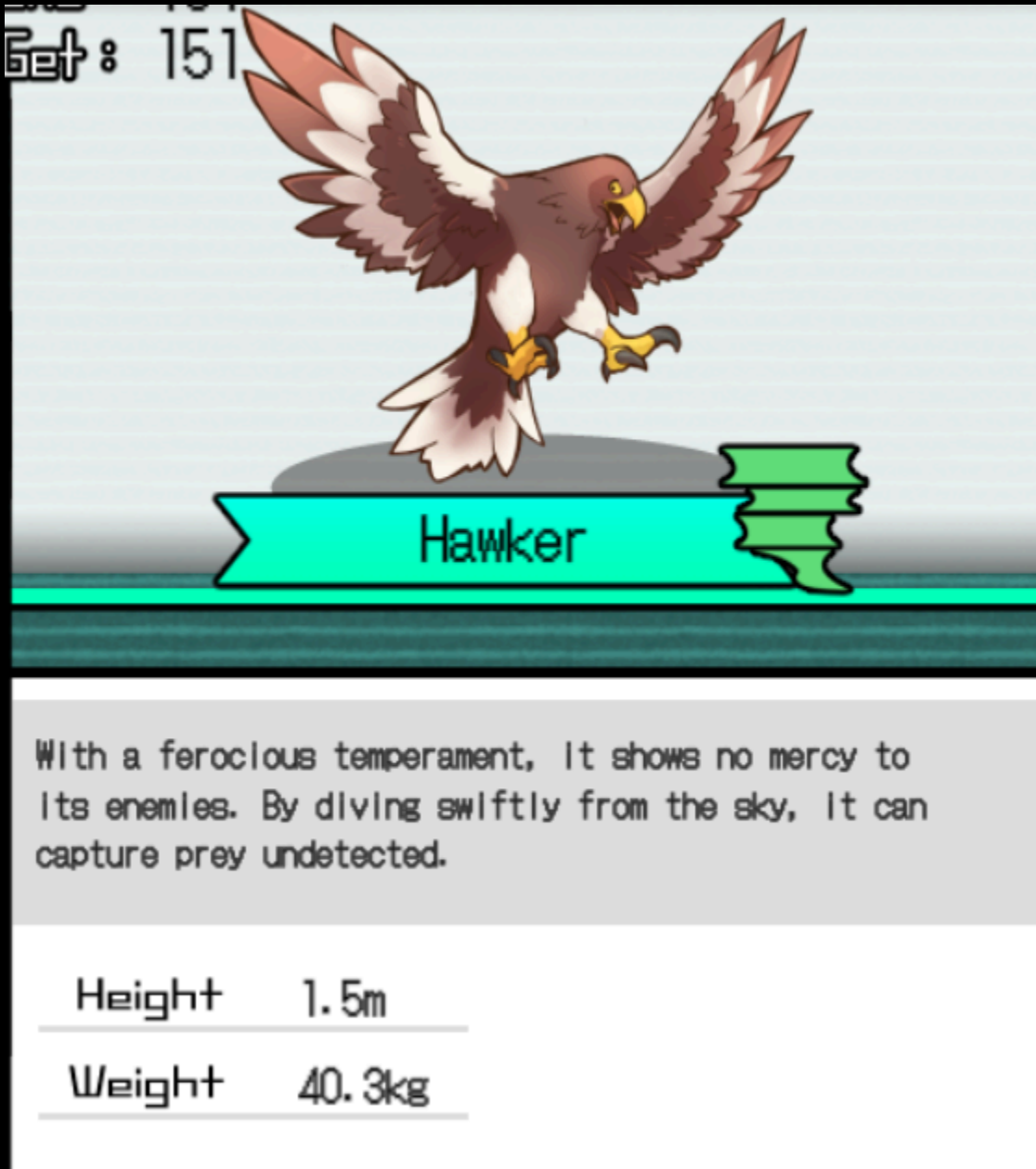
No 010 Pidgeoh



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.

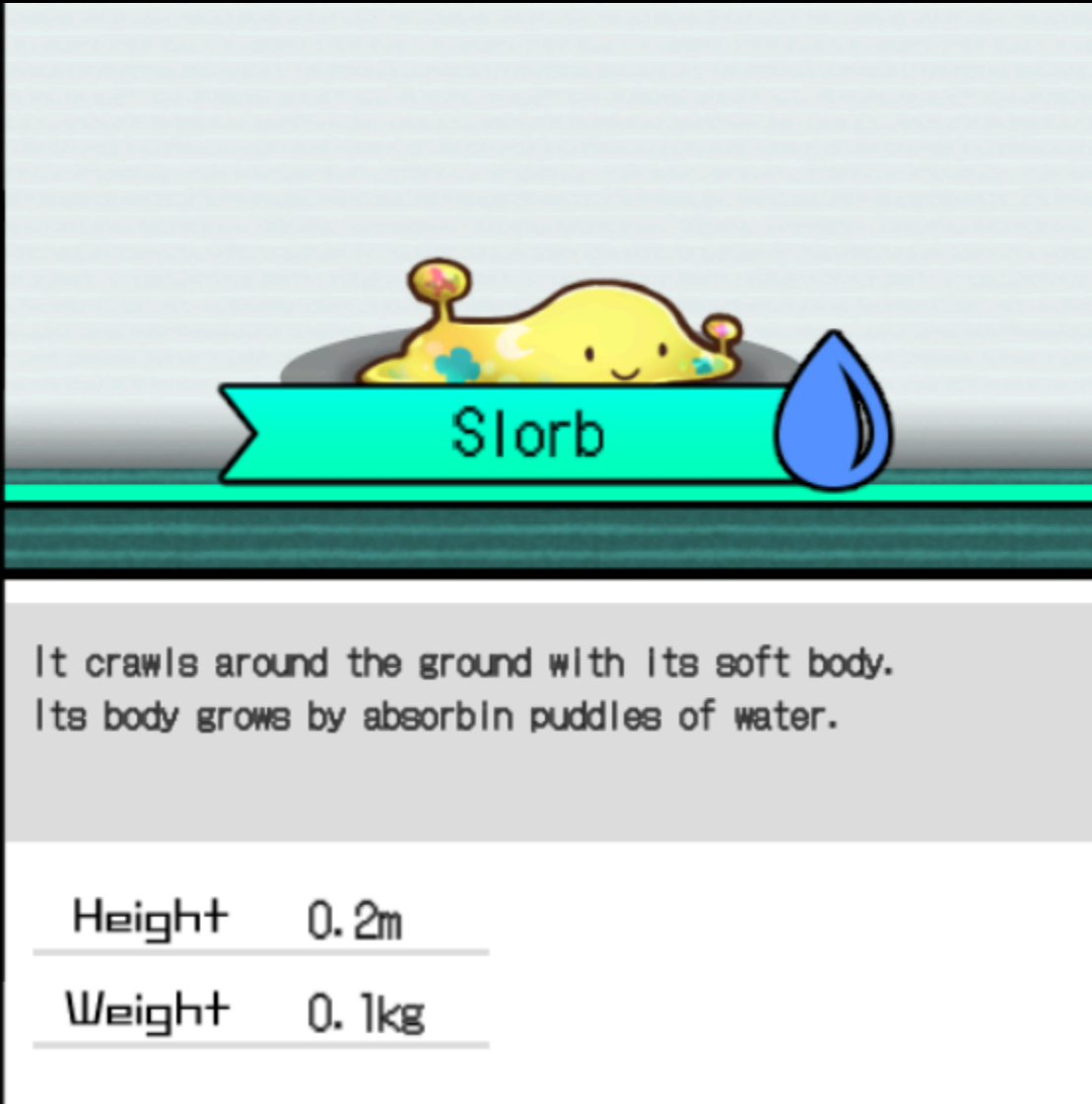
Height 2.4m

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



The shell on its back is the home to its children. When it finds a safe place, it drops its shell and plays outside with its children.

Height 0.8m

Weight 6.0kg

Personality:

"Soft Body" - Prevents all negative status effects

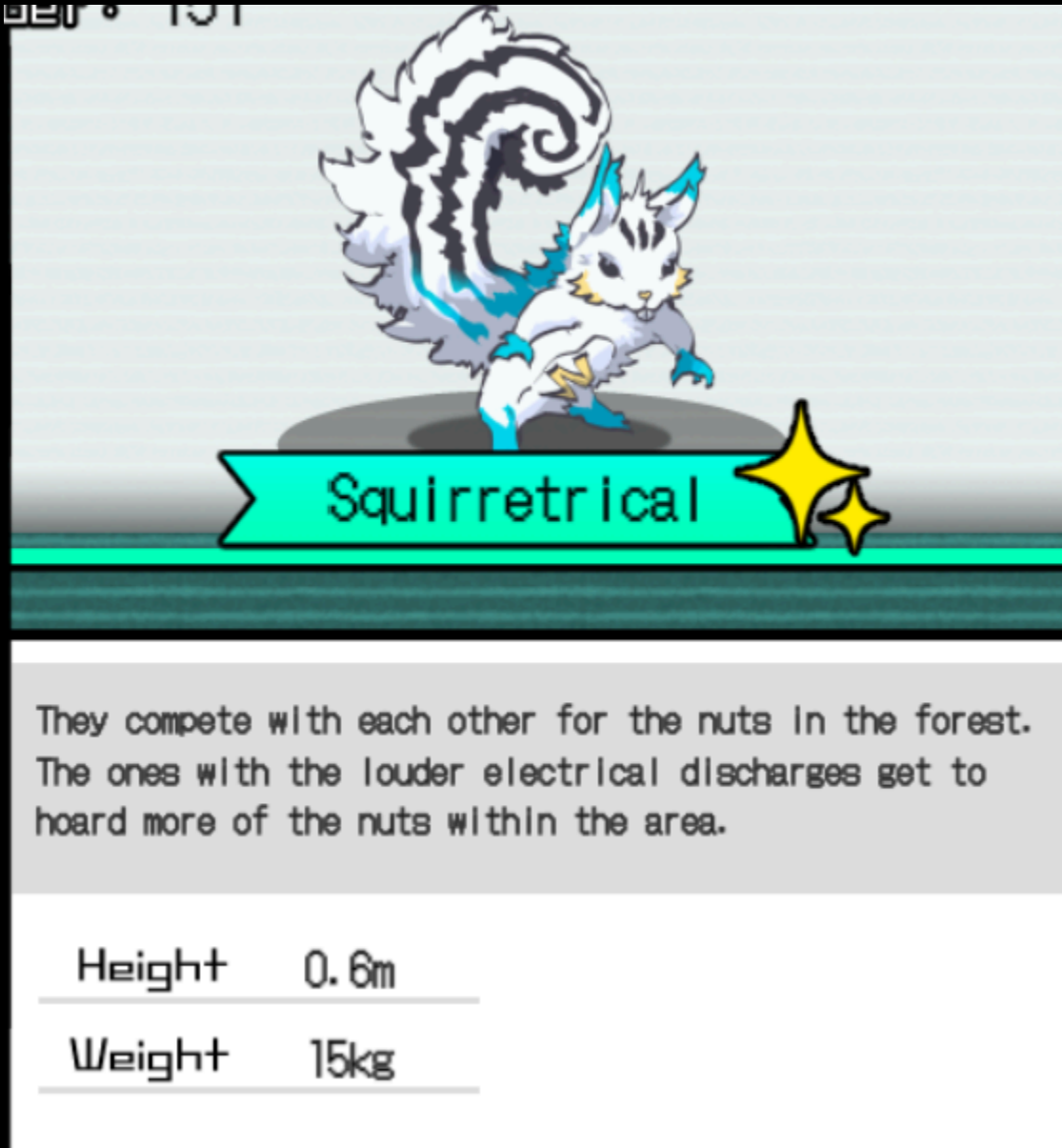
No 015 Squirretric



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.

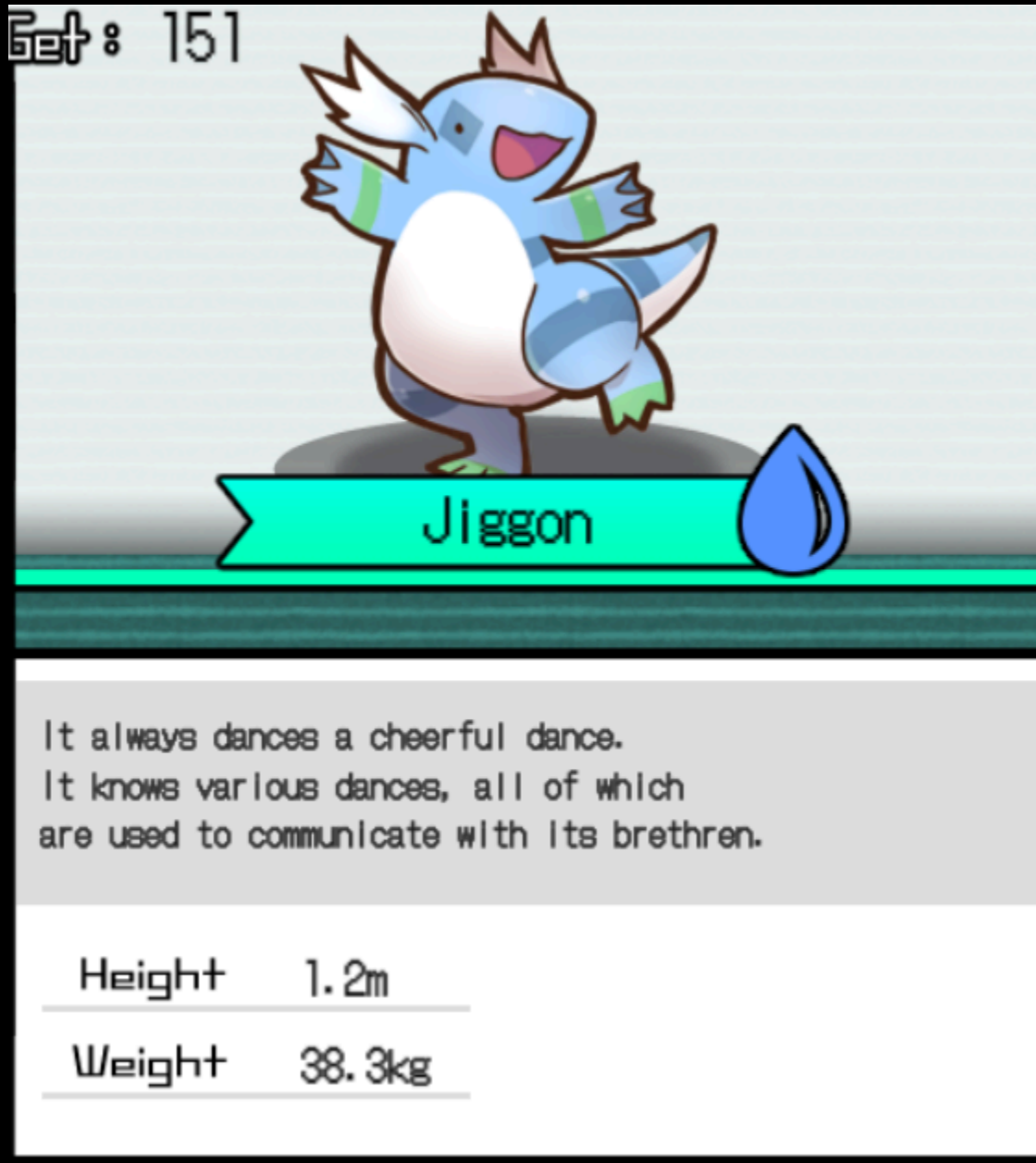
Height 1.6m

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

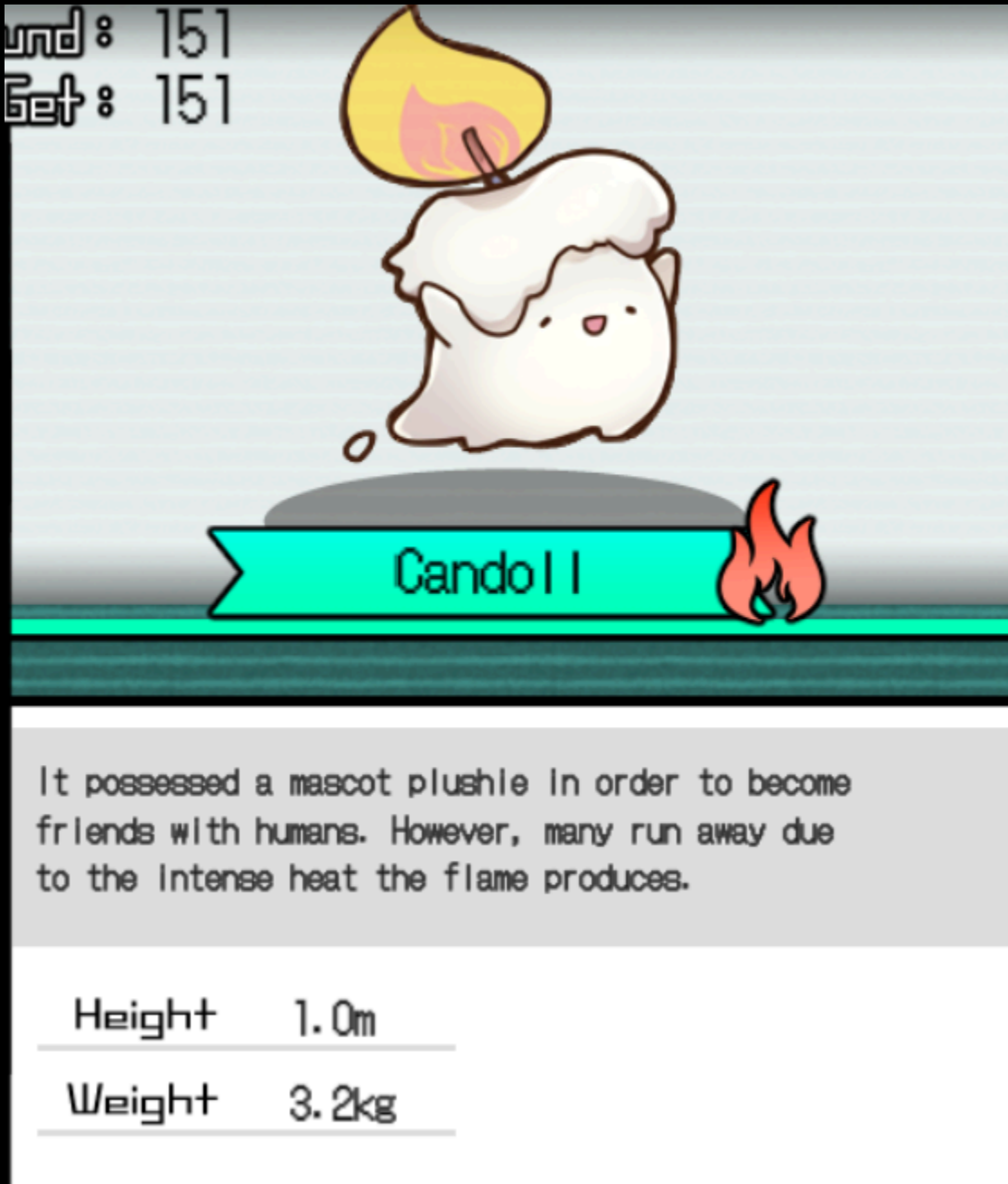
No 020 Candleringer



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



It is said that a shard from space fell to Earth and became Cosmoshard. The glow from its body is the light of a star from tens of thousands of years ago.

Height 0.5m

Weight 99.8kg

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.

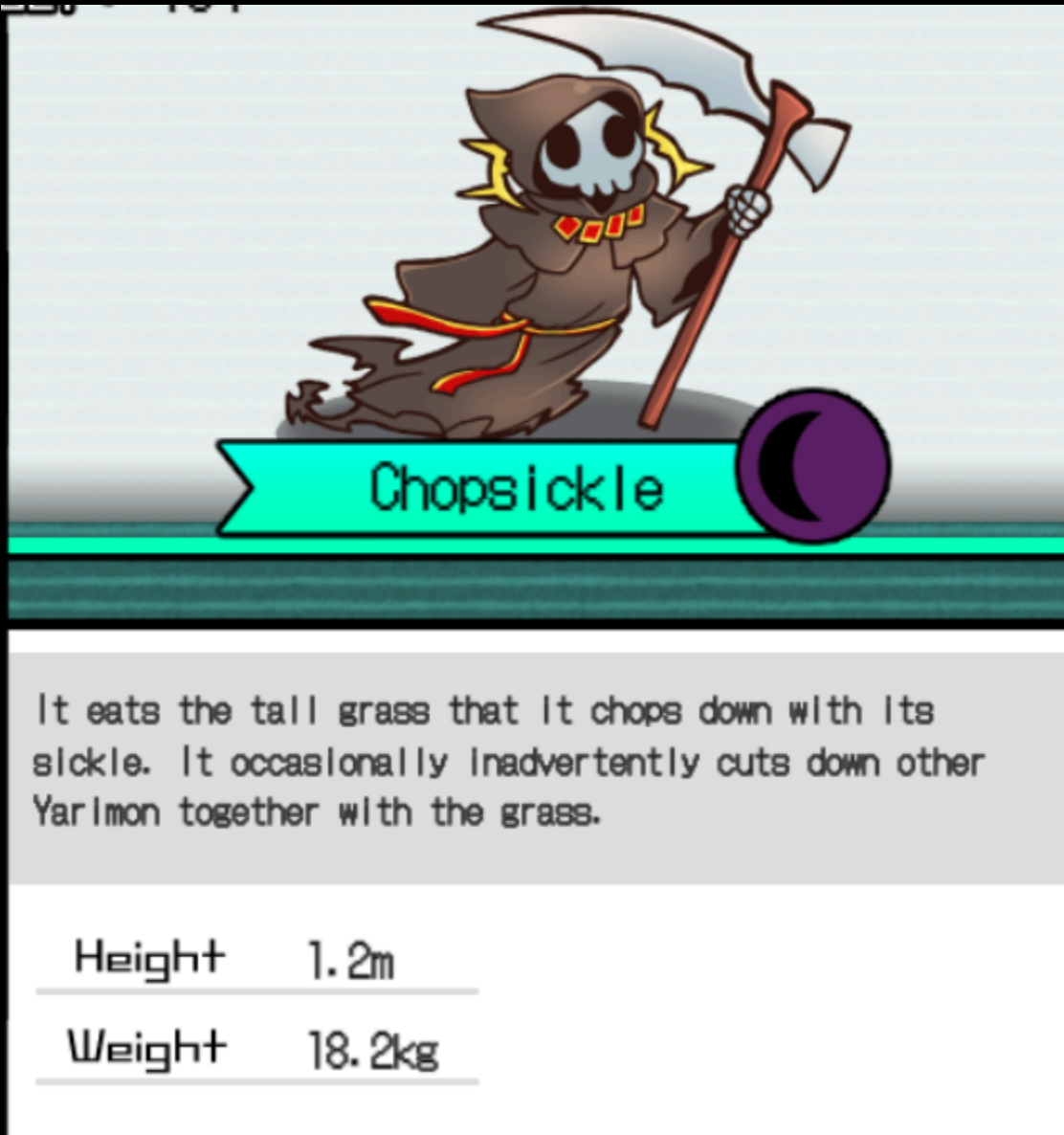
No 024 Darurira



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.

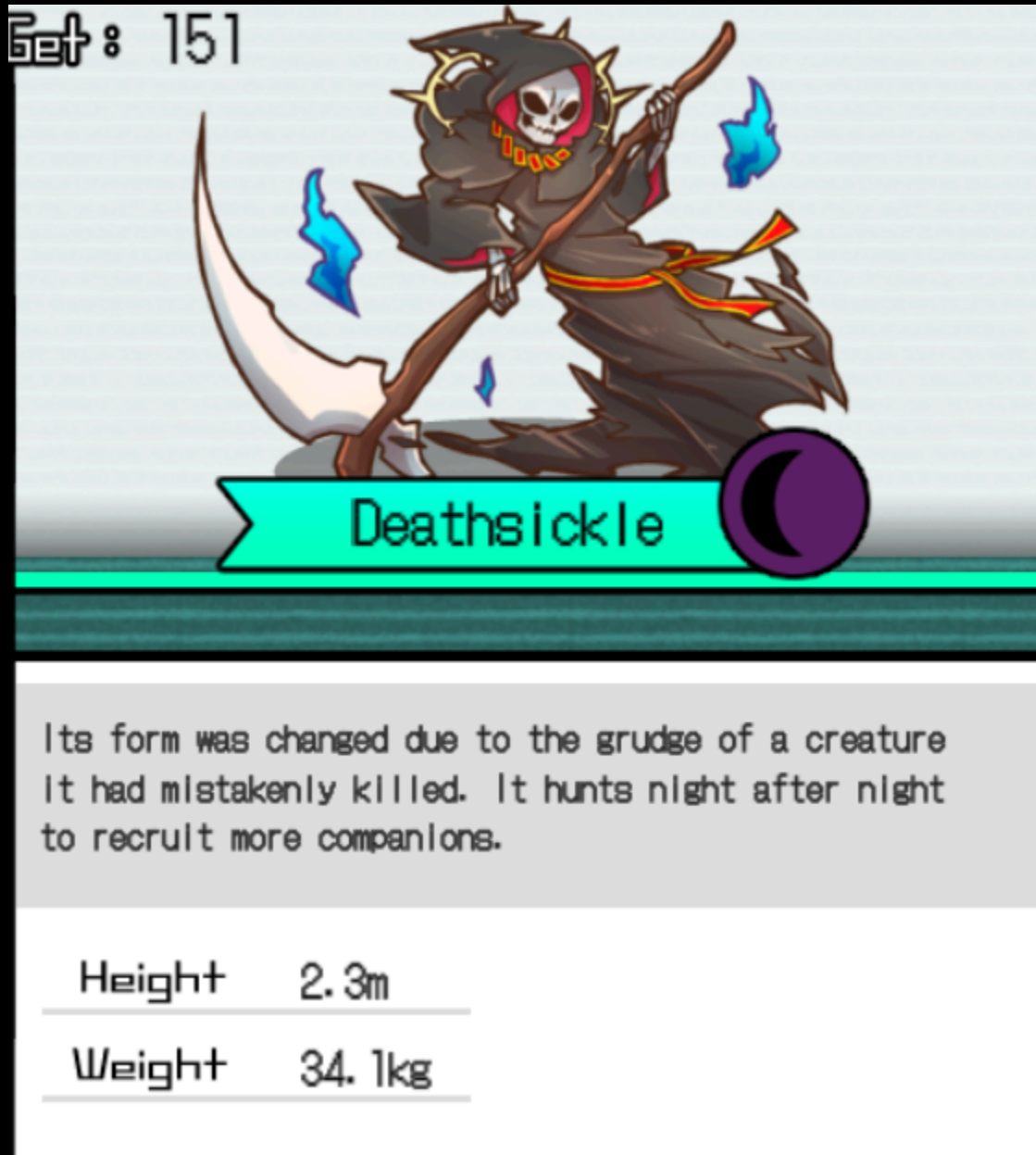
No 025 Chopsickle



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.

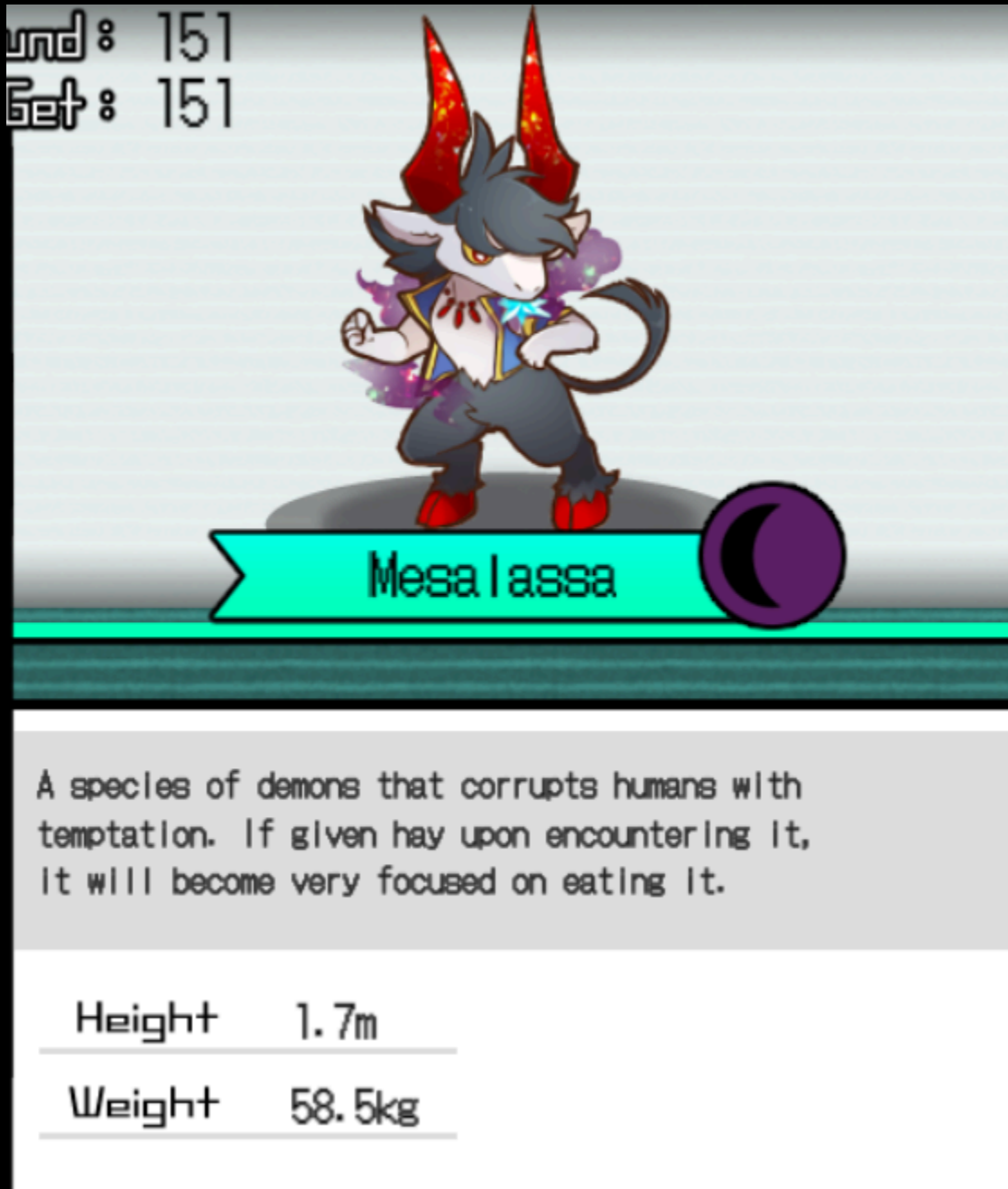
No 027 Messa



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



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.

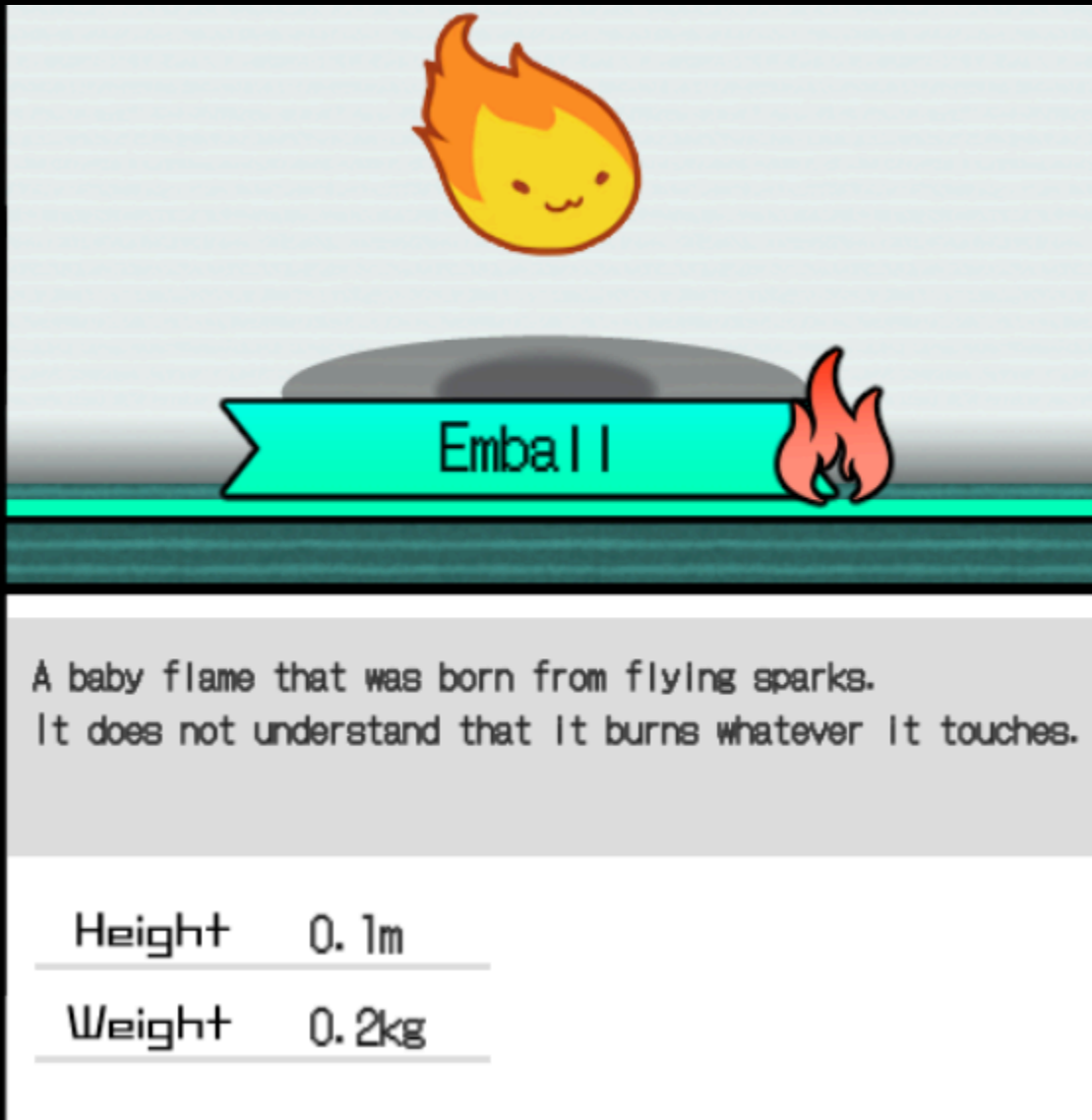
Height 3.8m

Weight 122.1kg

Personality:

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

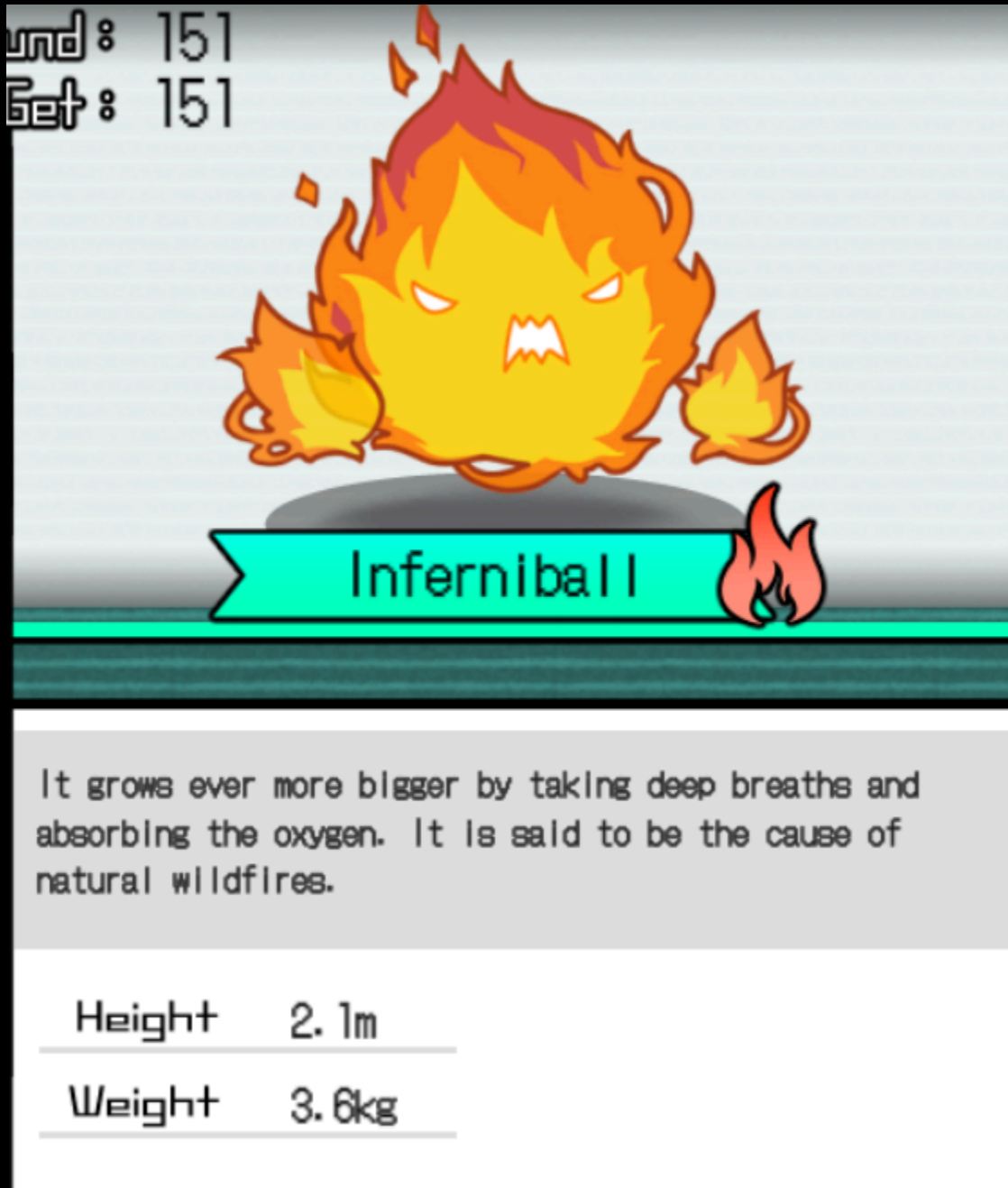
No 033 Emball



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”.

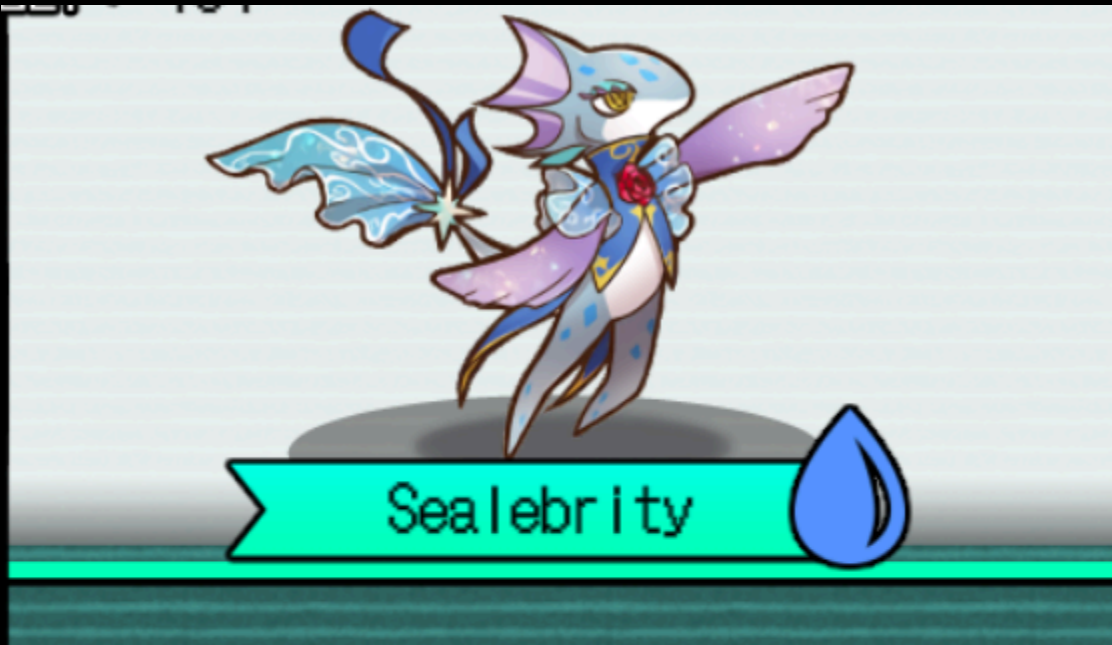
No 035 Beautifish



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.

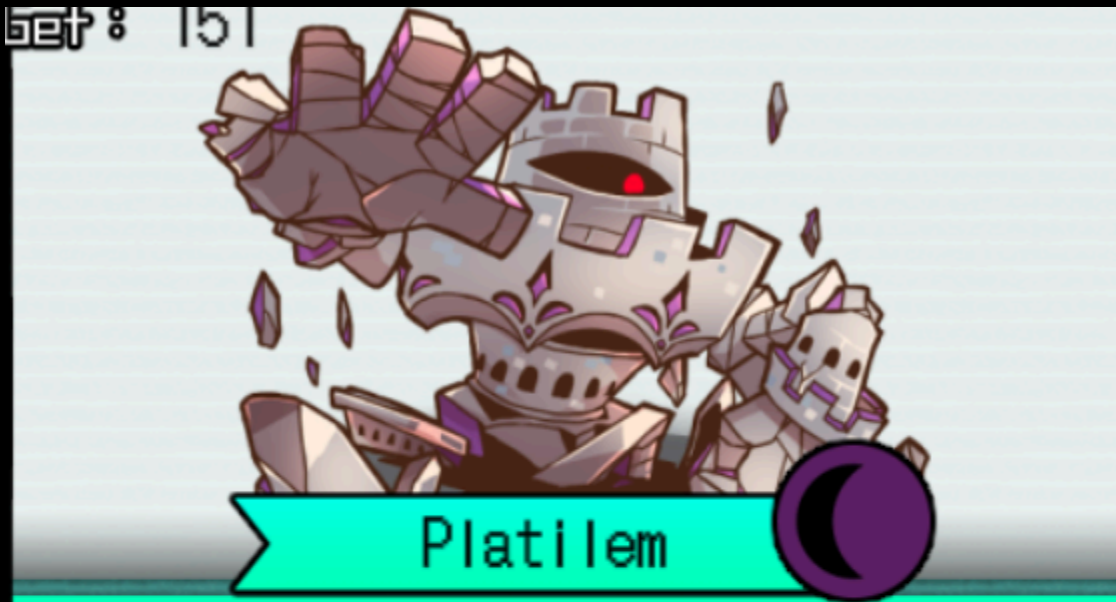
No 041 Silverock



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



The guardian deity of an ancient civilization's treasury. The body itself is part of the treasure, however, it cannot be appraised due to its tremendous size.

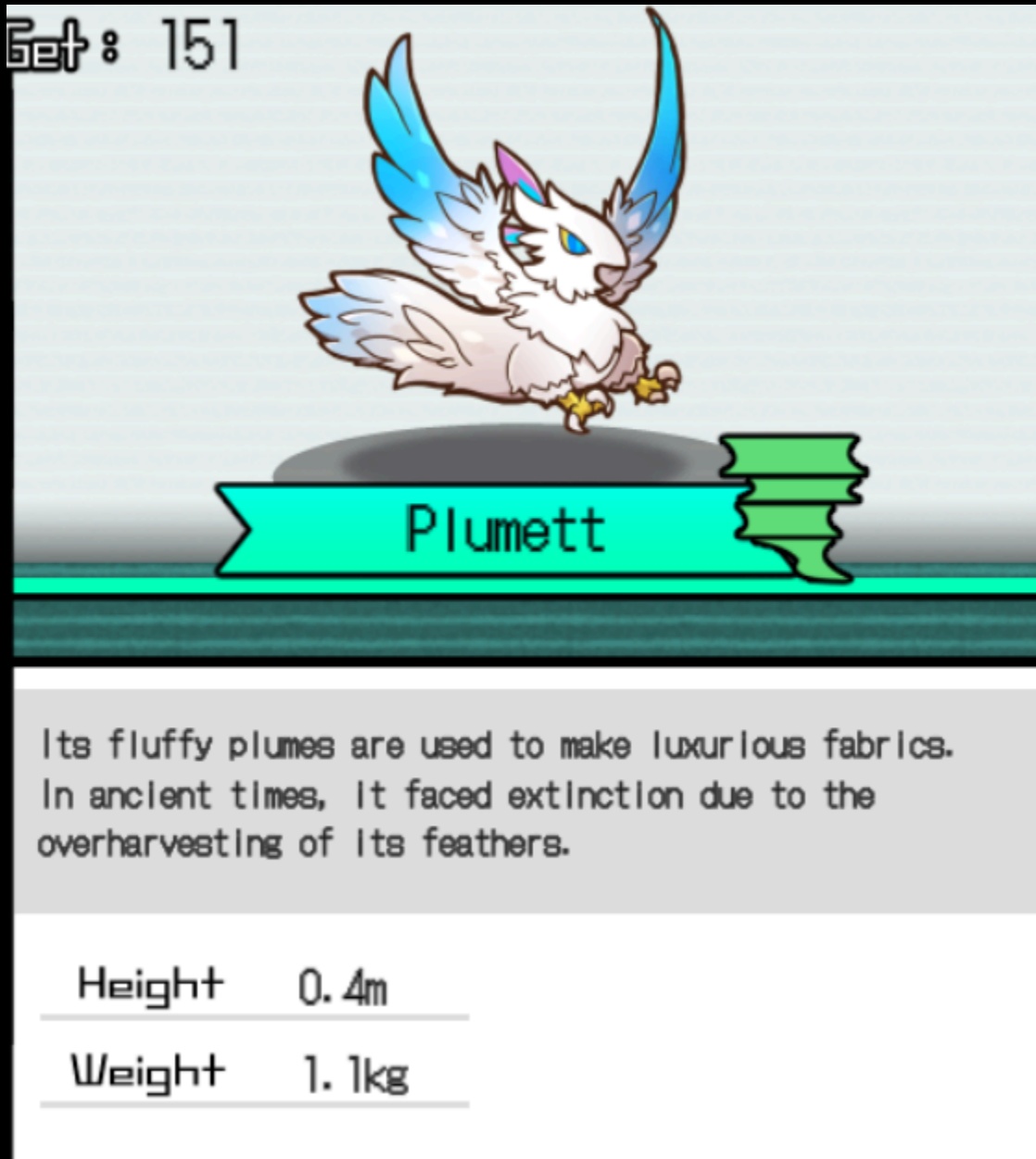
Height 2.0m

Weight 744.9kg

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

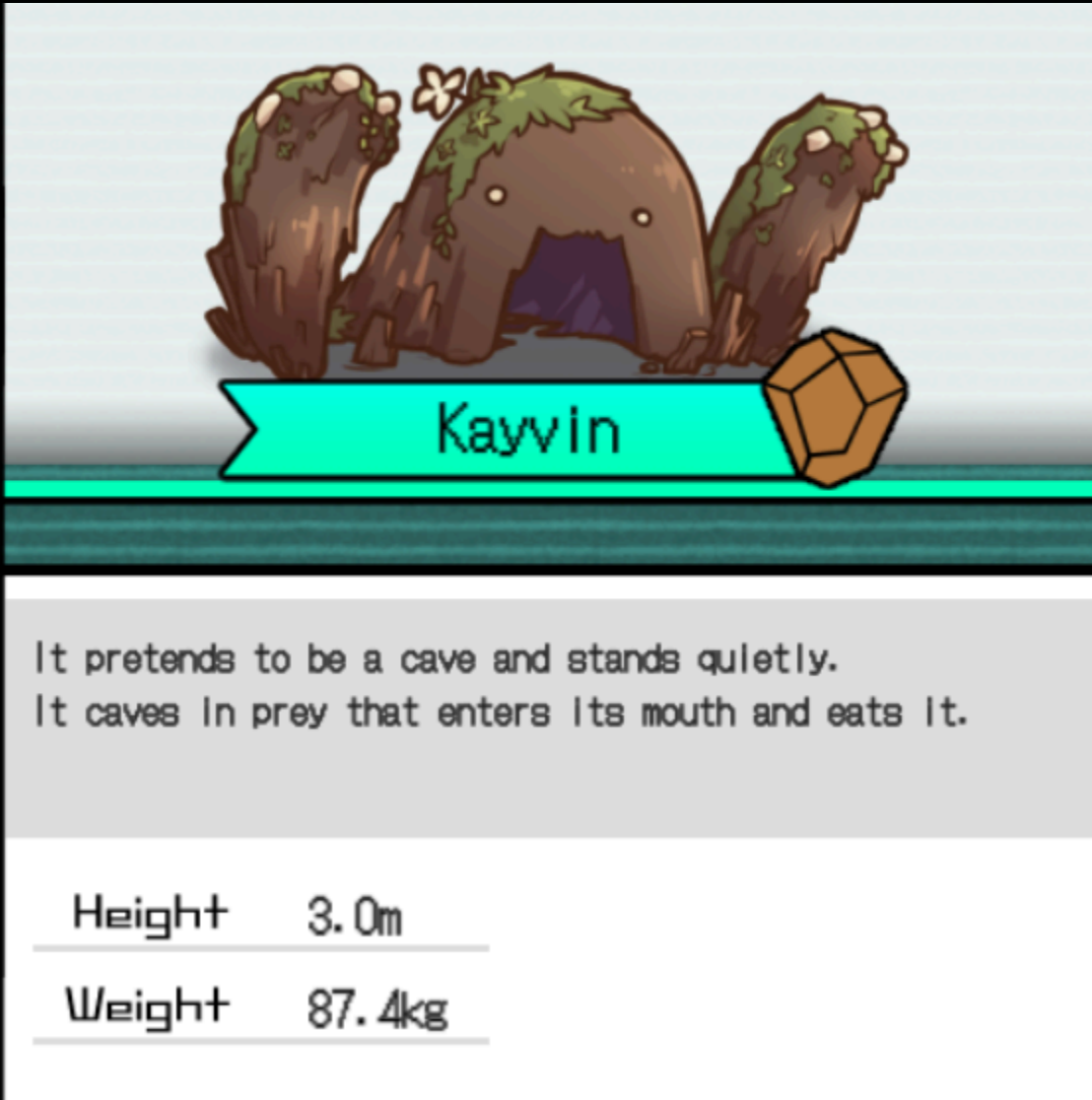
No 047 Klaydirt



Personality:

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

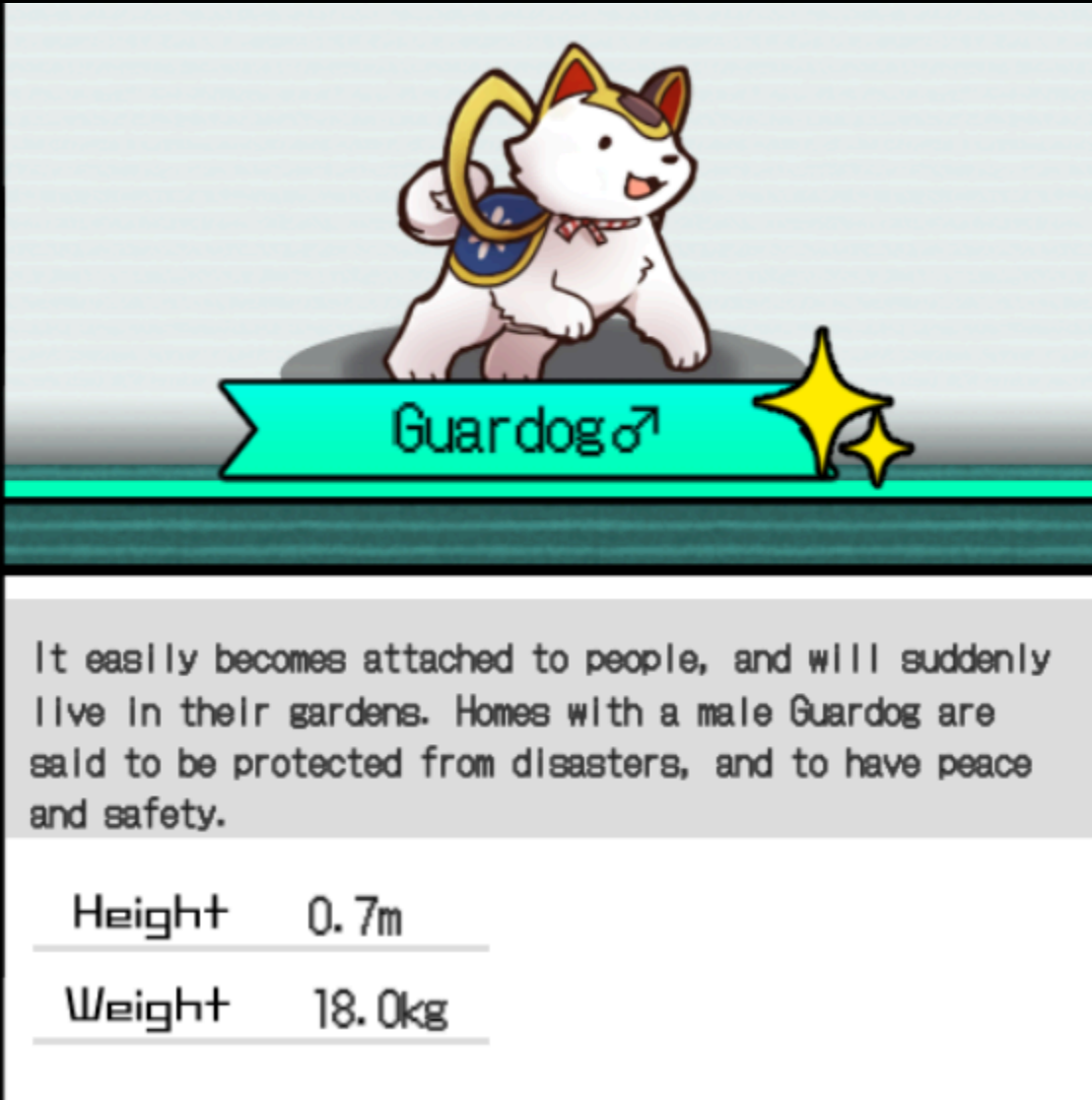
No 048 Kayvin



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



It appears when invited to a lively festival. There are stories of towns enduring peace after Foxyon's arrival, which have prompted people to naming festivals after it.

Height 1.2m

Weight 48.4kg

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.

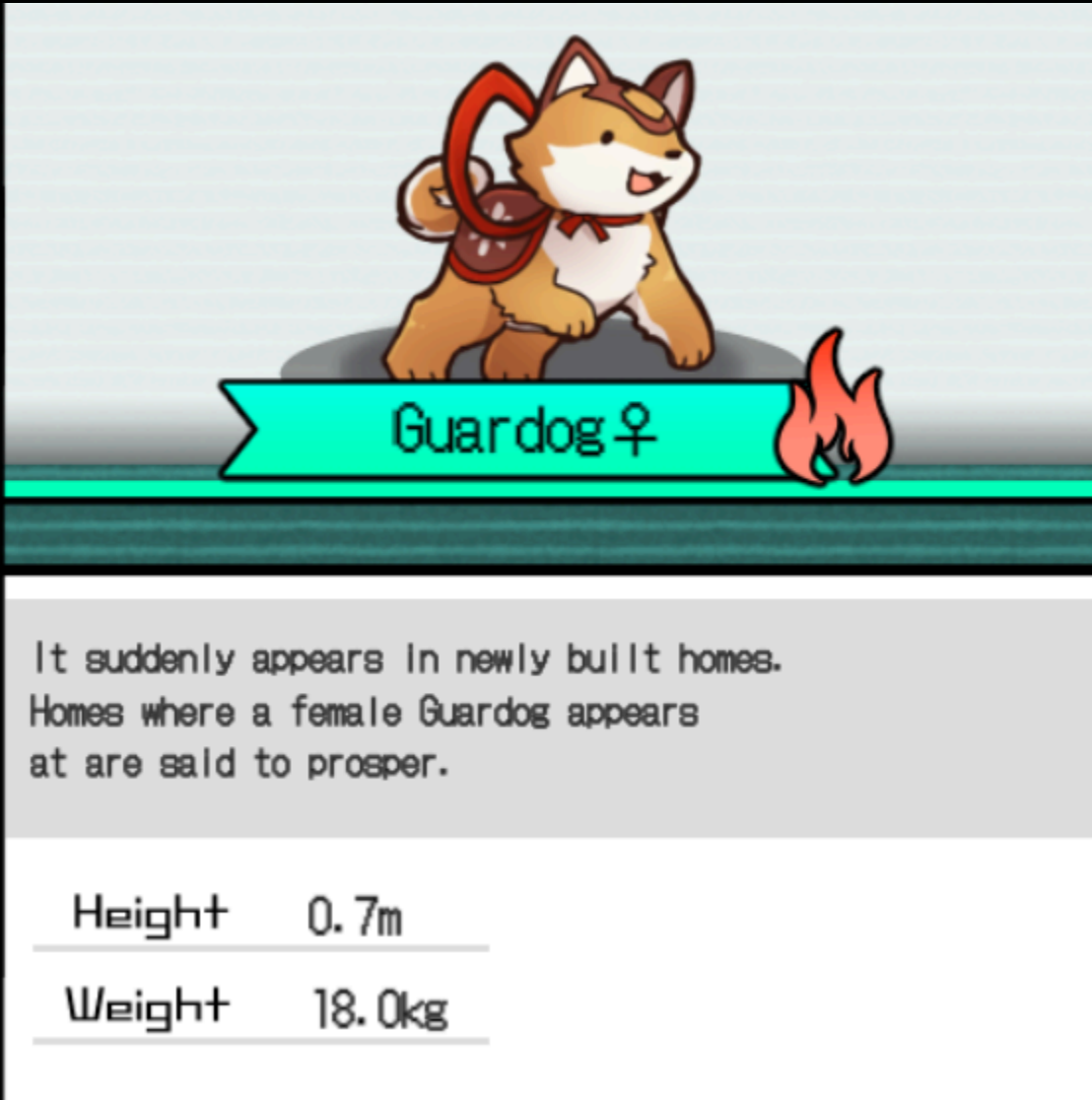
Height 2.0m

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.

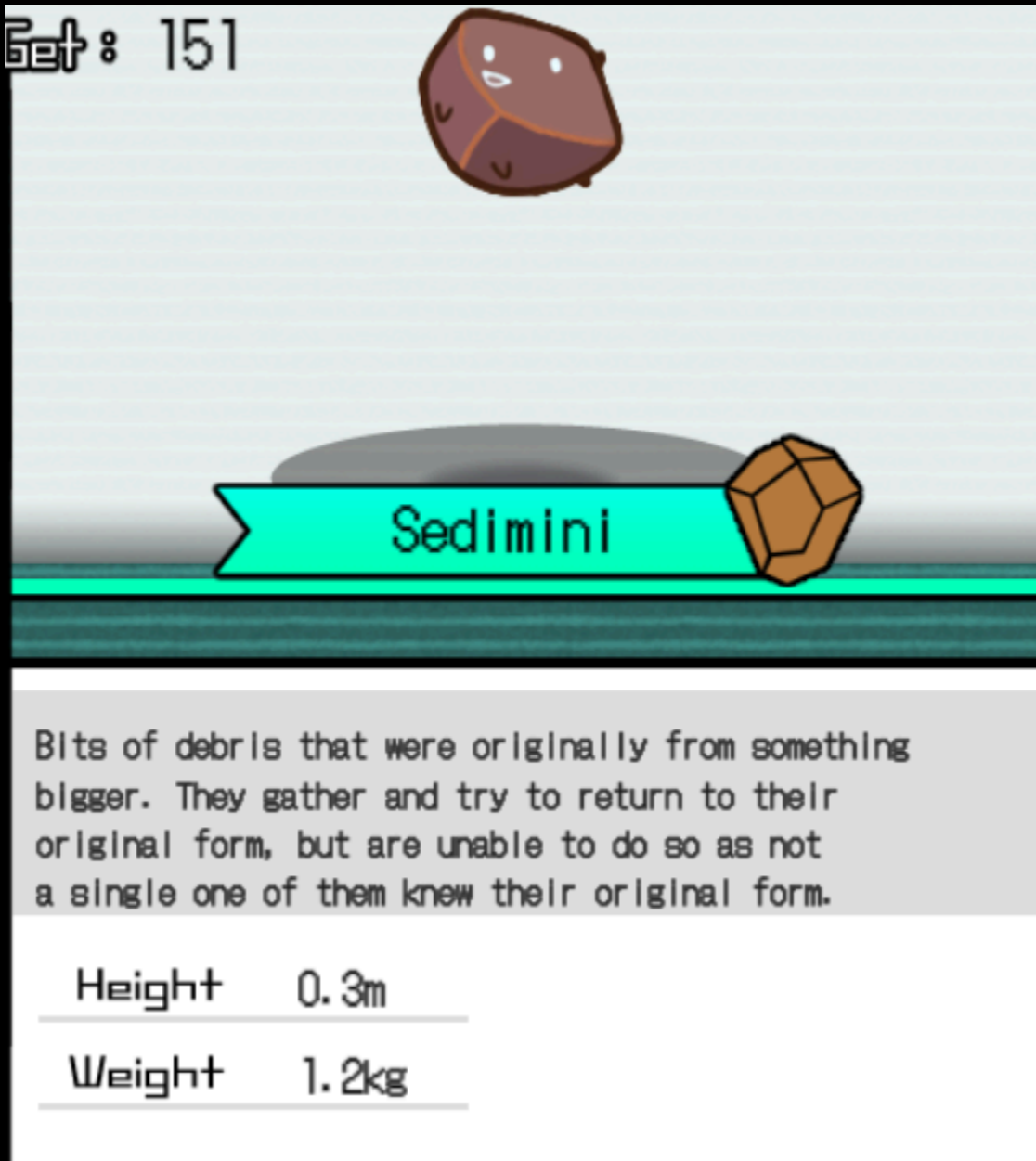
Height 2.0m

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



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



It has had a magnificent crest since hatching from its egg. The snake that has been its tail since birth is said to be a different Yarimon.

Height 0.6m

Weight 2.4kg

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.

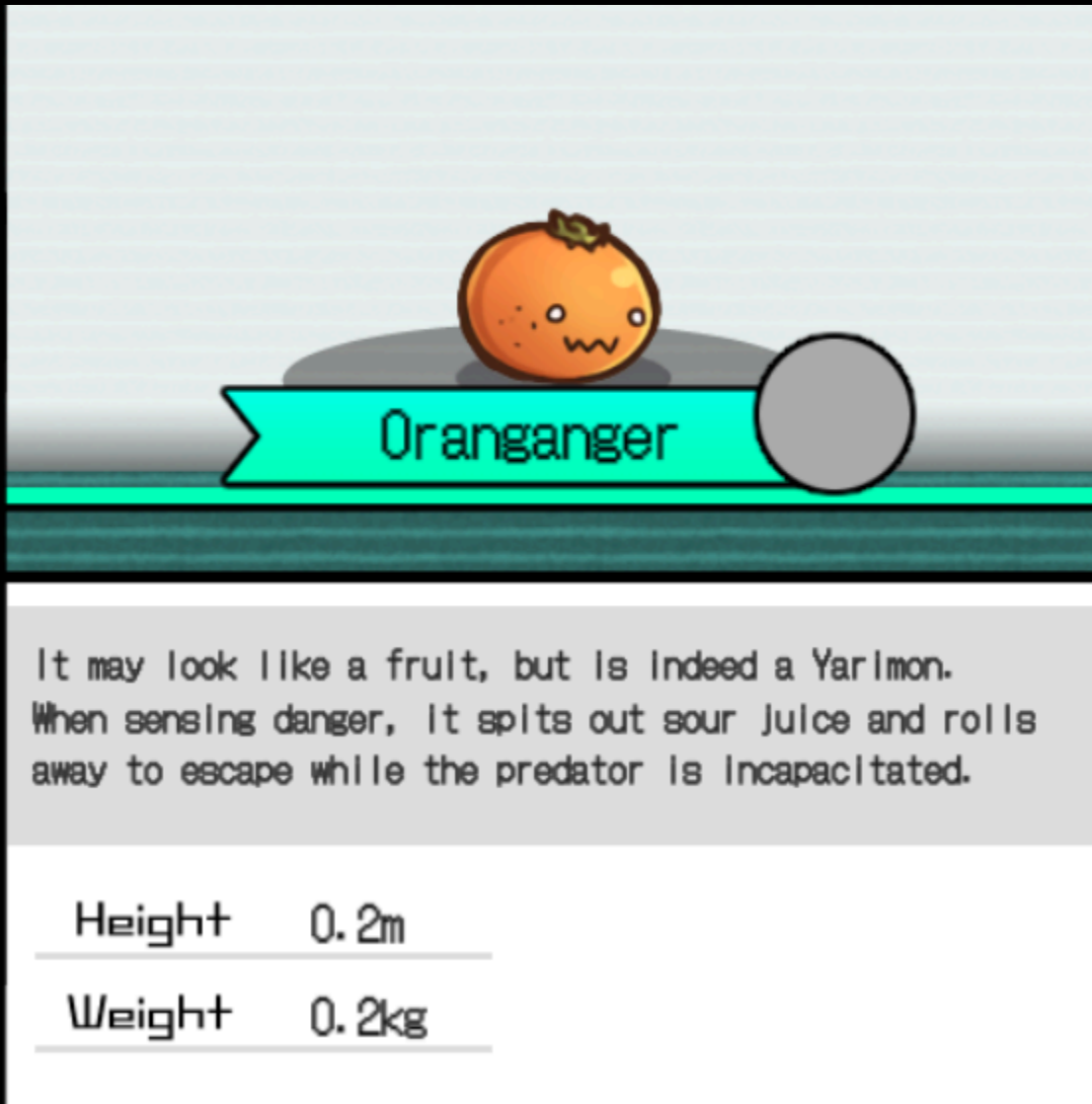
Height 1.6m

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.

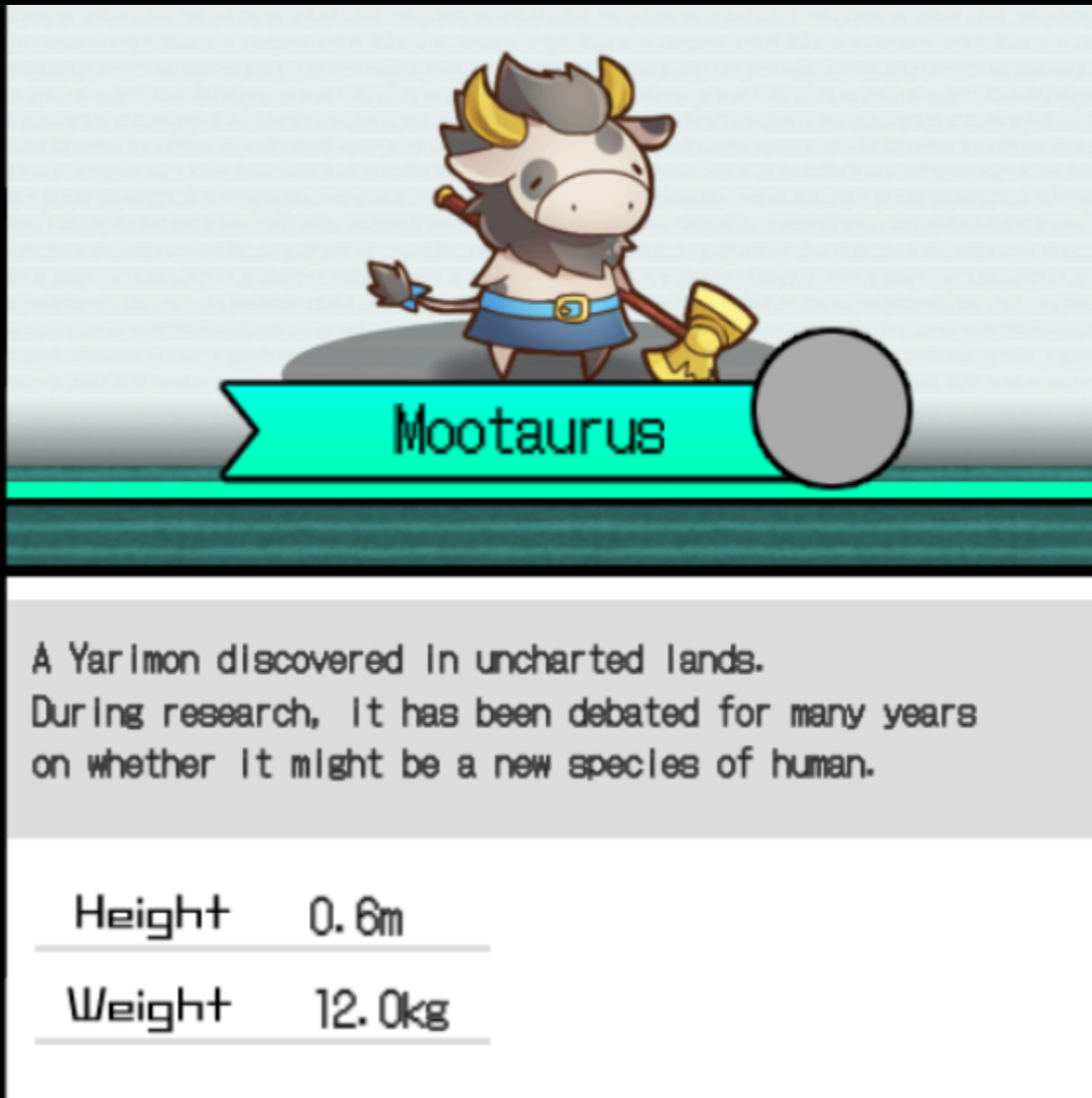
No 068 Kurotorofu



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.

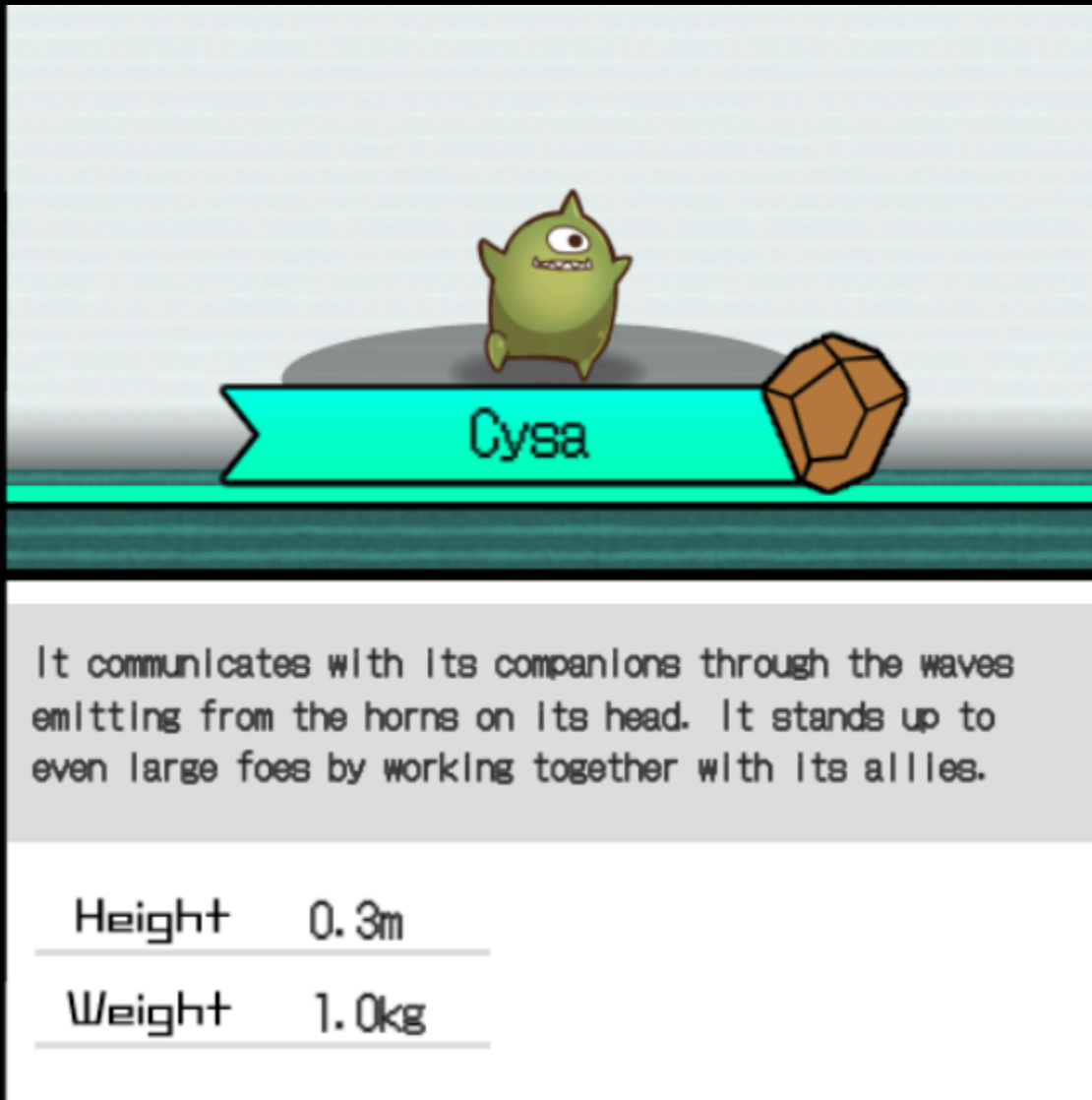
No 072 Mystifox



Personality:

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

No 073 Cysa



Personality:

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

No 074 Clops



The troublemaker of the forest. Using its large body, it wreaks as much havoc as possible. It will completely crush those who bullied it during its Cysa days.

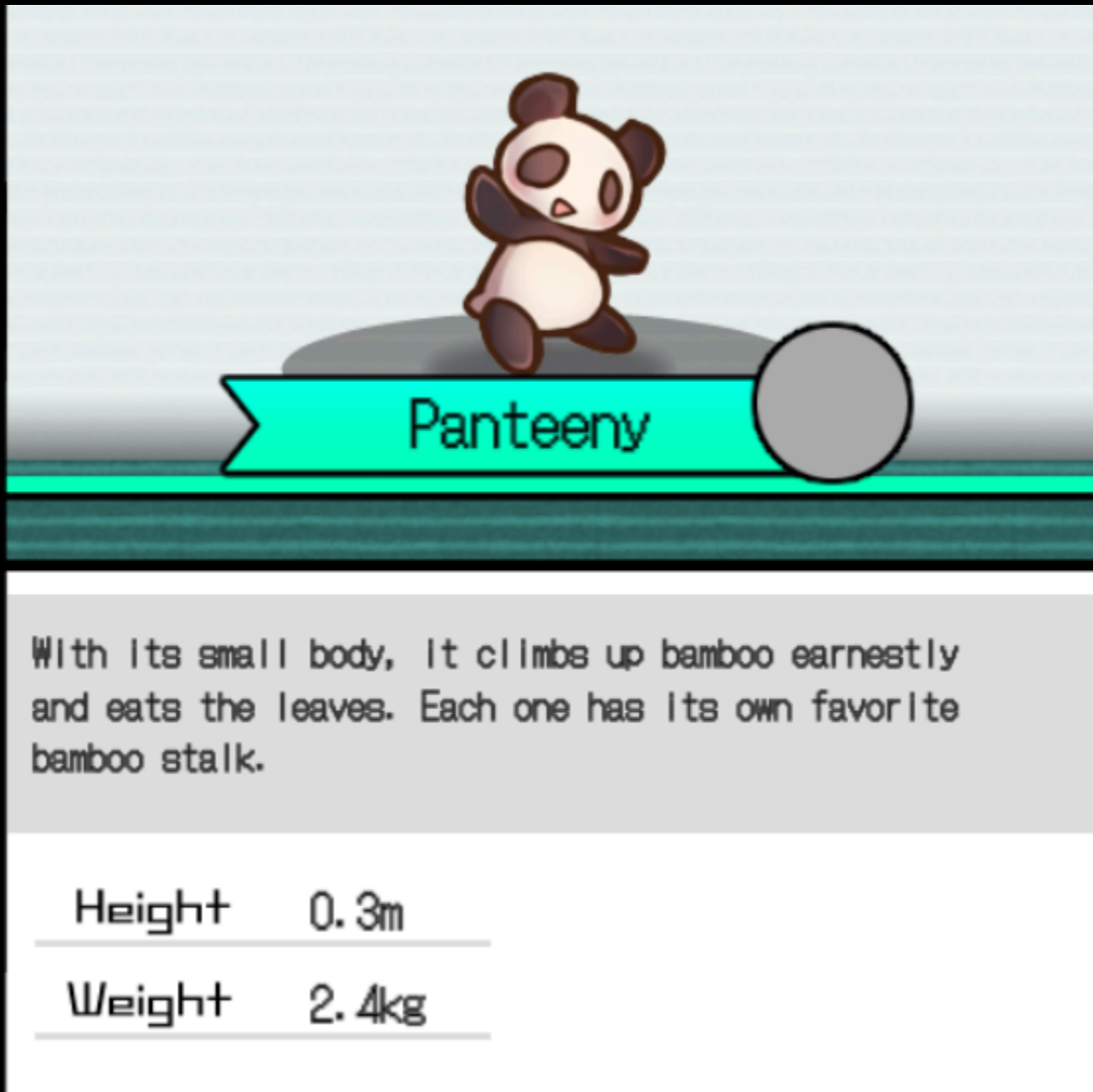
Height 3.0m

Weight 160.7kg

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



Personality:

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

No 077 Laffy



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.

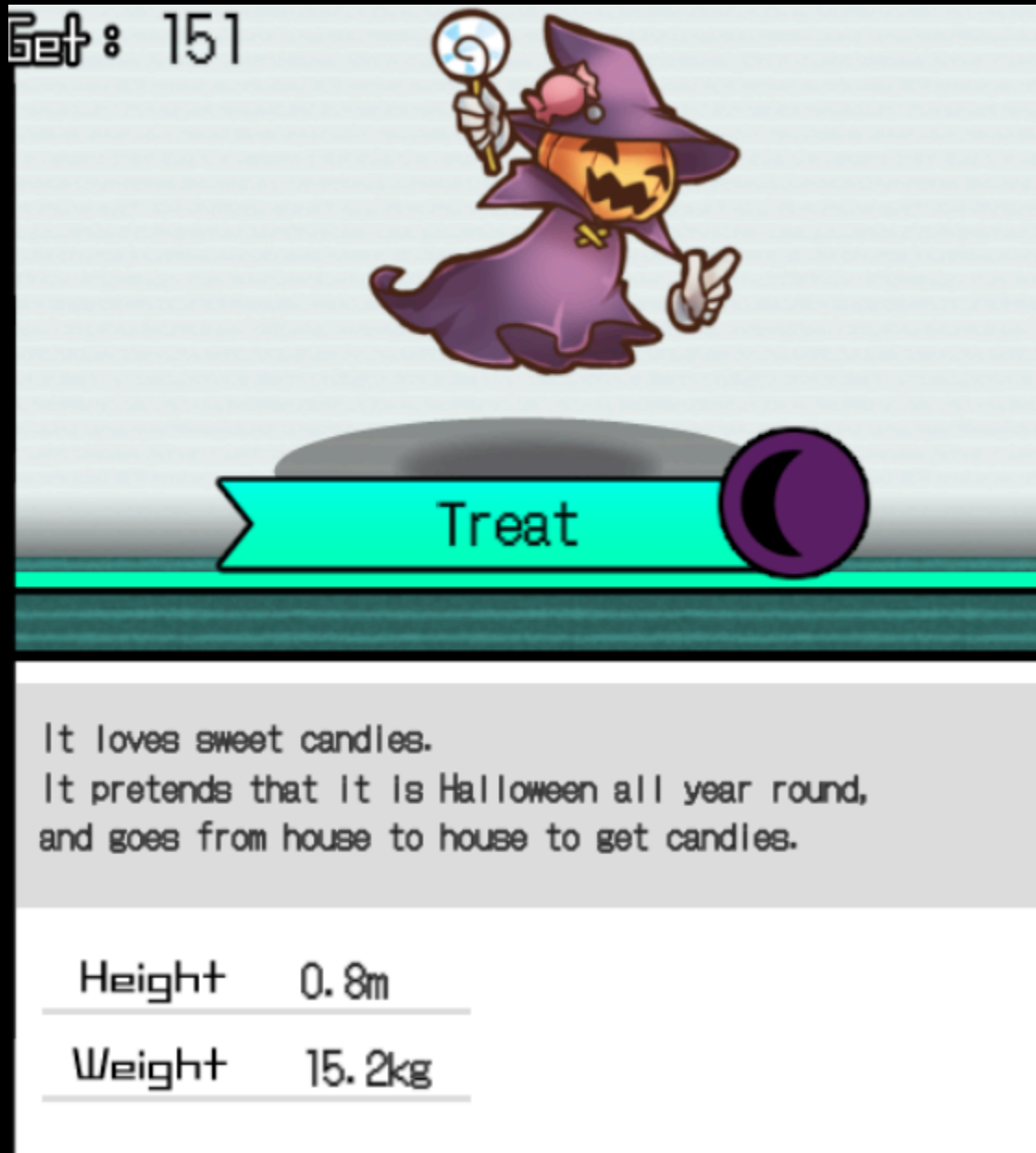
Height 1.6m

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



Every night, it appears in deserted places and suddenly demands candles. If refused, you might be taken to the afterlife.

Height 2.3m

Weight 55.4kg

Personality:

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

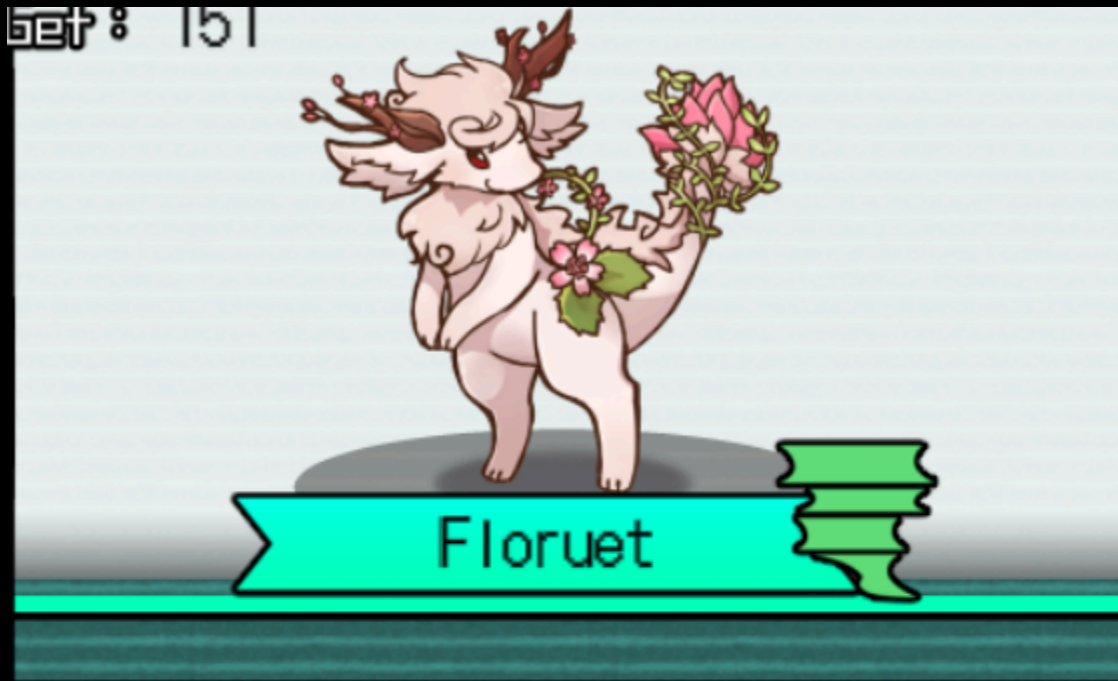
No 081 Flowapuff



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.

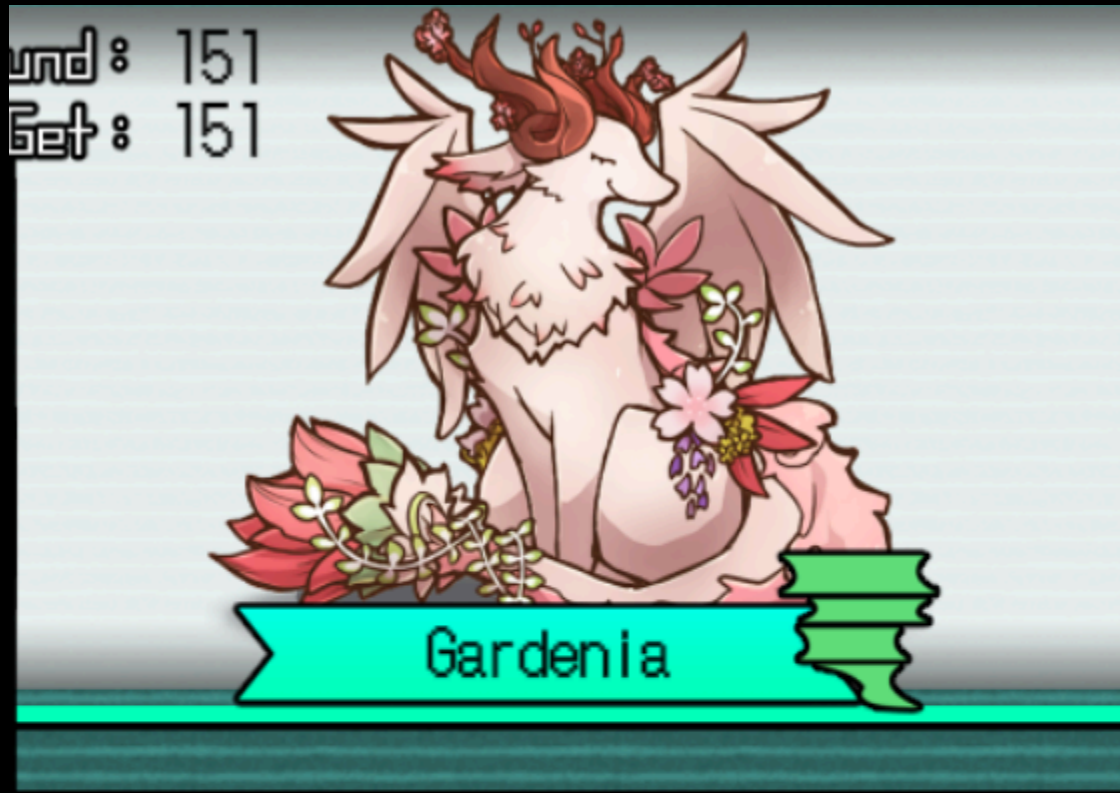
Height 1.9m

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.

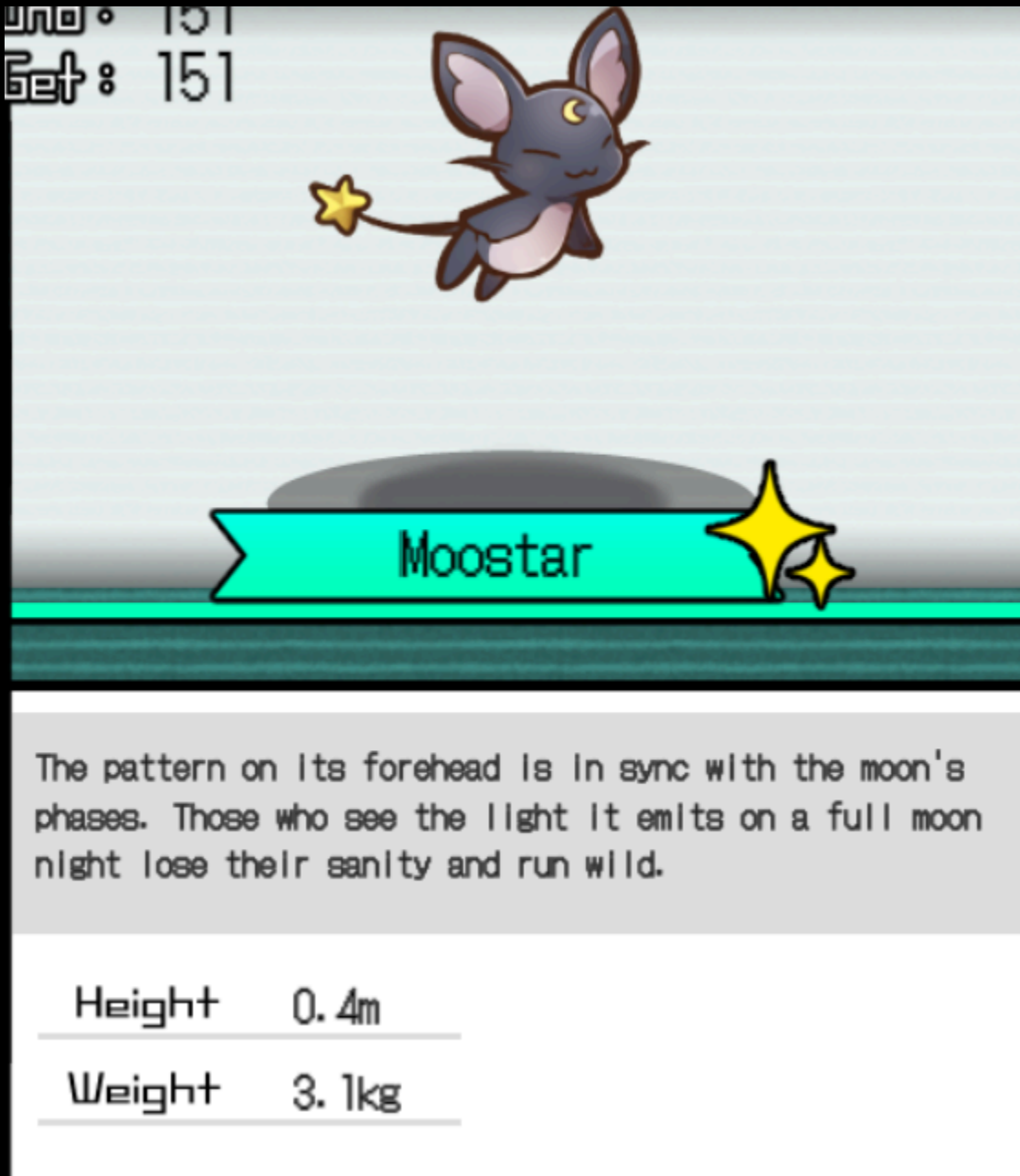
No 085 Soliche



Personality:

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

No 086 Moostar



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.

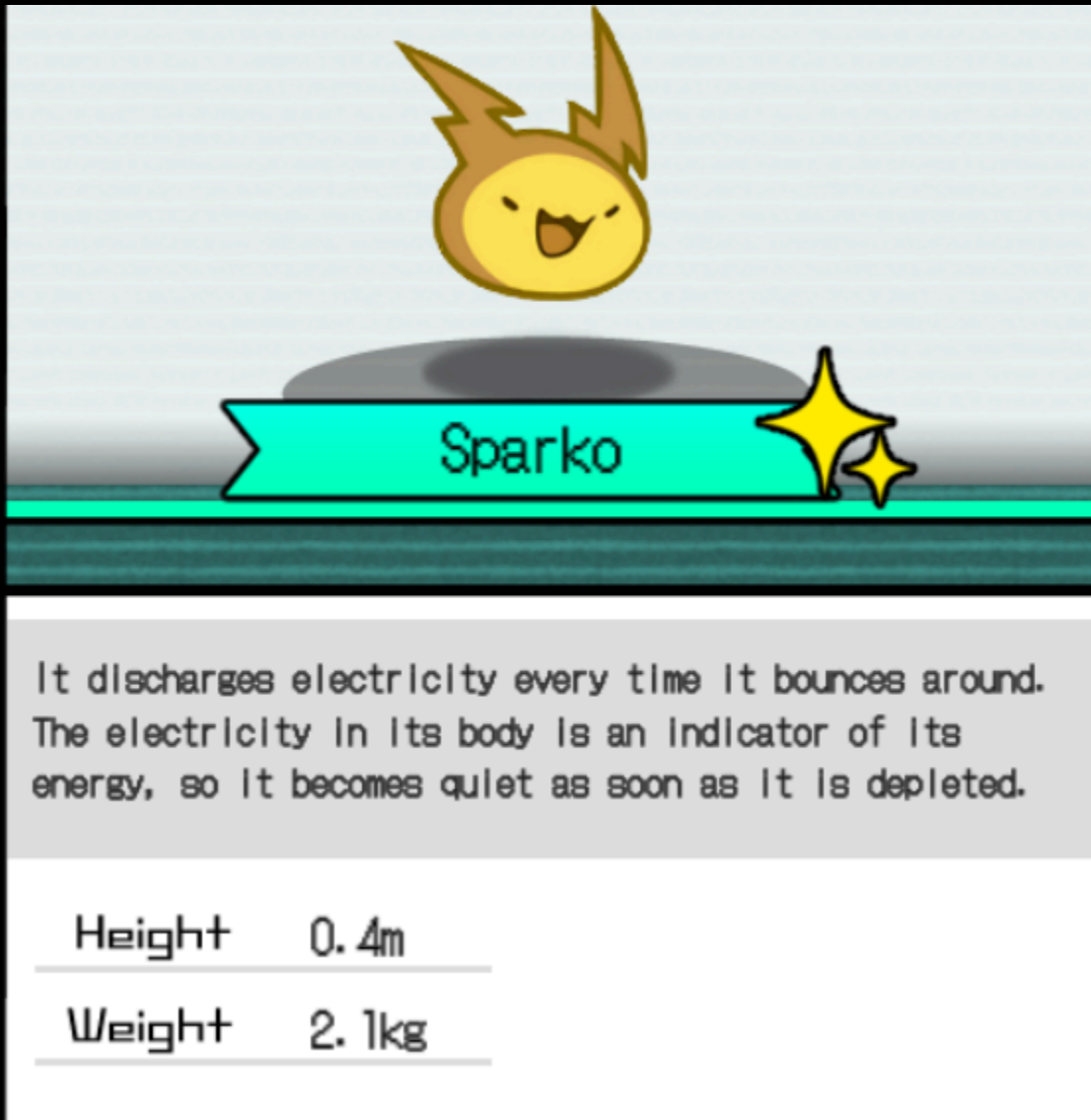
No 088 Flamsala



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.

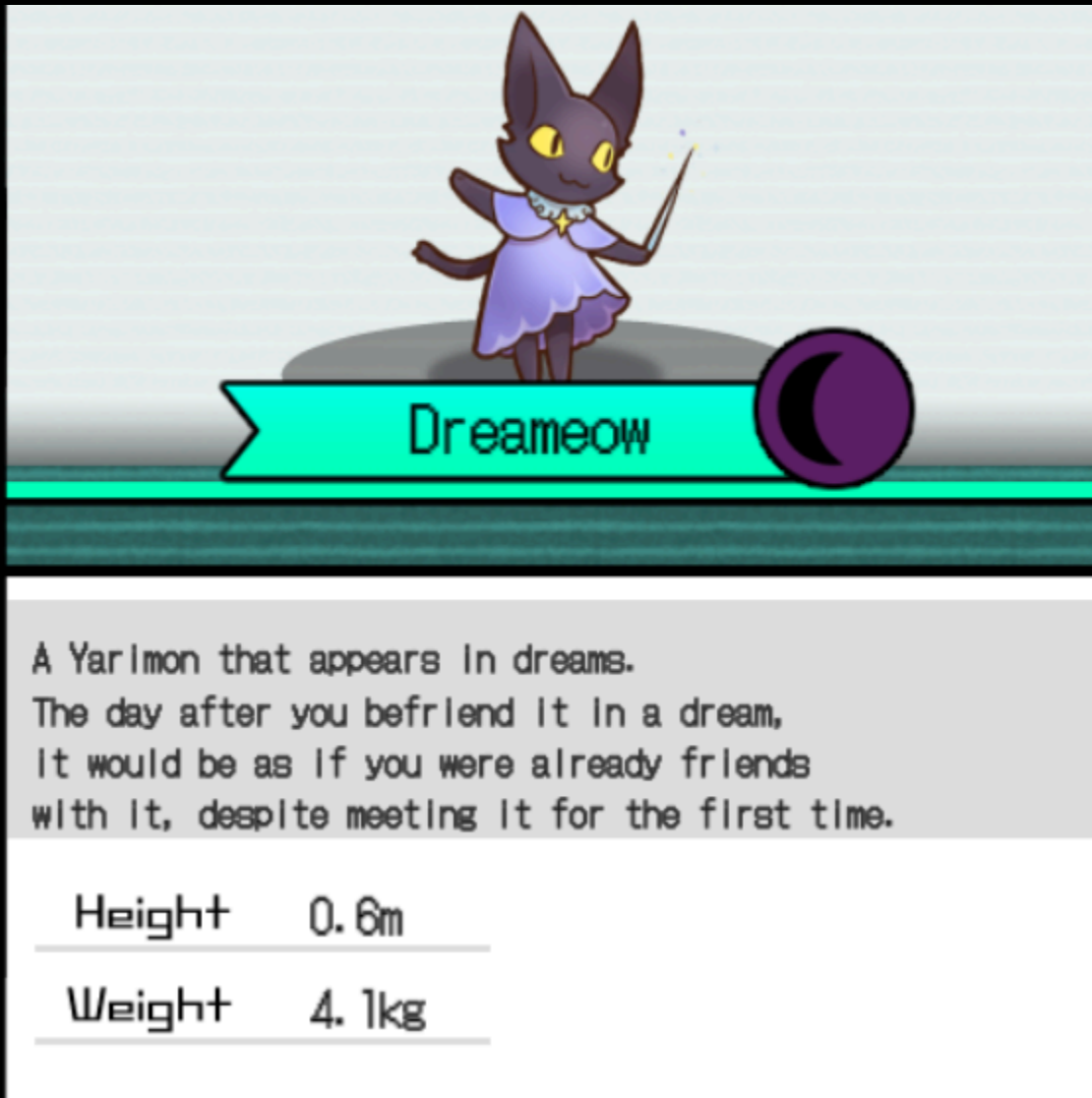
Height 1.9m

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.

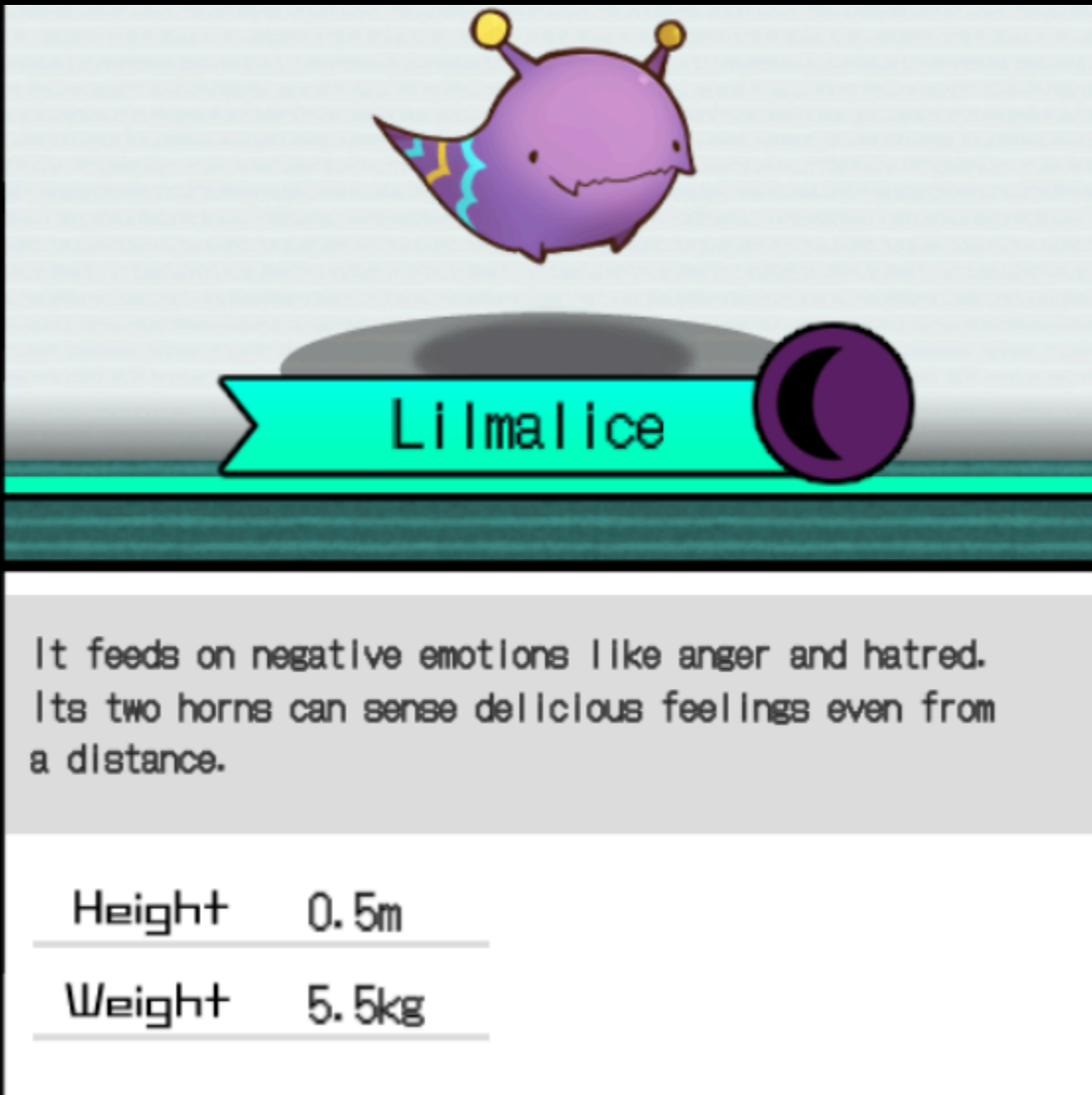
Height 1.8m

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.

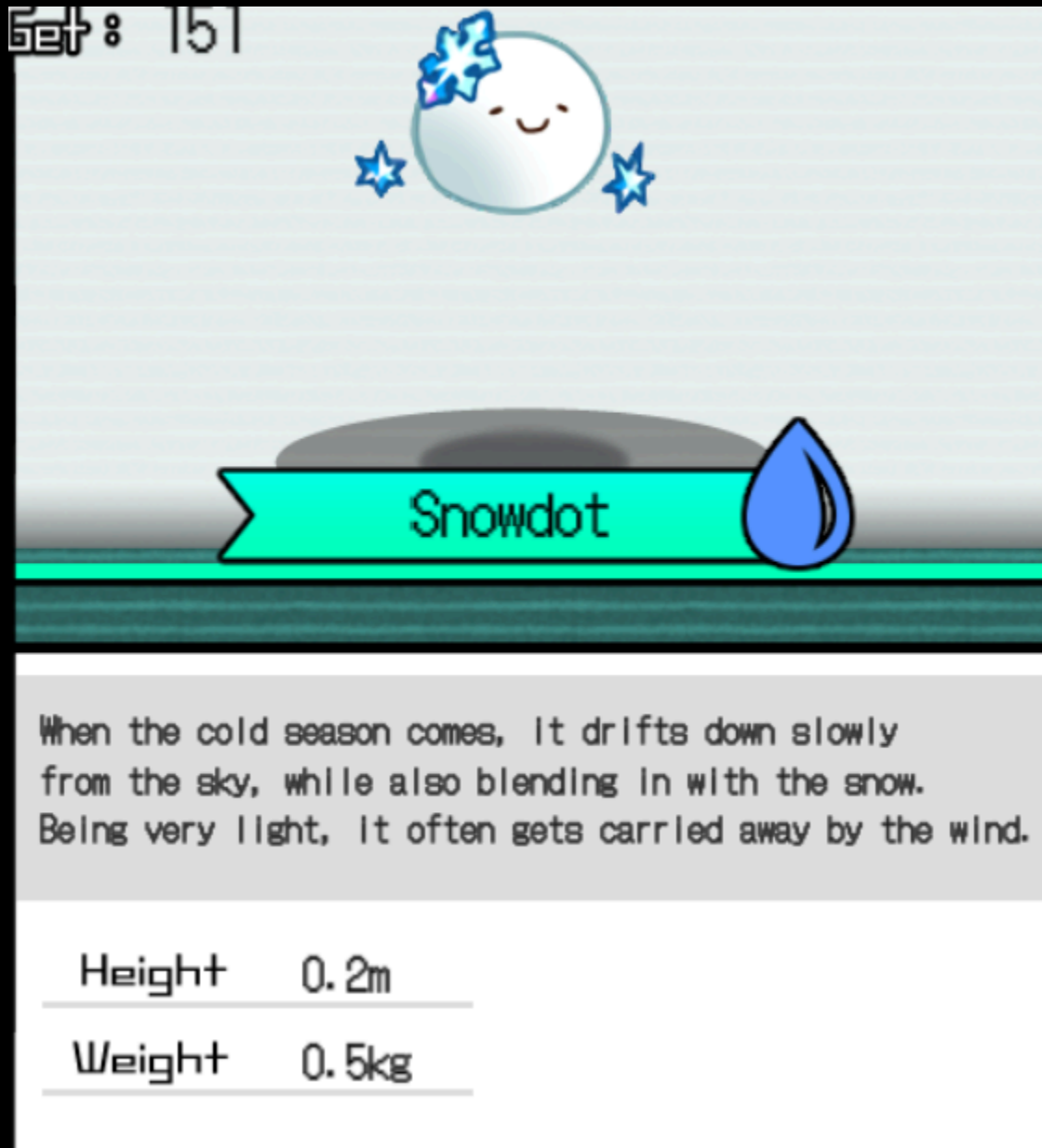
No 097 Klamsafe



Personality:

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

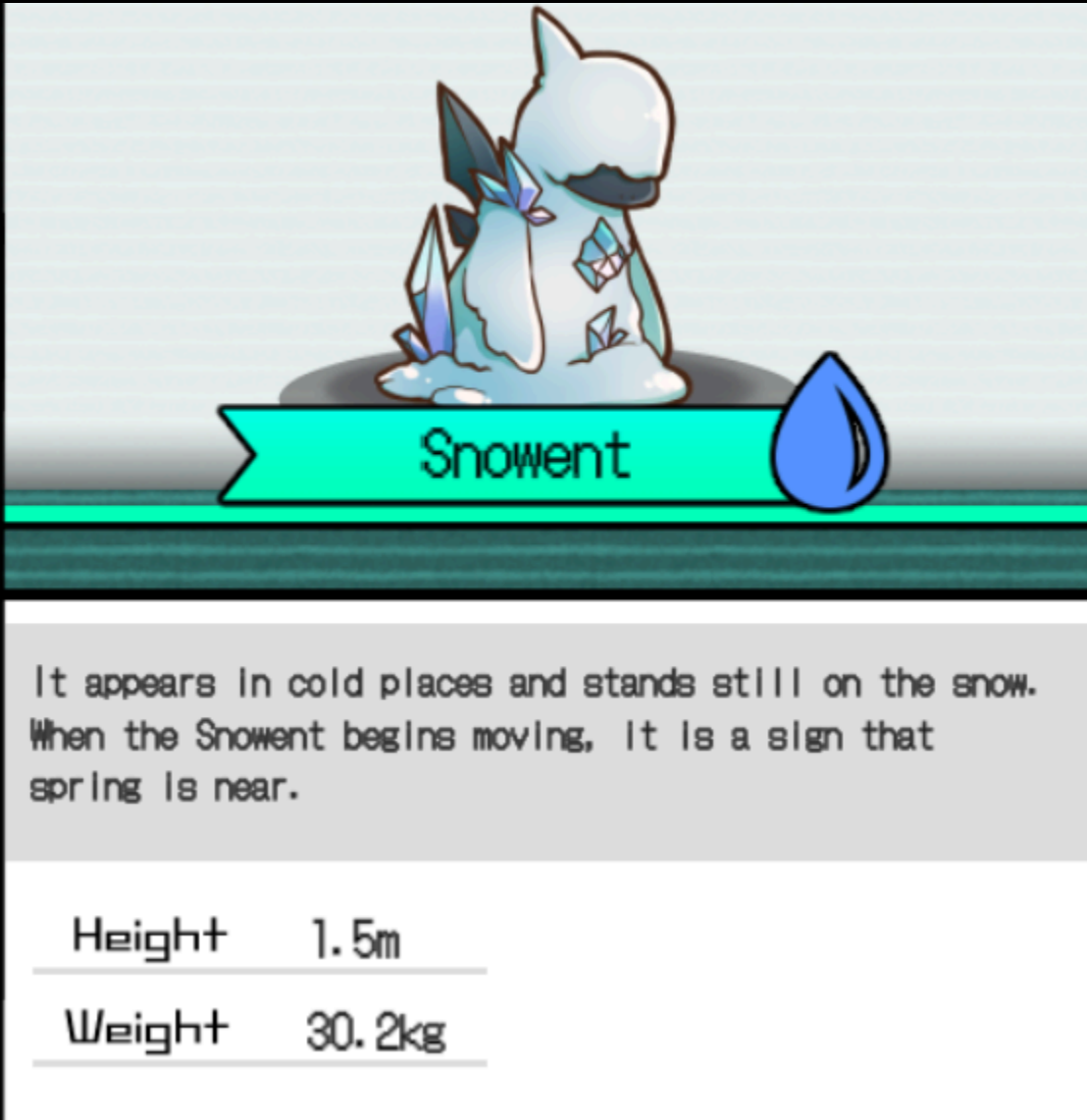
No 098 Snowdot



Personality:

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

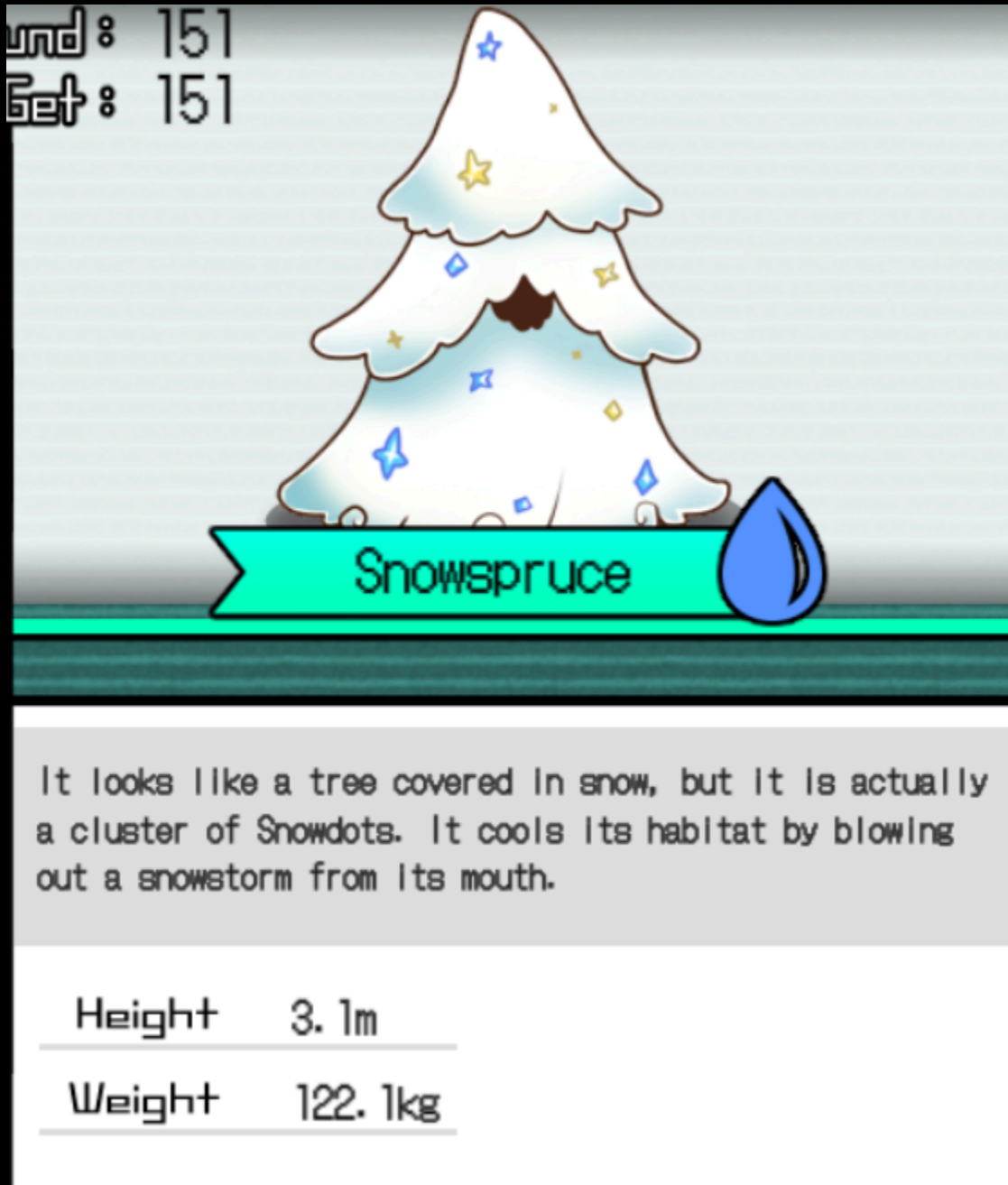
No 099 Snowent



Personality:

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

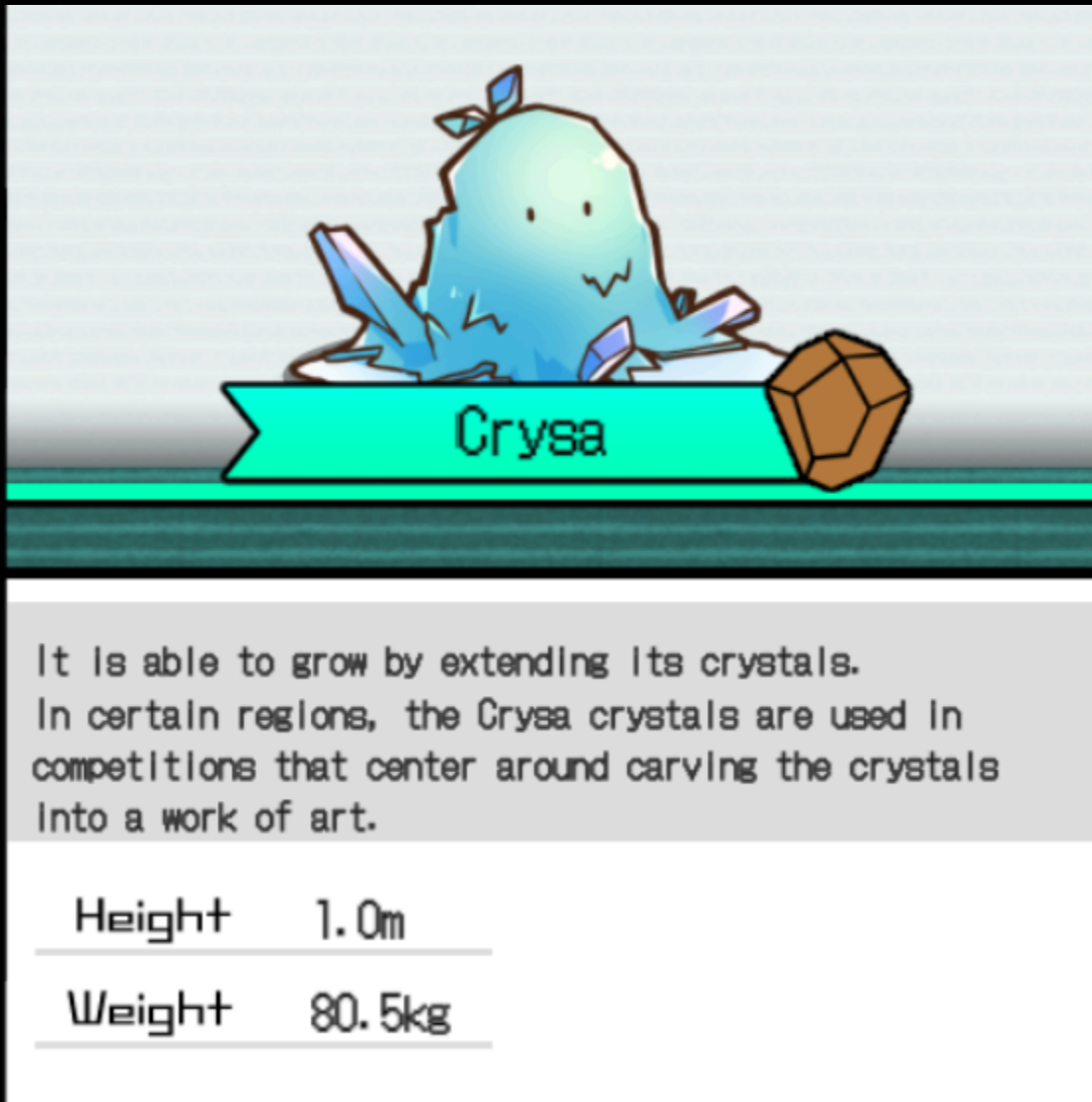
No 100 Snowspruce



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.

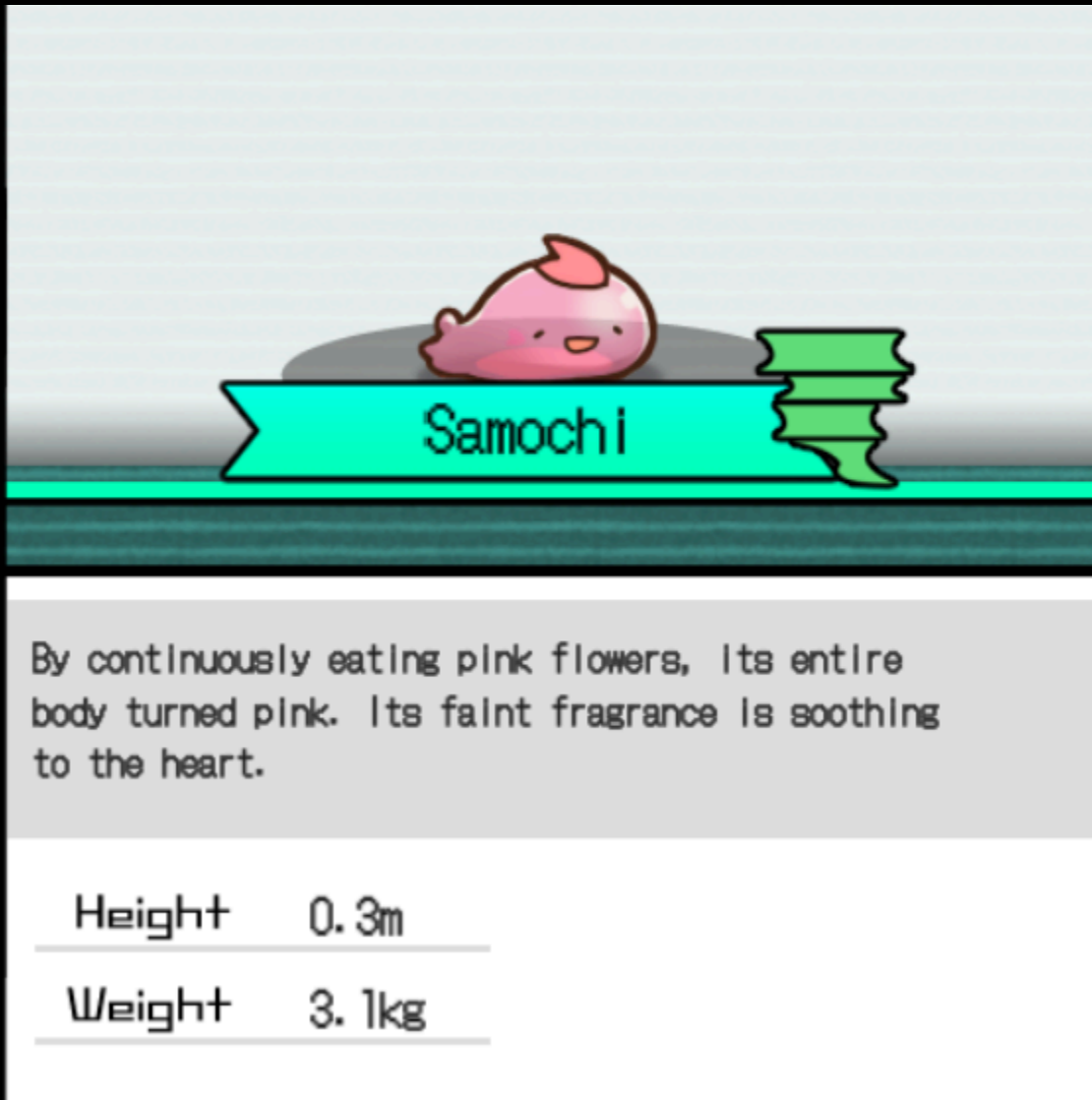
Height 5.1m

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.

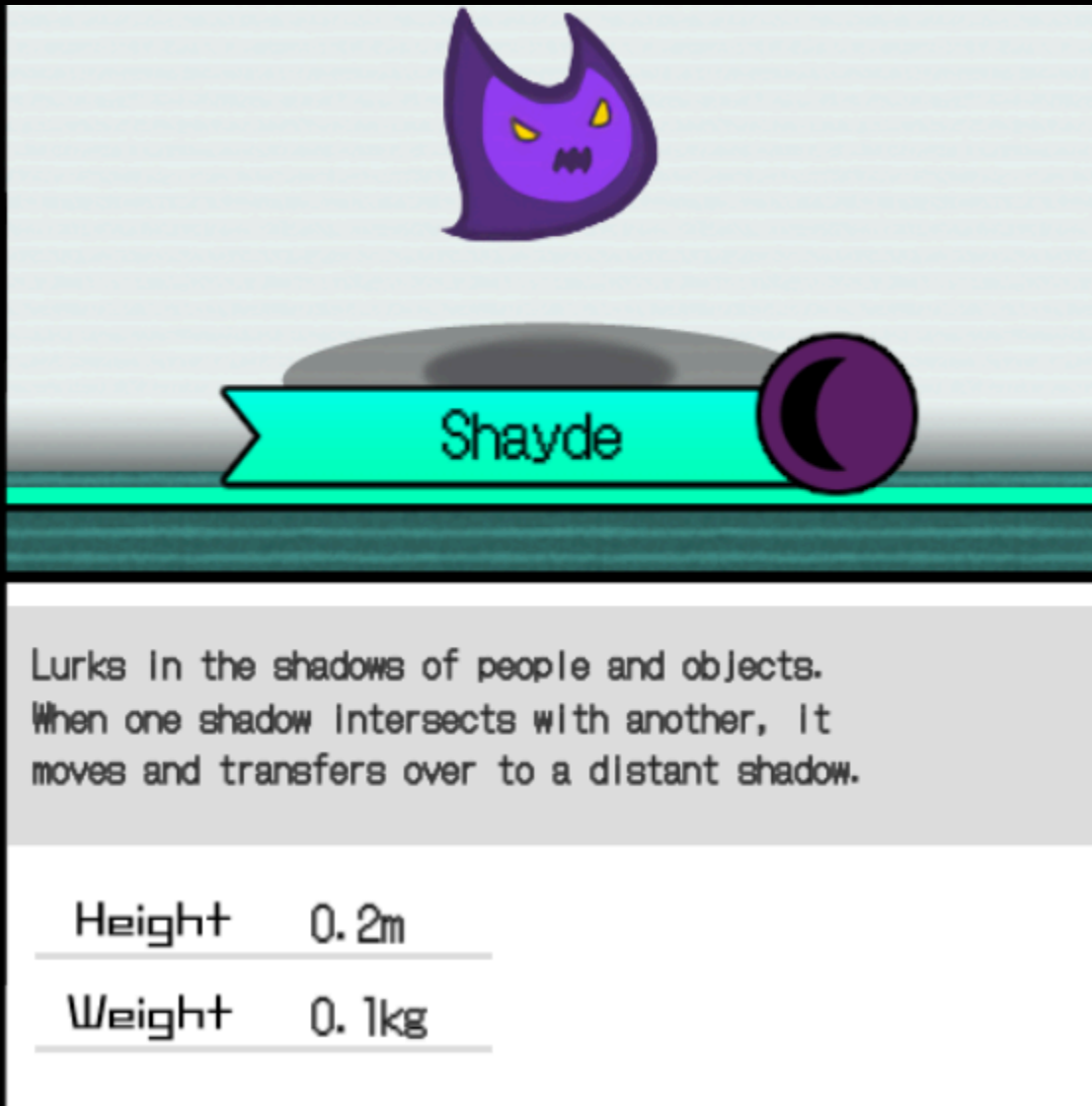
Height 1.0m

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 YarImon 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



On very rare occasions, dastardly Tontons will appear. However, when they do appear, they will take on a human appearance, visit shops and make fraudulent purchases with stones that look like money.

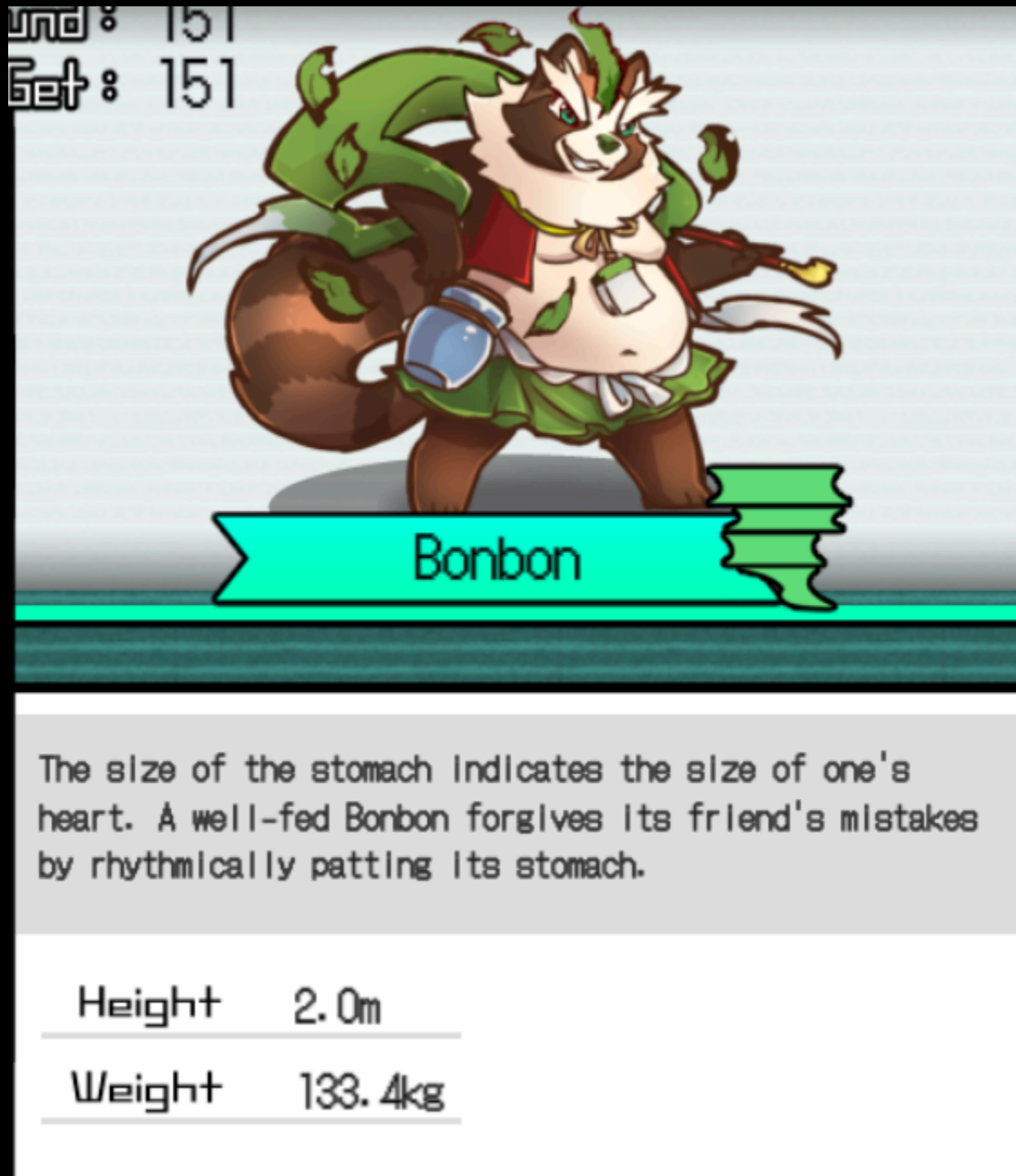
Height 1.1m

Weight 55.2kg

Personality:

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

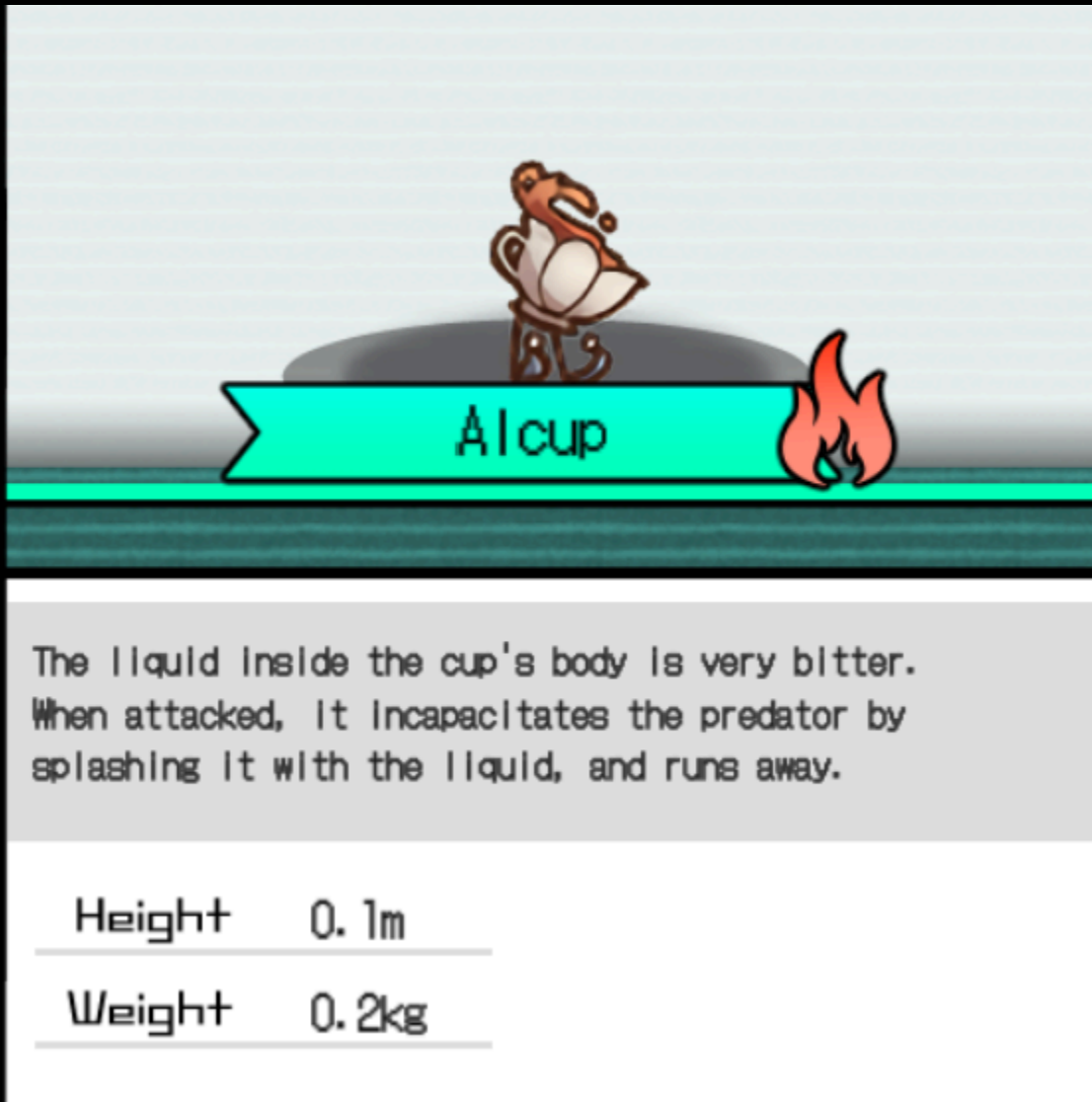
No 113 Bonbon



Personality:

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

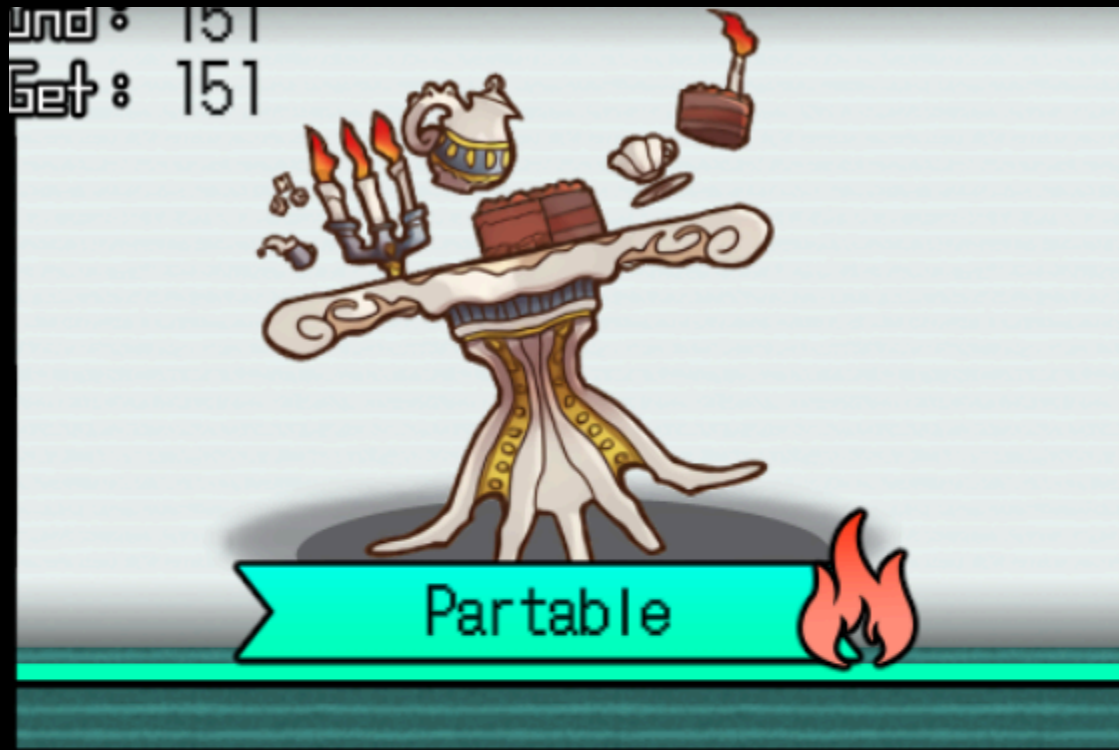
No 114 Alcup



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.

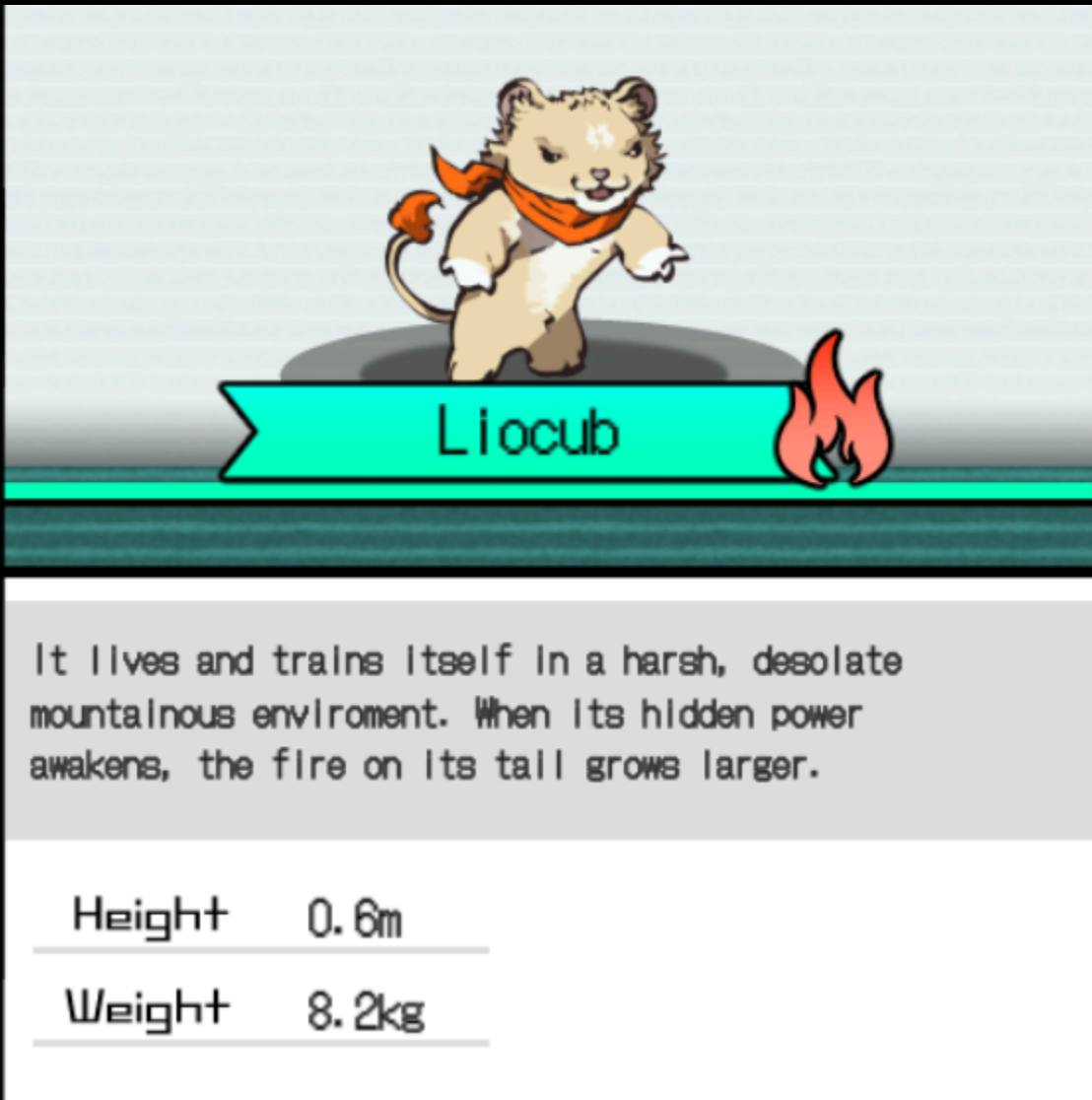
No 117 Radia



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



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.

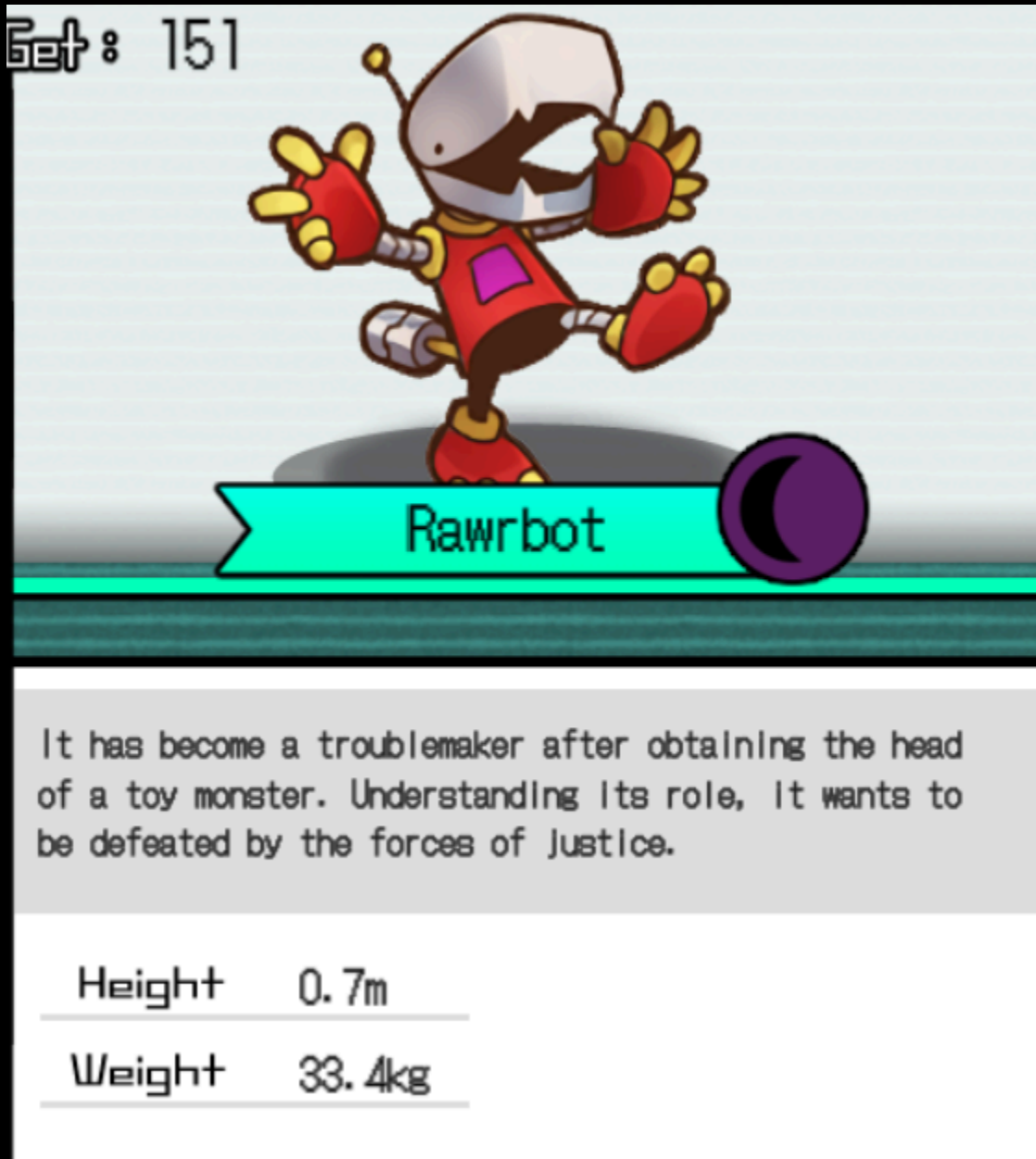
No 127 Ropatch



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.

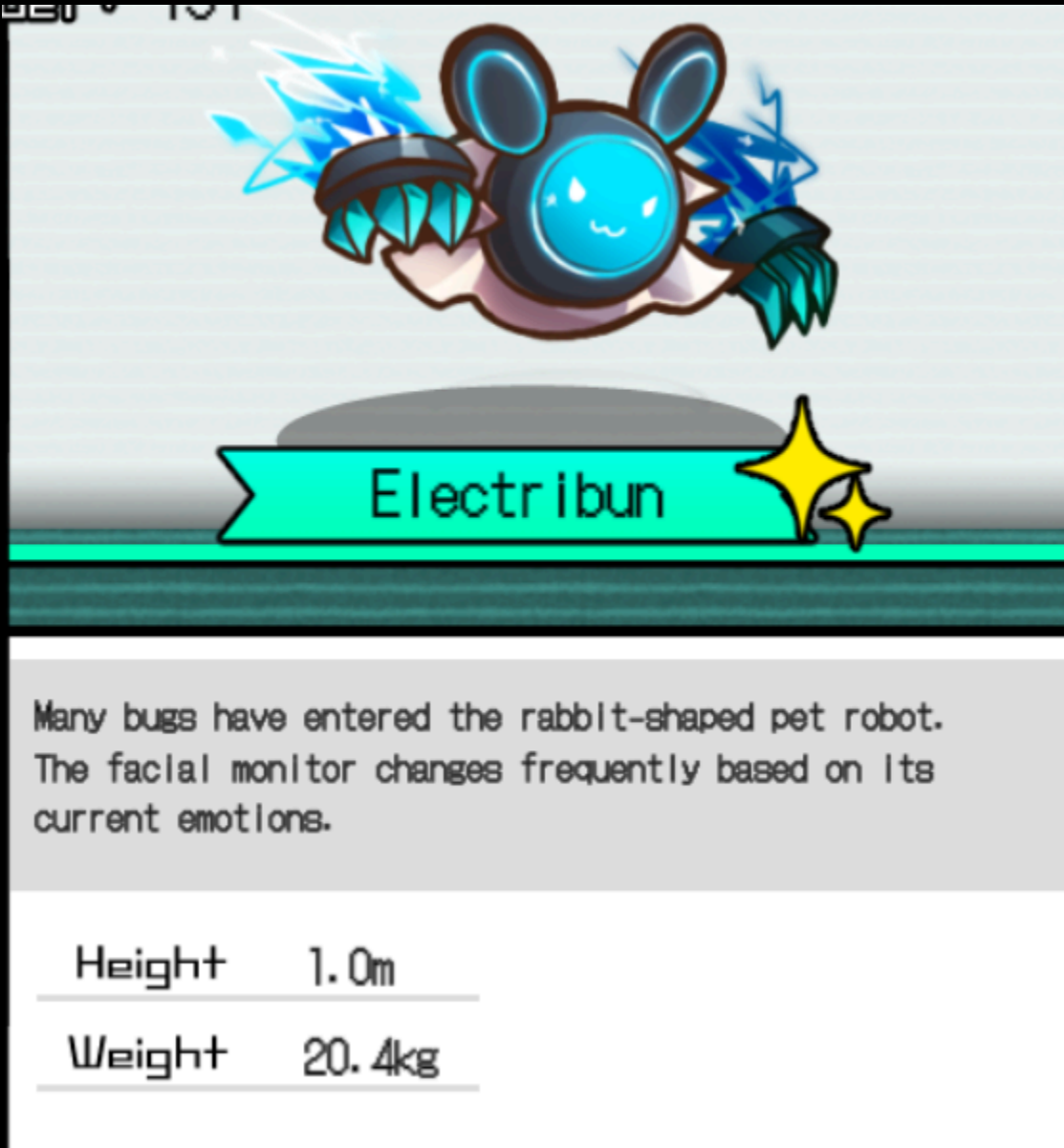
No 131 Partikel



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



It is always shedding red tears.
It cries no matter if it is happy or sad, thus making it very difficult to read its emotions.

Height 1.4m

Weight 16.1kg

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



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.

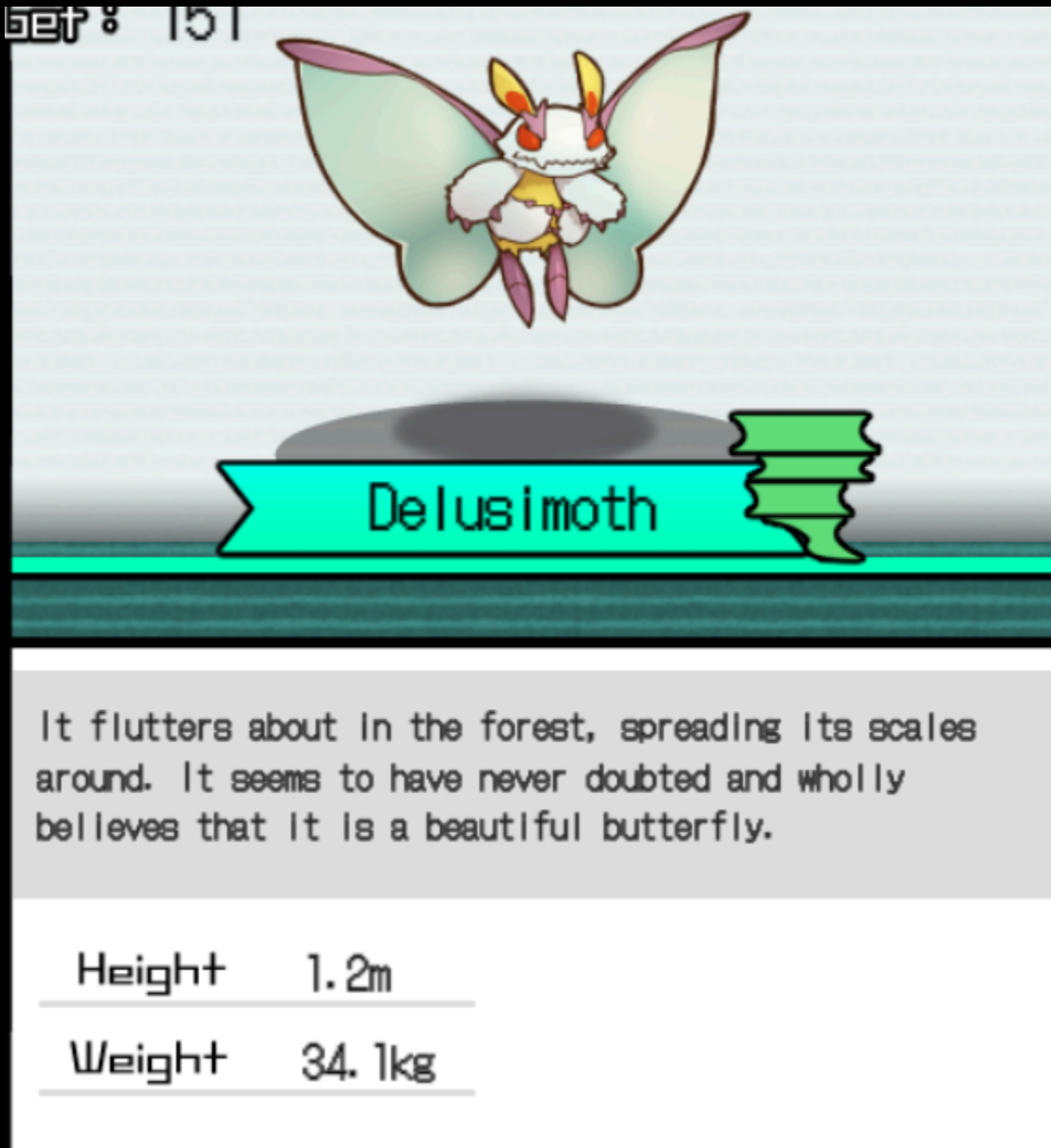
Height 1.1m

Weight 62.5kg

Personality:

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

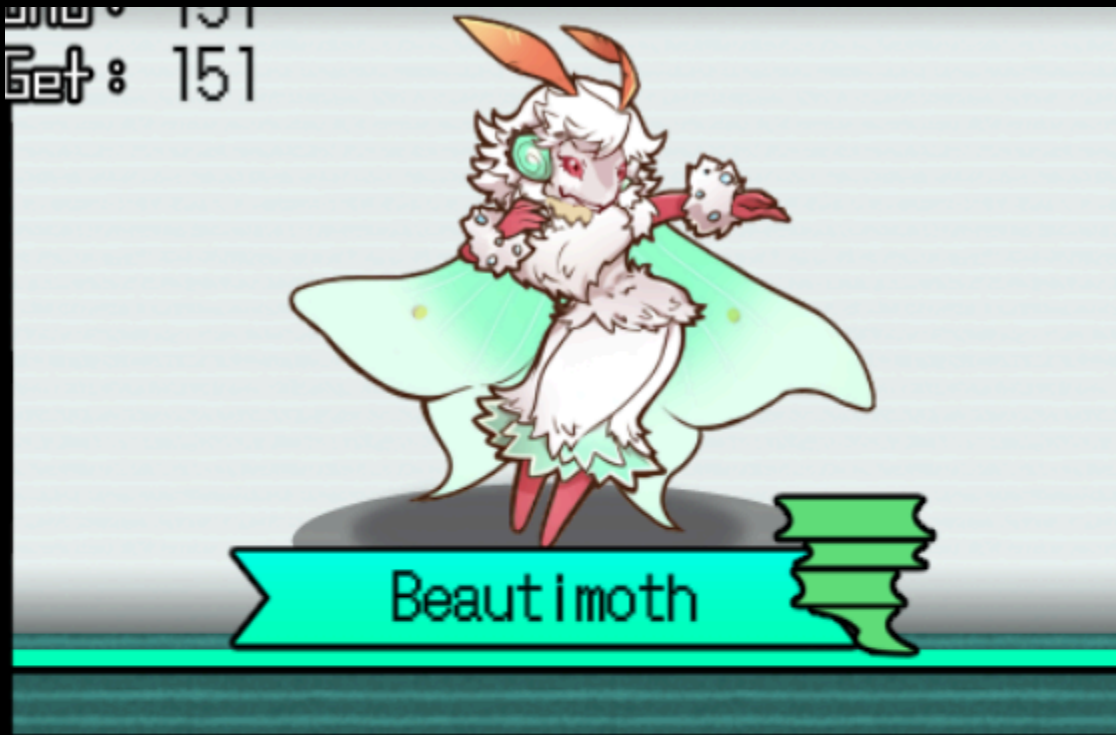
No 140 Delusimoth



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”.

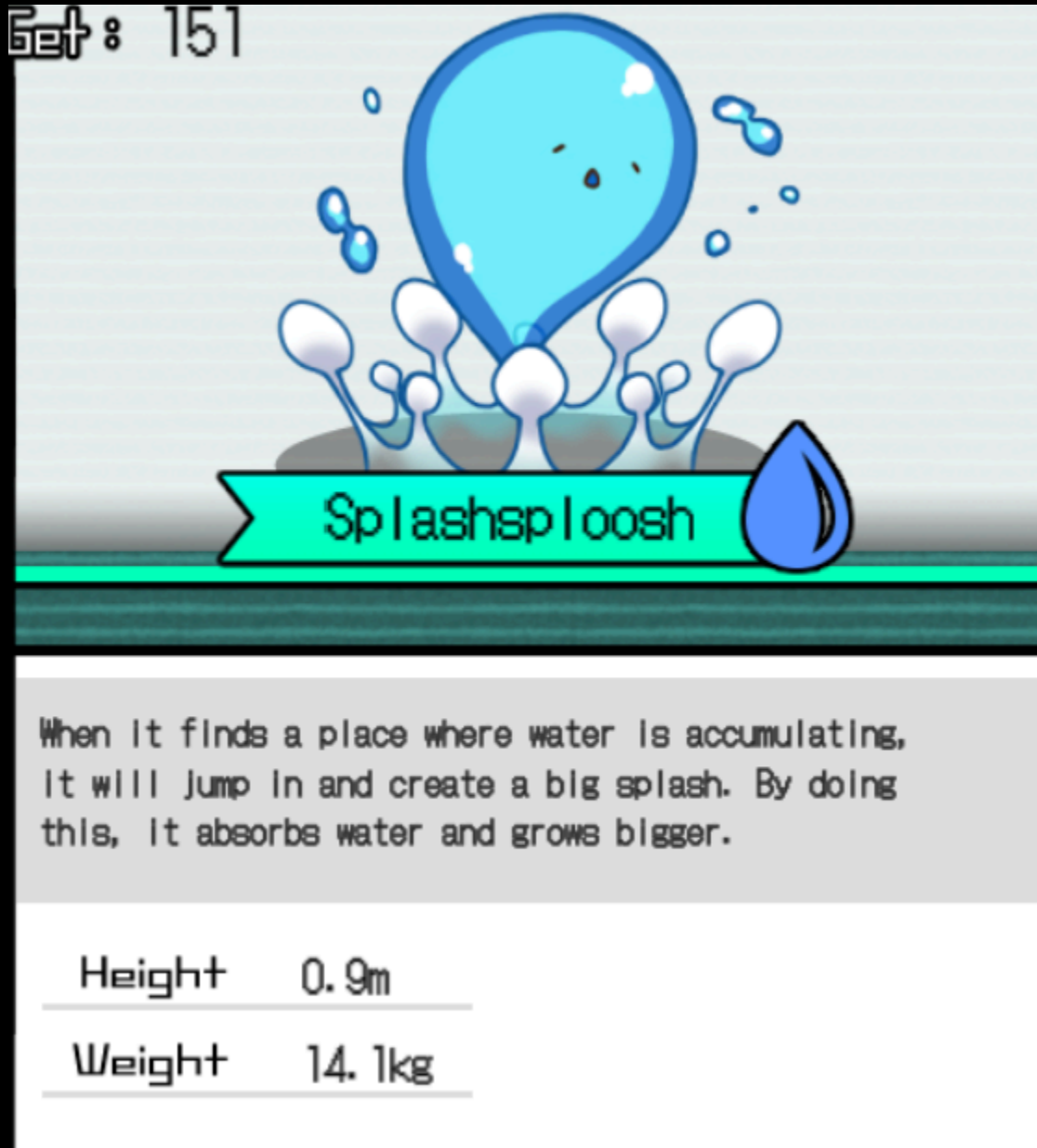
No 144 Dropple



Personality:

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

No 145 Splashsploosh



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”.