

Yarisutemesubuta ~ PUMP & DUMP: Yarimon Encyclopedia Supplement v1.1

By Edyy78

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Type Effectiveness, What Falls Under A Type, Status Effects

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

Type Chart

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



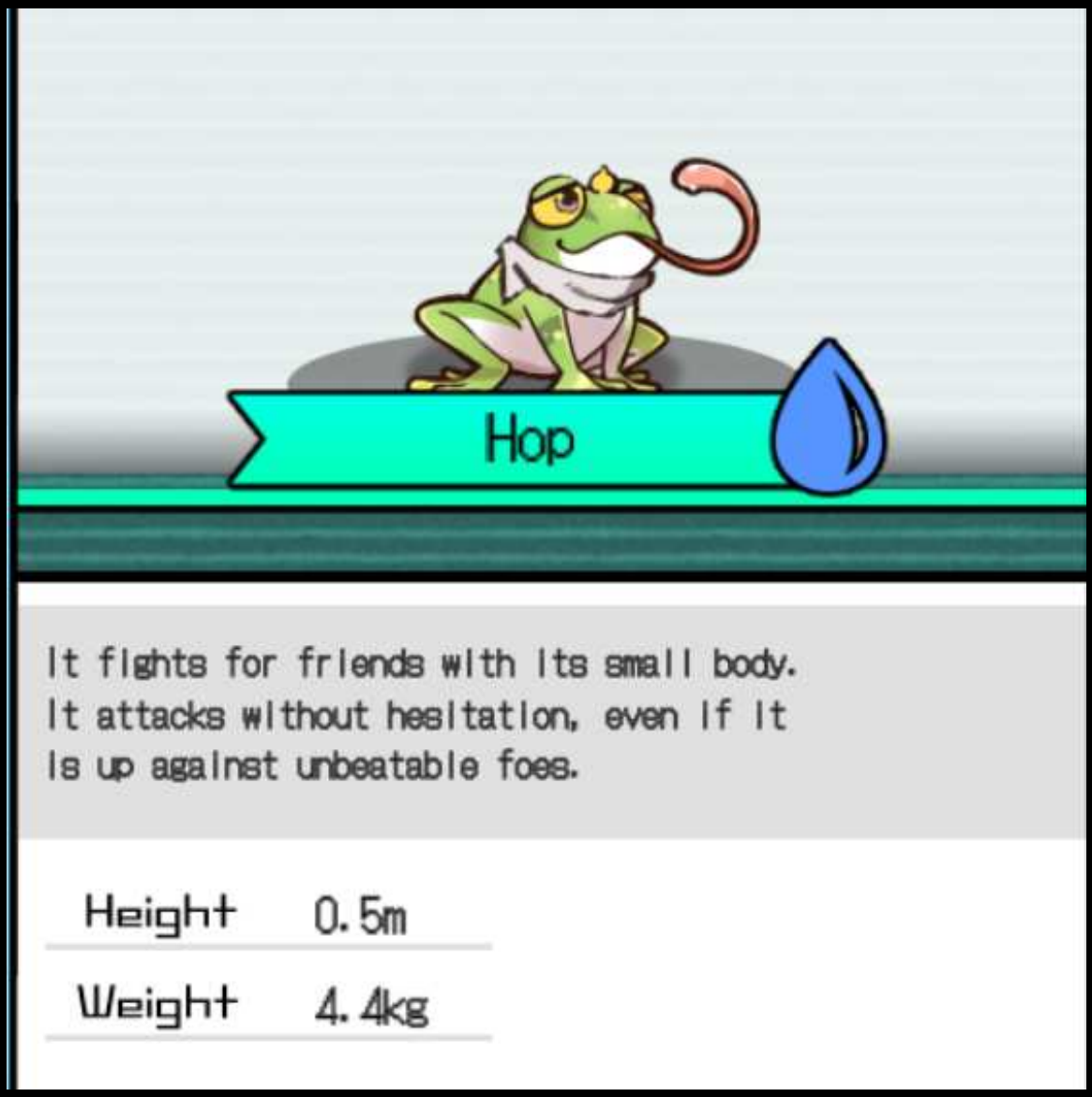
What Falls Under A Type

- Fire: What you would expect
- Wind: Both air/wind related moves as well as a number of plant related moves
- Earth: Both ground/rock related moves as well as a number of plant related moves
- Water: Both water related moves as well as ice related ones.
- Dark: Moves that are “evil”, under handed, or brutal, as well as those that involve dark magic/curses.
- Light: Both light related moves as well as electric/lighting related ones.
- Typeless: Moves that are purely physical like a heavy blow, deal with a generic energy or raw soul energy, or in once case ripping through space.

Status Effects

- Freeze: Evasion drops by 25% and you take constant damage.
- Burn: Defense, both physical and “magical”, 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, both physical and “magical”, decreases by 25% and you take constant damage.
- Curse: Unable to heal and you take constant damage

No 001 Hop



Evolution:

Evolves into [Hopshop]

Special Ability:

“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



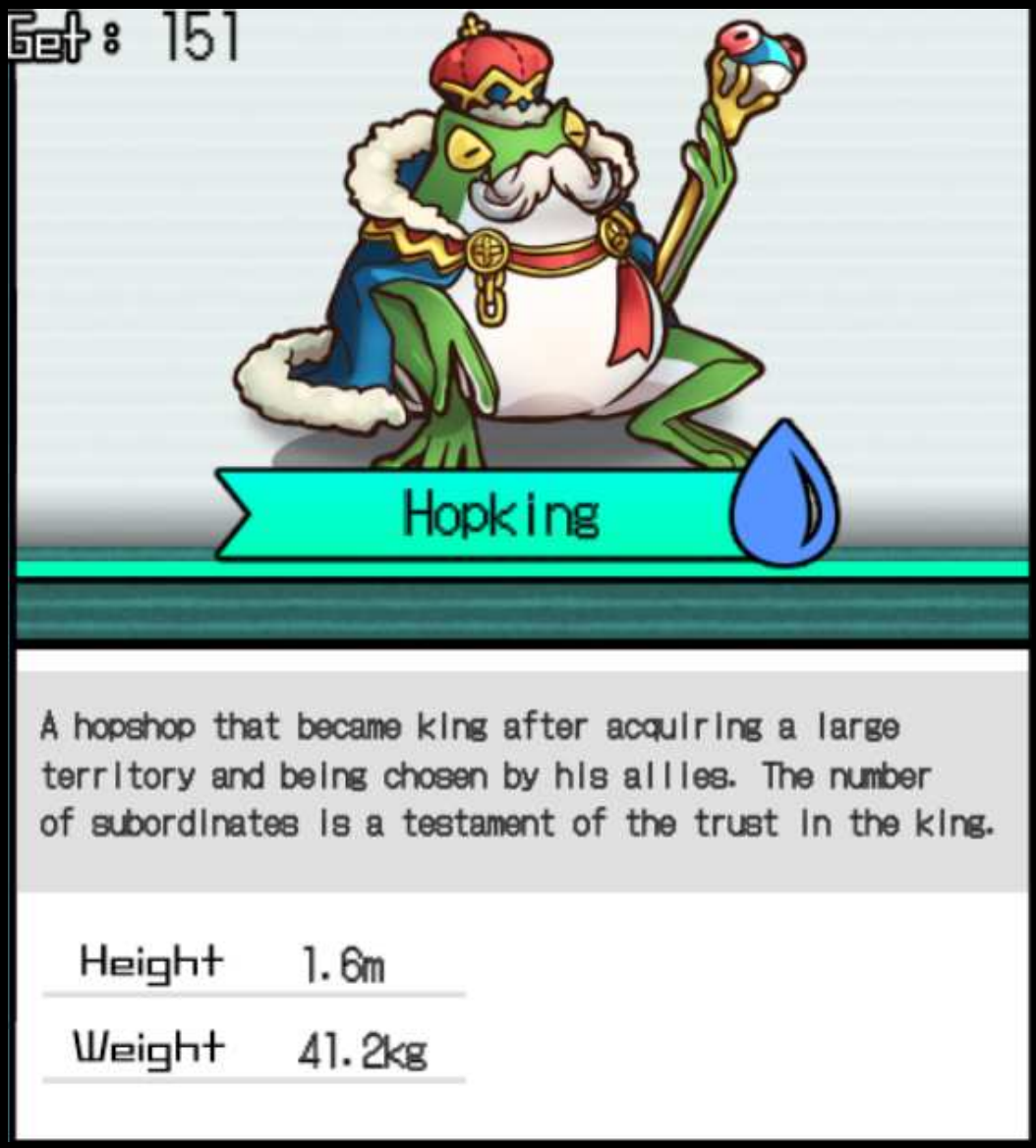
Evolution:

Evolves from [Hop] and into [Hopking]

Special Ability:

“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



Evolution:

Evolves from [Hopshop]

Special Ability:

“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



Evolution:

Evolves into [Vinevore]

Special Ability:

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

No 005 Vinevore



Evolution:

Evolves from [Stinkeater] and into [Ripfleshia]

Special Ability:

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

No 006 Ripfleshia



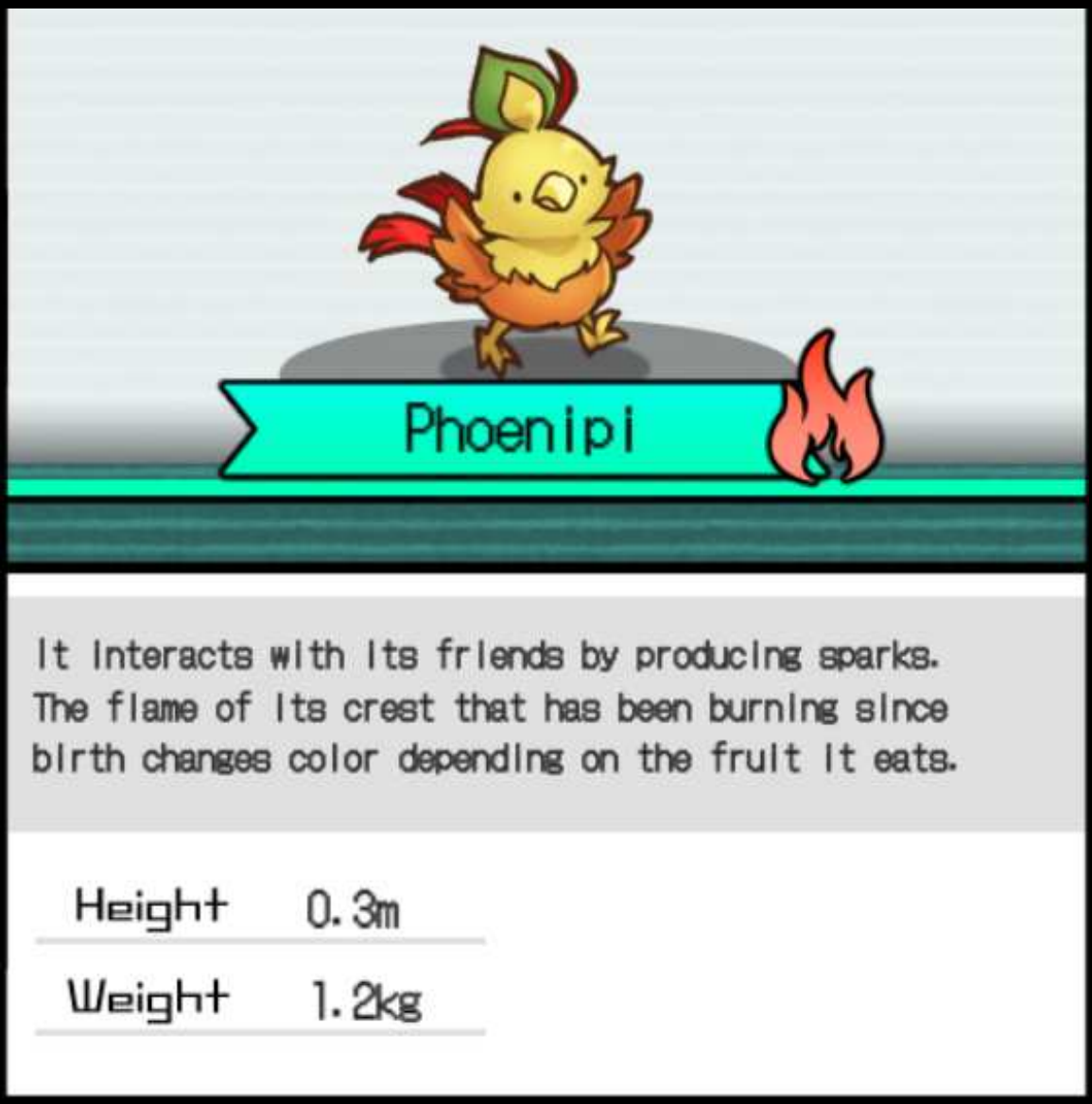
Evolution:

Evolves from [Vinevore]

Special Ability:

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

No 007 Phoenipi



Evolution:

Evolves into [Phoenigle]

Special Ability:

“Flame Of Rebirth”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 008 Phoenigle



Evolution:

Evolves from [Phoenipi] and into [Falxonix]

Special Ability:

“Flame Of Rebirth”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 009 Falconix



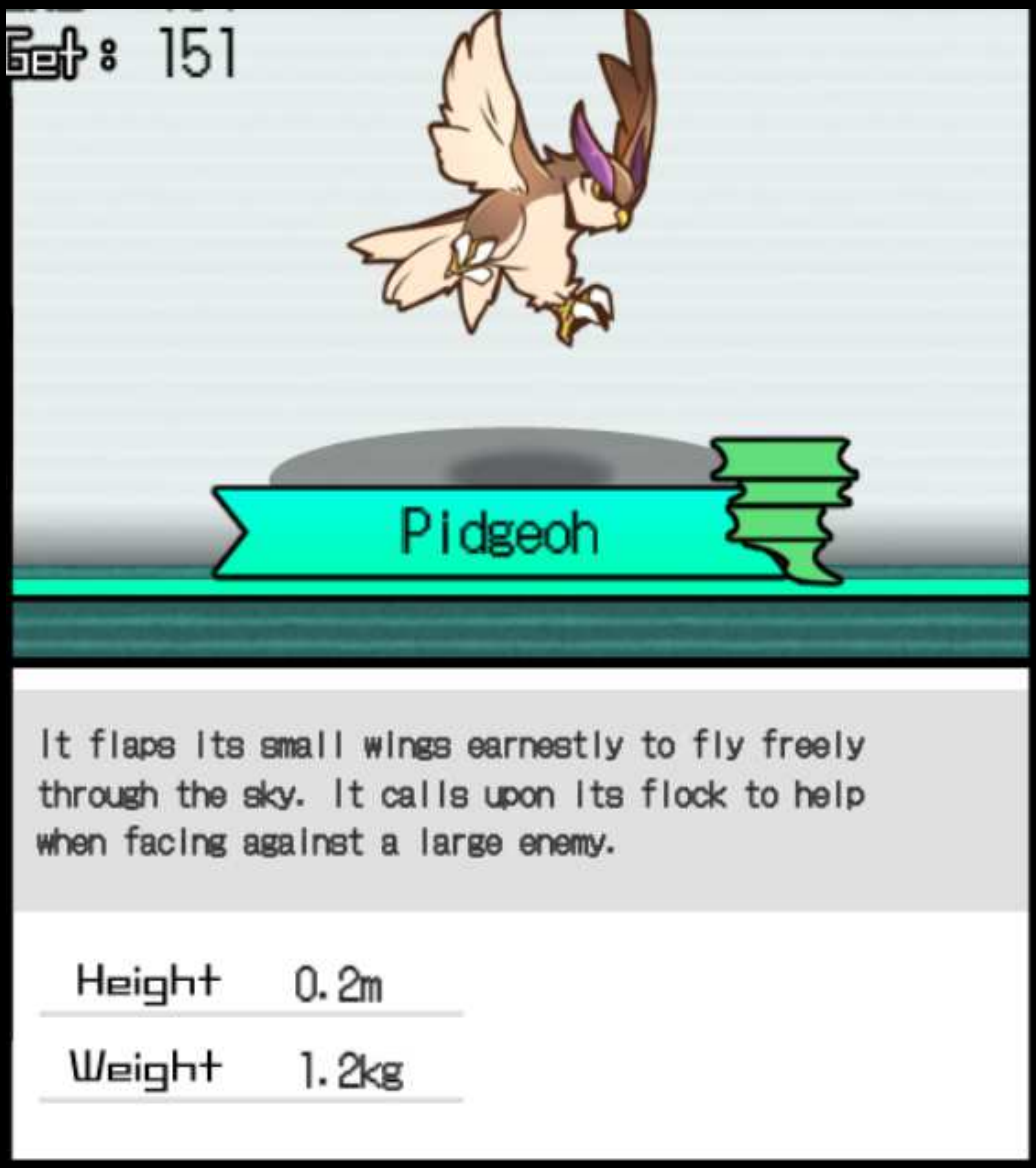
Evolution:

Evolves from [Phoenigle]

Special Ability:

“Flame Of Rebirth”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 010 Pidgeoh



Evolution:

Evolves into [Hawker]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 011 Hawker



Evolution:

Evolves from [Pidgeoh] and into [Garudator]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 012 Garudator



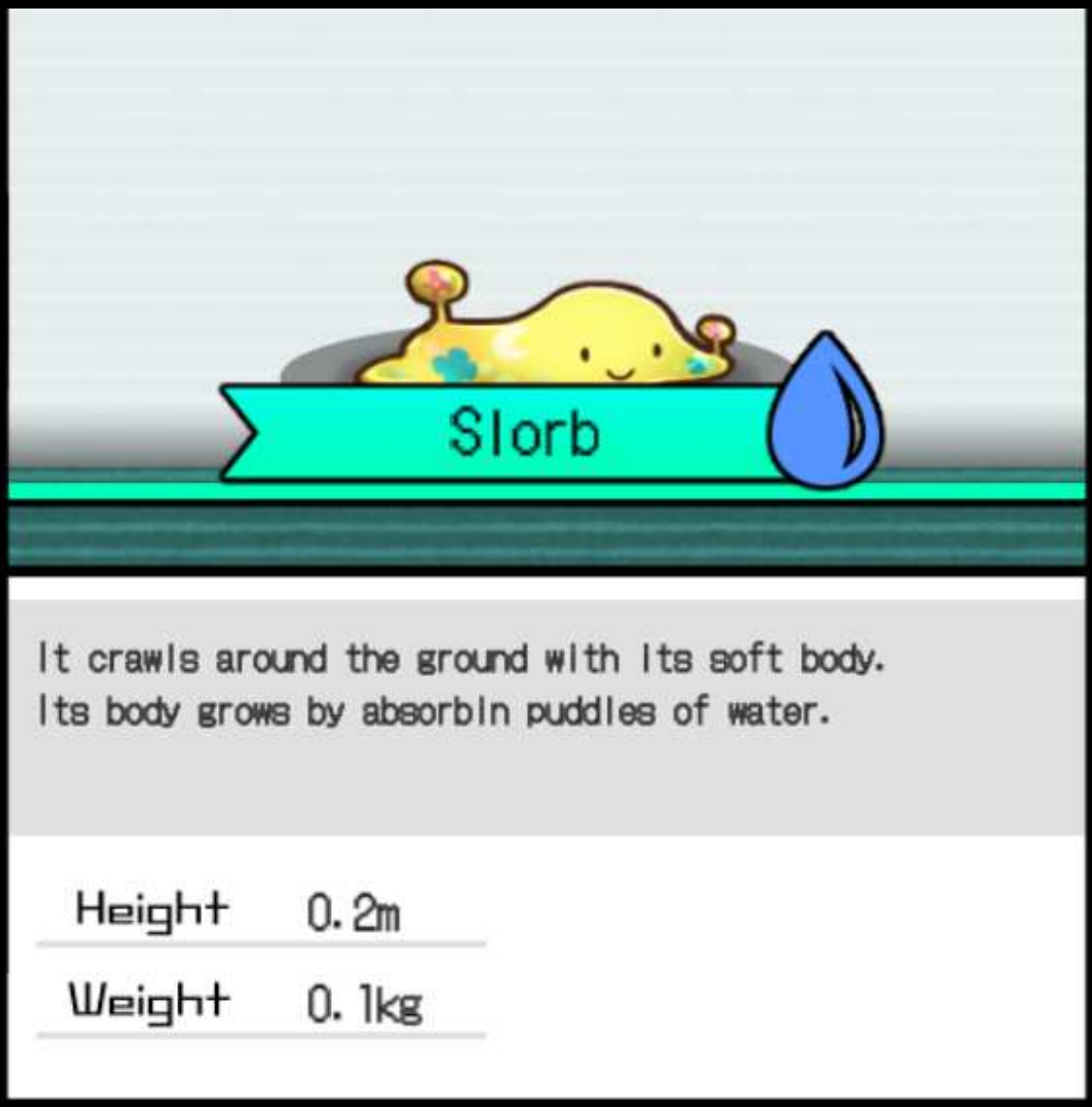
Evolution:

Evolves from [Hawker]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 013 Slorb



Evolution:

Evolves into [Snaildome]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 014 Snaildome



Evolution:

Evolves from [Slorb]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 015 Squirretric



Evolution:

Evolves into [Squirretrical]

Special Ability:

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

No 016 Squirretrical



Evolution:

Evolves from [Squirretric] and into [Squirrender]

Special Ability:

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

No 017 Squirrender



Evolution:

Evolves from [Squirretrical]

Special Ability:

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

No 018 Jiggon



Evolution:

Evolves into [Dramba]

Special Ability:

“Graceful Movement”-Prevents any and all stat debuffs

No 019 Dramba



Evolution:

Evolves from [Jiggon]

Special Ability:

“Graceful Movement”-Prevents any and all stat debuffs

No 020 Candlinger



Evolution:

Evolves into [Candoll]

Special Ability:

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

No 021 Candoll



Evolution:

Evolves from [Candlinger] and into [Canslither]

Special Ability:

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

No 022 Cosmoshard



Evolution:

Evolves into [Cosmosis]

Special Ability:

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

No 023 Cosmosis



Evolution:

Evolves from [Cosmoshard]

Special Ability:

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

No 024 Darurira



Evolution:

Evolves into [Darubenkei]

Special Ability:

“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



Evolution:

Evolves into [Deathsickle]

Special Ability:

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

No 026 Deathsickle



Evolution:

Evolves from [Chopsickle]

Special Ability:

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

No 027 Messa



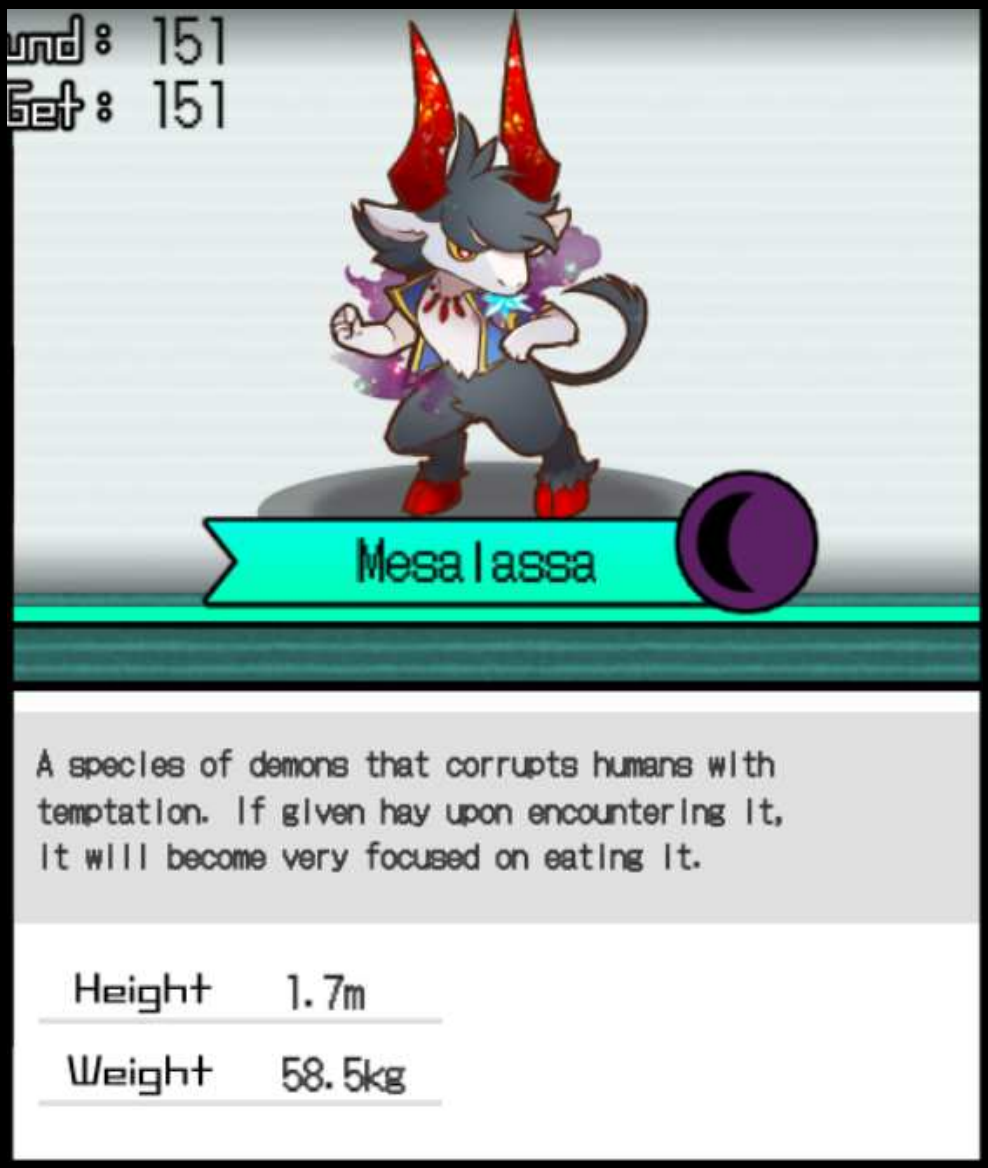
Evolution:

Evolves into [Mesalassa]

Special Ability:

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

No 028 Mesalassa



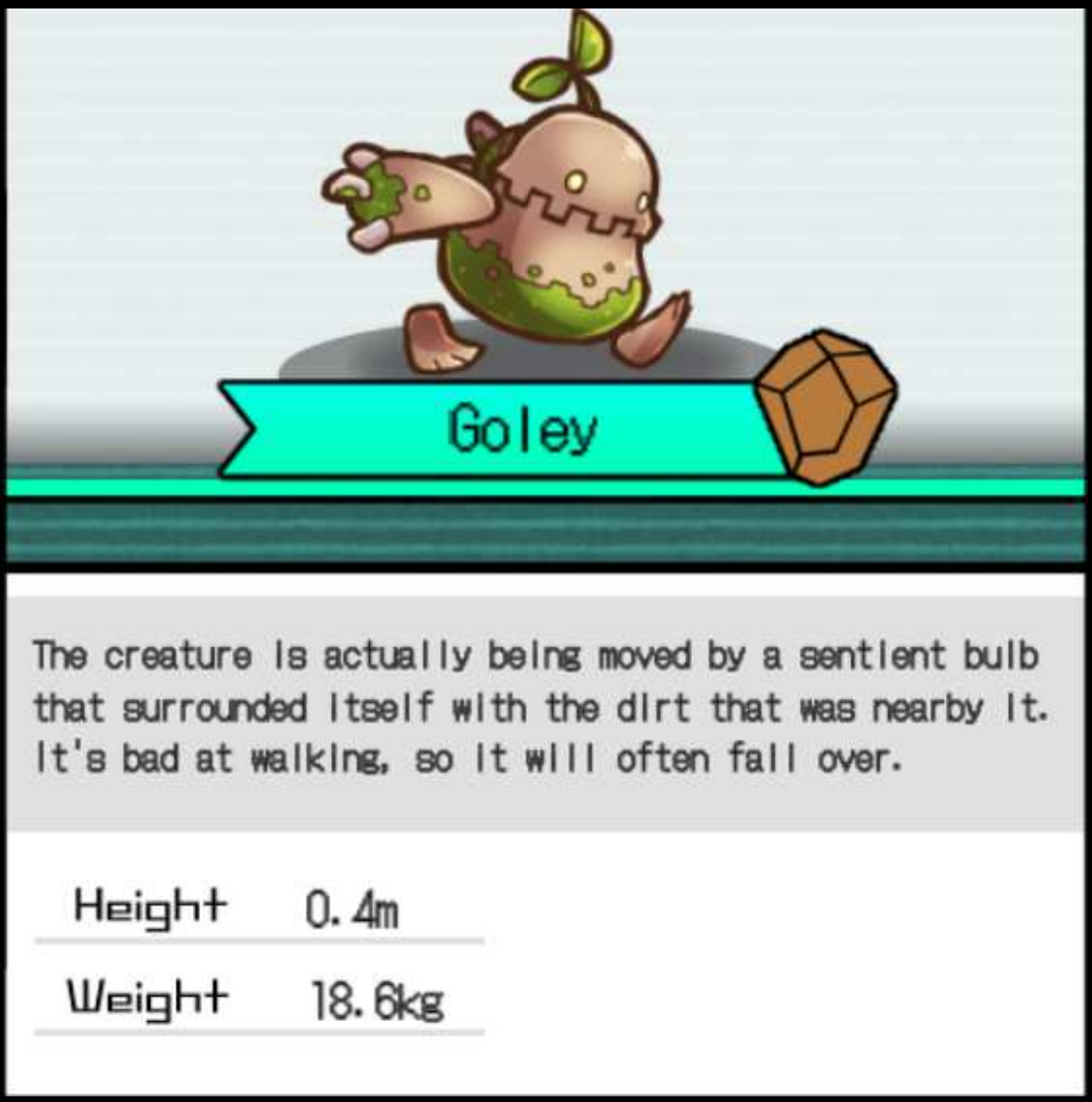
Evolution:

Evolves from [Messa]

Special Ability:

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

No 029 Goley



Evolution:

Evolves into [Plantory]

Special Ability:

“Patchwork”-Defensive stats will never be lowered

No 030 Plantory



Evolution:

Evolves from [Goley]

Special Ability:

“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



Evolution:

Evolves into [Saurmander]

Special Ability:

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

No 032 Saurmander



Evolution:

Evolves from [Salasaur]

Special Ability:

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

No 033 Emball



Evolution:

Evolves into [Inferniball]

Special Ability:

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

No 034 Inferniball



Evolution:

Evolves from [Emball]

Special Ability:

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

No 035 Beautifish



Evolution:

Evolves into [Sealebrity]

Special Ability:

“Graceful Movement”-Prevents any and all stat debuffs

No 036 Sealebrity



Evolution:

Evolves from [Beautifish]

Special Ability:

“Graceful Movement”-Prevents any and all stat debuffs

No 037 Lizardian



Evolution:

Evolves into [Kazuraon]

Special Ability:

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

No 038 Kazuraon



Evolution:

Evolves from [Lizardian]

Special Ability:

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

No 039 Ghosty



Evolution:

Evolves into [Kingeist]

Special Ability:

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

No 040 Kingeist



Evolution:

Evolves from [Ghosty]

Special Ability:

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

No 041 Silverock



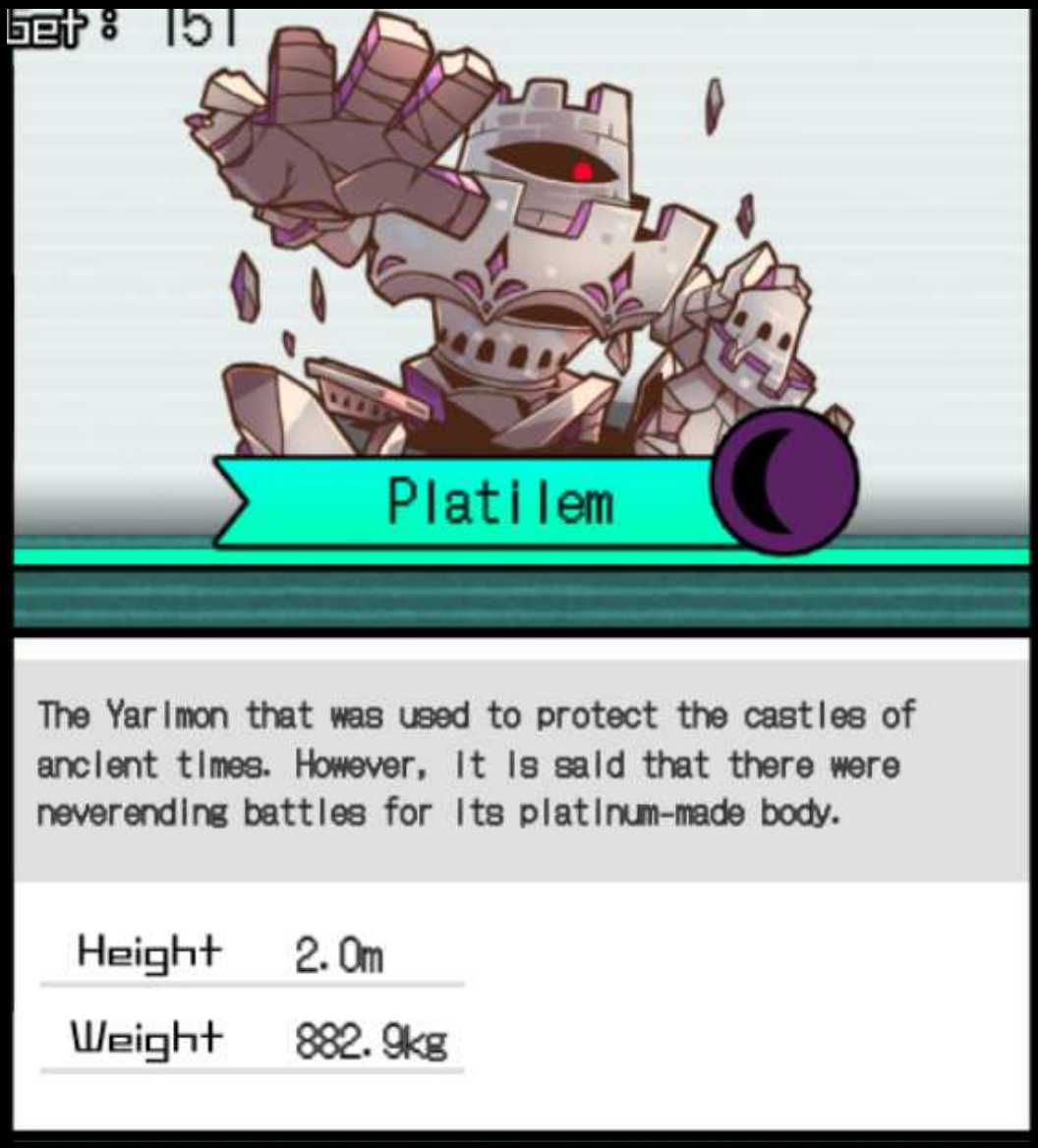
Evolution:

Evolves into [Platilem]

Special Ability:

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

No 042 Platilem



Evolution:

Evolves from [Silverock]

Special Ability:

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

No 043 Bronzerock



Evolution:

Evolves into [Goldiem]

Special Ability:

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

No 044 Goldiem



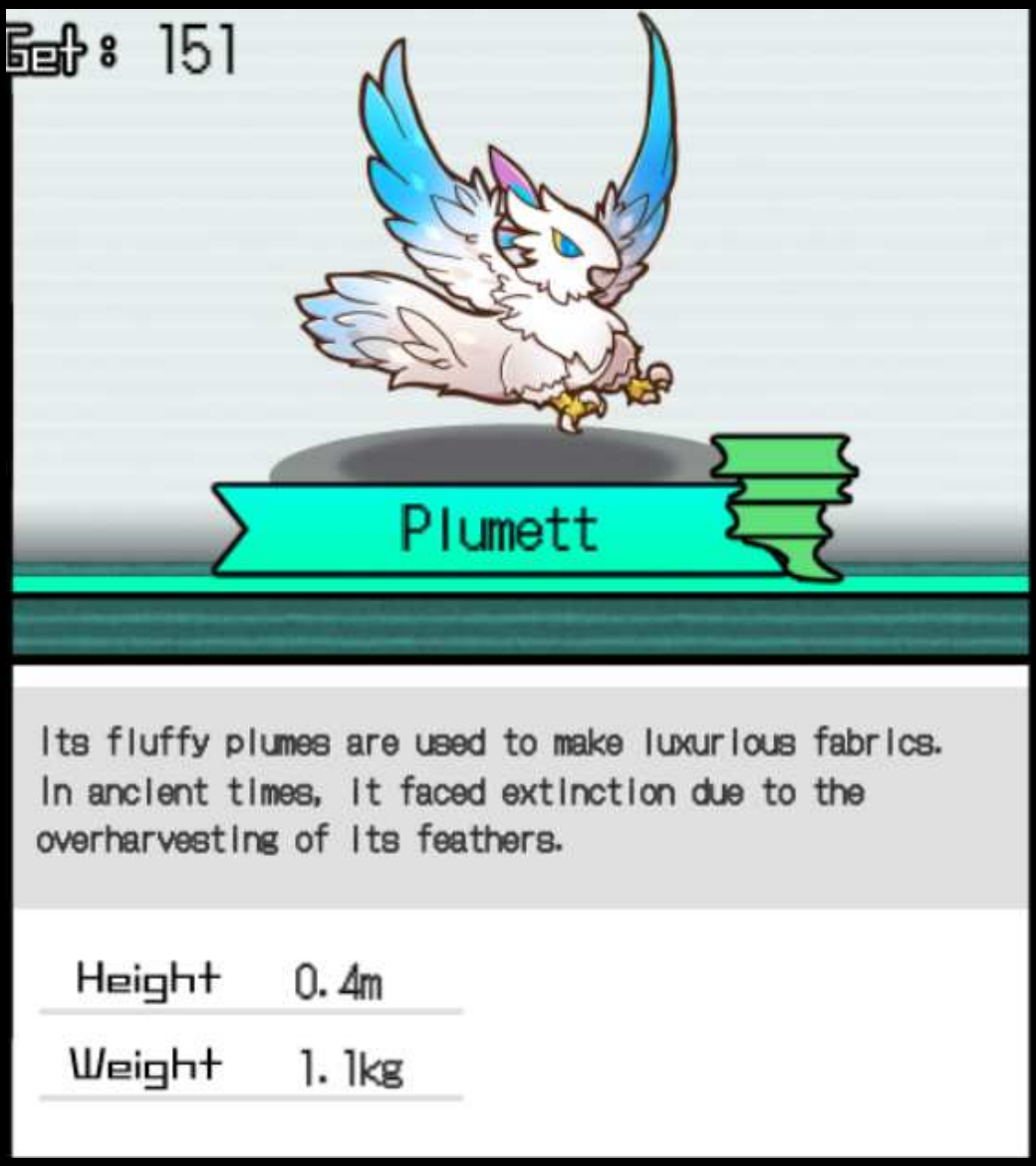
Evolution:

Evolves from [Bronzerock]

Special Ability:

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

No 045 Plumett



Evolution:

Evolves into [Fluffiose]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 046 Fluffiose



Evolution:

Evolves from [Plumett]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 047 Klaydirt



Evolution:

Evolves into [Kayvin]

Special Ability:

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

No 048 Kayvin



Evolution:

Evolves from [Klaydirt]

Special Ability:

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

No 049 Guardog♂



Evolution:

Evolves into [Foxyon]

Special Ability:

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

No 050 Foxyon



Evolution:

Evolves from [Guardog♂] and into [Patriolf]

Special Ability:

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

No 051 Patriolf



Evolution:

Evolves from [Foxyon]

Special Ability:

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

No 052 Guardog♀



Evolution:

Evolves into [Foxyan]

Special Ability:

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

No 053 Foxyan



Evolution:

Evolves from [Guardog♀] and into [Matriolf]

Special Ability:

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

No 054 Matriolf



Evolution:

Evolves from [Foxyan]

Special Ability:

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

No 055 Sedimini



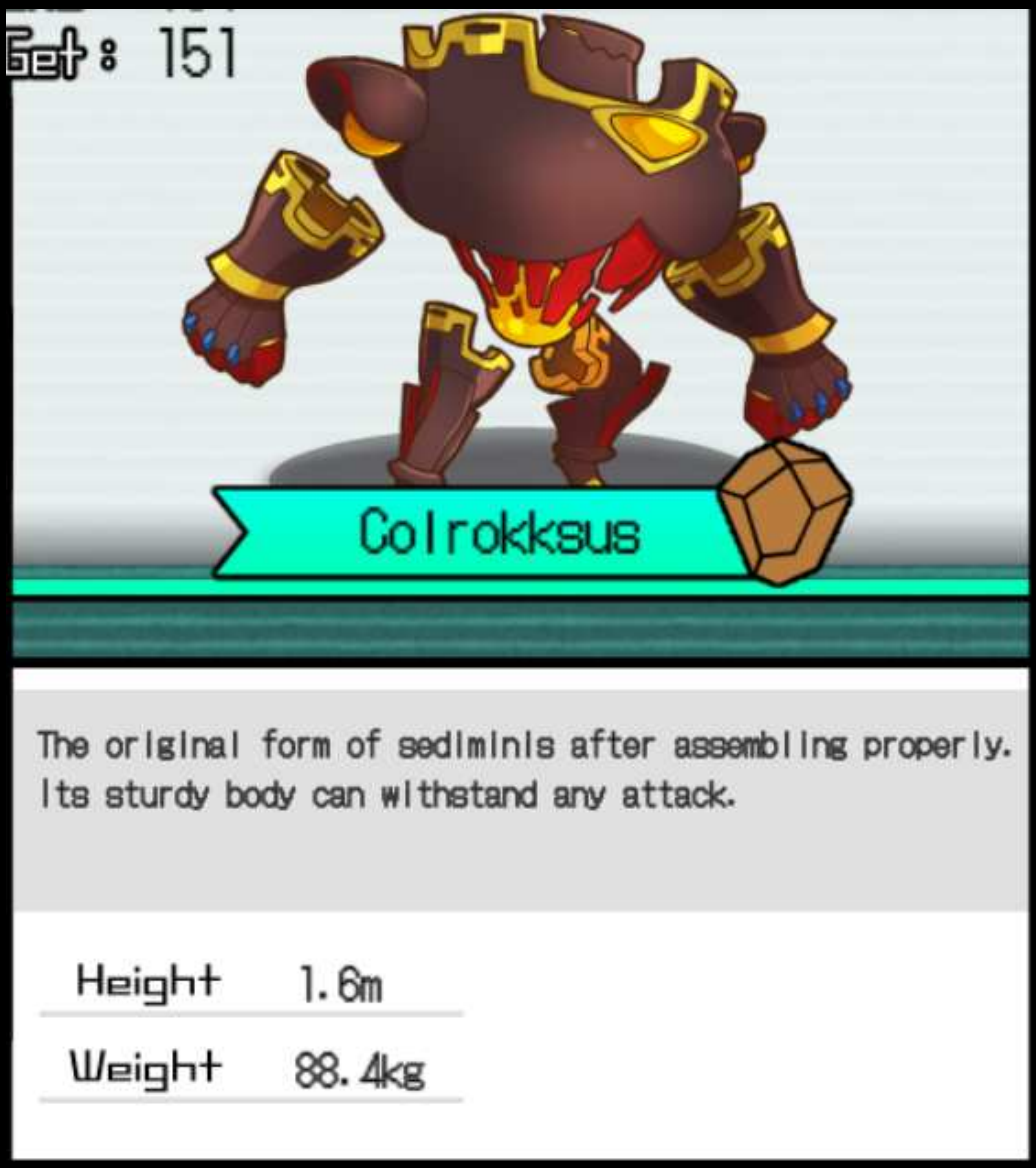
Evolution:

Evolves into [Colrokksus]

Special Ability:

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

No 056 Colrokksus



Evolution:

Evolves from [Sedimini]

Special Ability:

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

No 057 Cawkaw



Evolution:

Evolves into [Caurora]

Special Ability:

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

No 058 Caurora



Evolution:

Evolves from [Cawkaw]

Special Ability:

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

No 059 Bunee



Evolution:

Evolves into [Buneecle]

Special Ability:

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

No 060 Howlabout



Evolution:

None

Special Ability:

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

No 061 Sporly



Evolution:

Evolves into [Haniiru]

Special Ability:

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

No 062 Haniiru



Evolution:

Evolves from [Sporly]

Special Ability:

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

No 063 Cockahissadoo



Evolution:

Evolves into [Chickenslither]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 064 Chickenslither



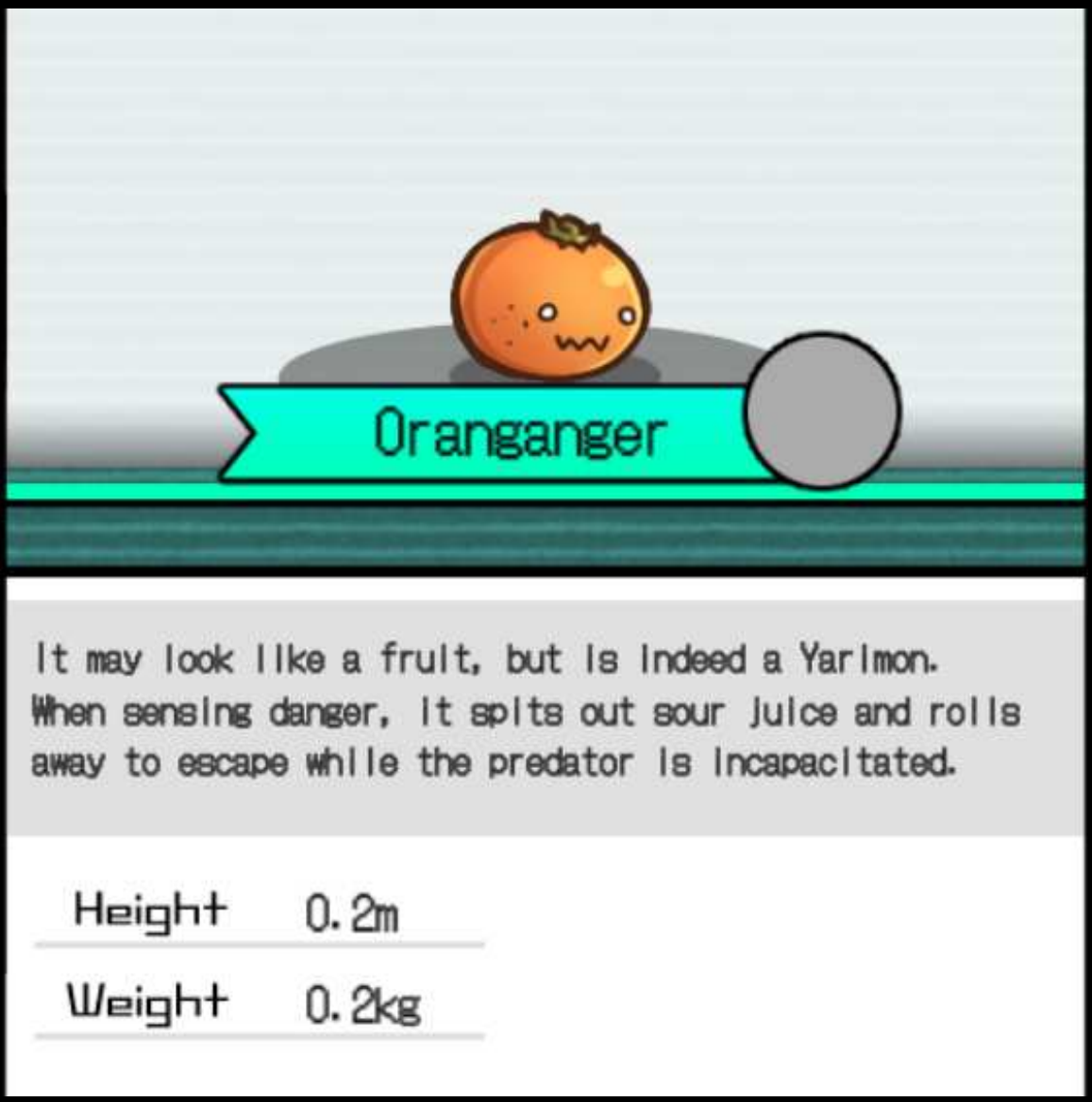
Evolution:

Evolves from [Cockahissadoo]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 065 Oranganger



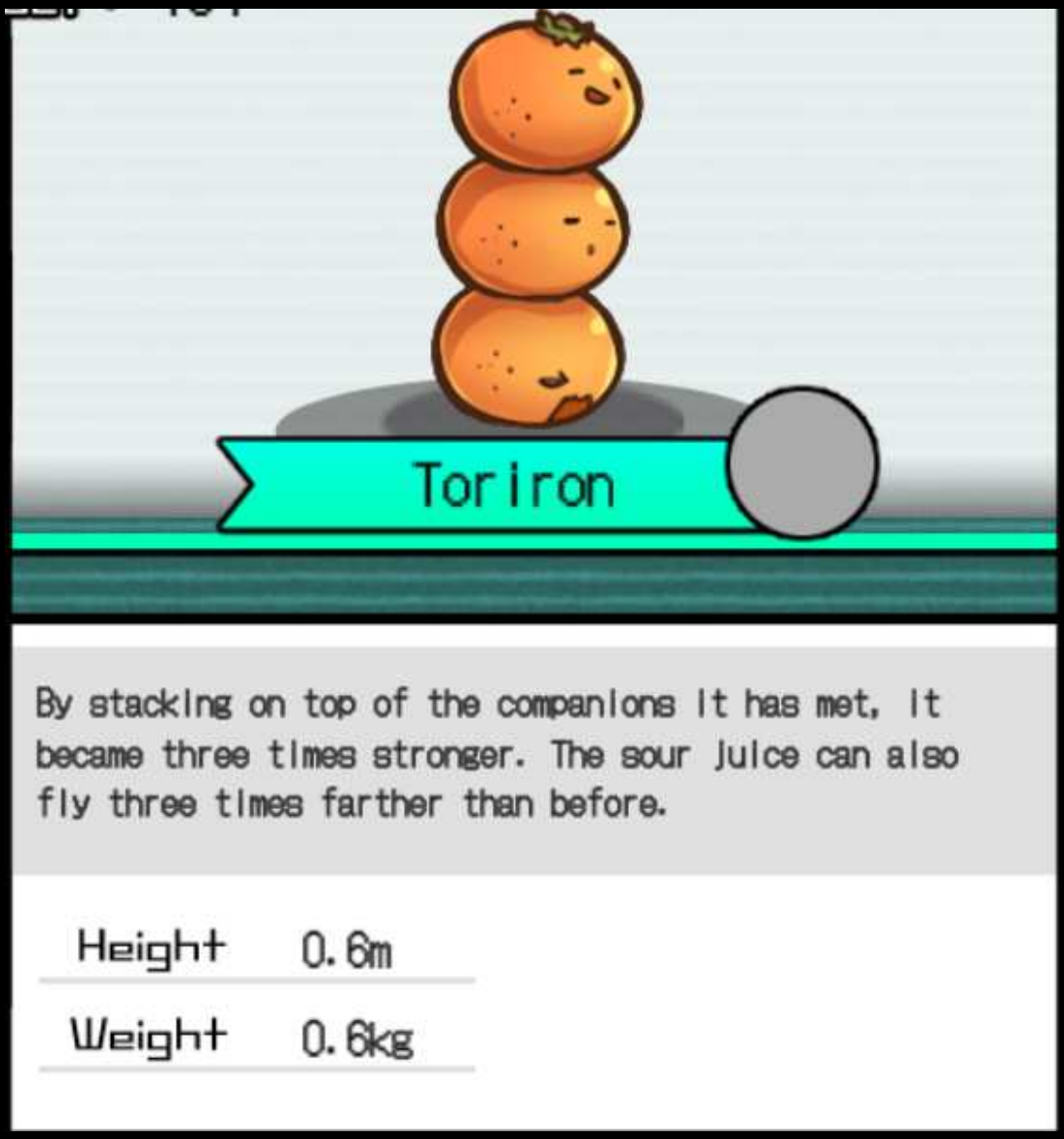
Evolution:

Evolves into [Toriron]

Special Ability:

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

No 066 Toriron



Evolution:

Evolves from [Oranganger]

Special Ability:

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

No 067 Shadial



Evolution:

Evolves into [Kurotorofu]

Special Ability:

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

No 068 Kurotorofu



Evolution:

Evolves from [Shadial]

Special Ability:

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

No 069 Mootaurus



Evolution:

Evolves into [Minotauron]

Special Ability:

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

No 070 Minotauron



Evolution:

Evolves from [Mootaurus]

Special Ability:

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

No 071 Solobl



Evolution:

Evolves into [Mystifox]

Special Ability:

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

No 072 Mystifox



Evolution:

Evolves from [Solobl]

Special Ability:

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

No 073 Cysa



Evolution:

Evolves into [Clops]

Special Ability:

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

No 074 Clops



Evolution:

Evolves from [Cysa]

Special Ability:

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

No 075 Panteeny



Evolution:

Evolves into [Pandit]

Special Ability:

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

No 076 Pandit



Evolution:

Evolves from [Panteeny]

Special Ability:

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

No 077 Laffy



Evolution:

Evolves into [Tickly]

Special Ability:

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

No 078 Tickly



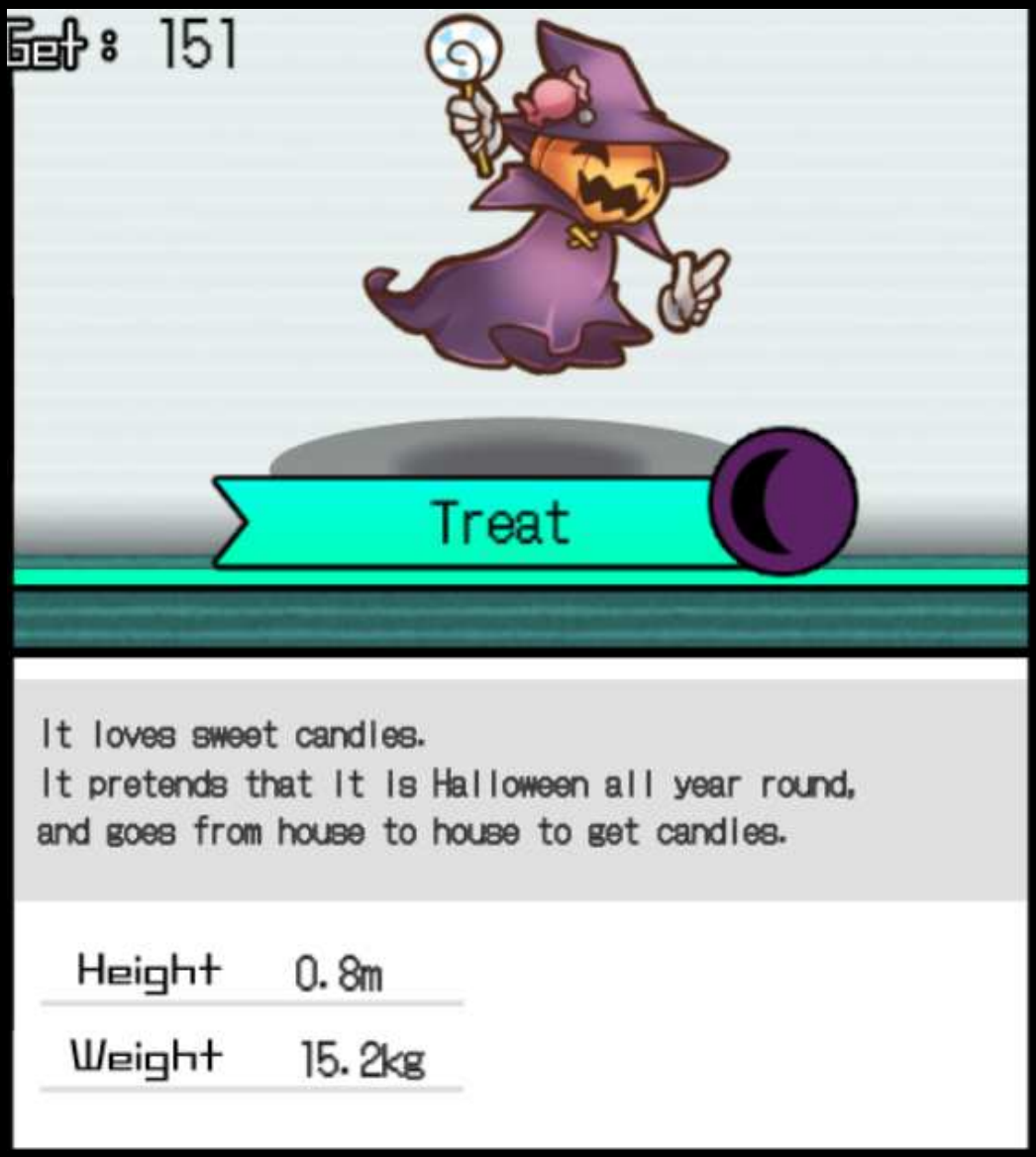
Evolution:

Evolves from [Laffy] and into [Popply]

Special Ability:

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

No 079 Treat



Evolution:

Evolves into [Trickor]

Special Ability:

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

No 080 Trickor



Evolution:

Evolves from [Treat]

Special Ability:

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

No 081 Flowapuff



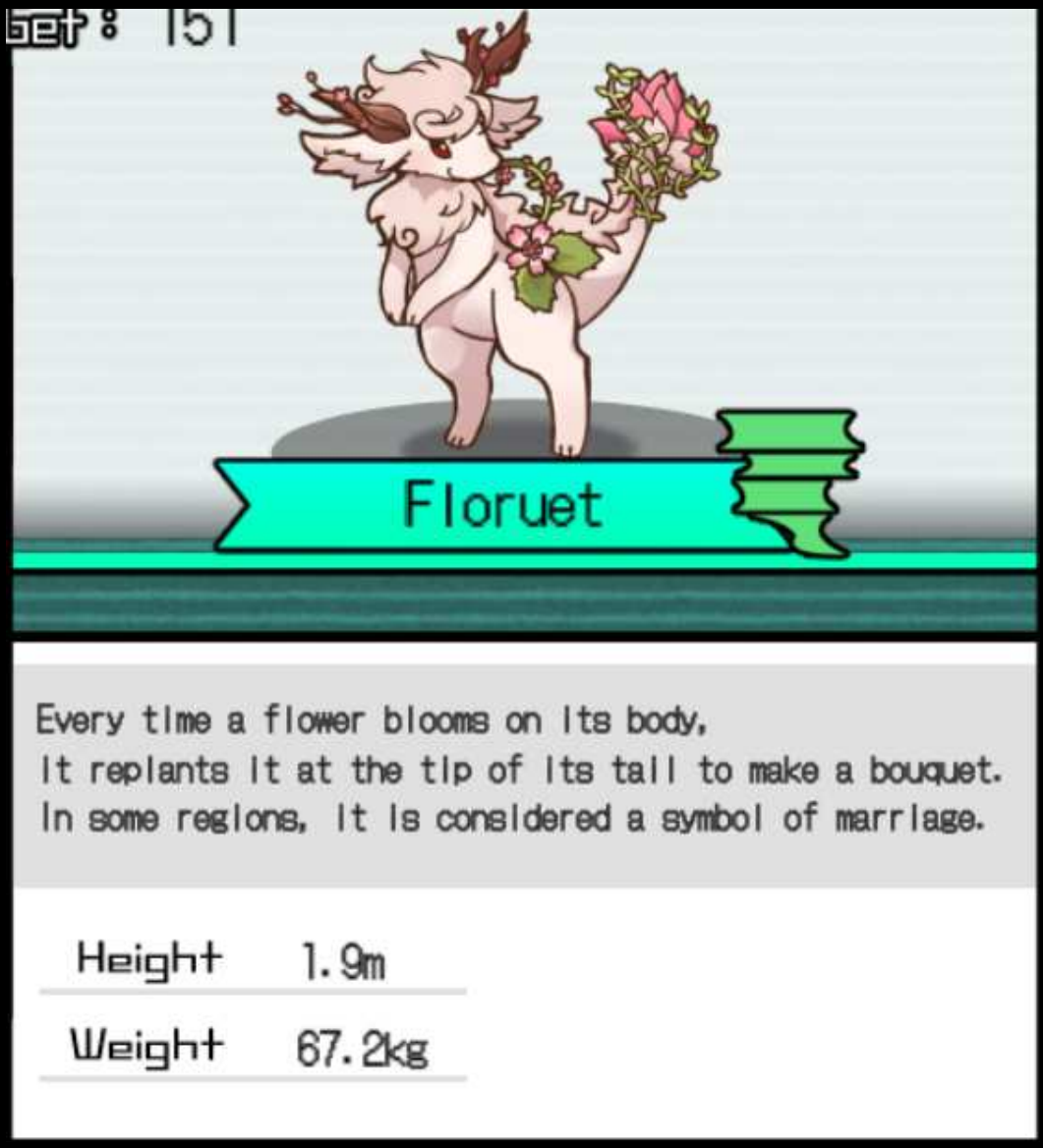
Evolution:

Evolves into [Floruet]

Special Ability:

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

No 082 Floruet



Evolution:

Evolves from [Flowapuff] and into [Gardenia]

Special Ability:

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

No 083 Gardenia



Evolution:

Evolves from [Floruet]

Special Ability:

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

No 084 Whisker



Evolution:

None

Special Ability:

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

No 085 Soliche



Evolution:

None

Special Ability:

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

No 086 Moostar



Evolution:

None

Special Ability:

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

No 087 Bobil



Evolution:

Evolves into [Flamsala]

Special Ability:

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

No 088 Flamsala



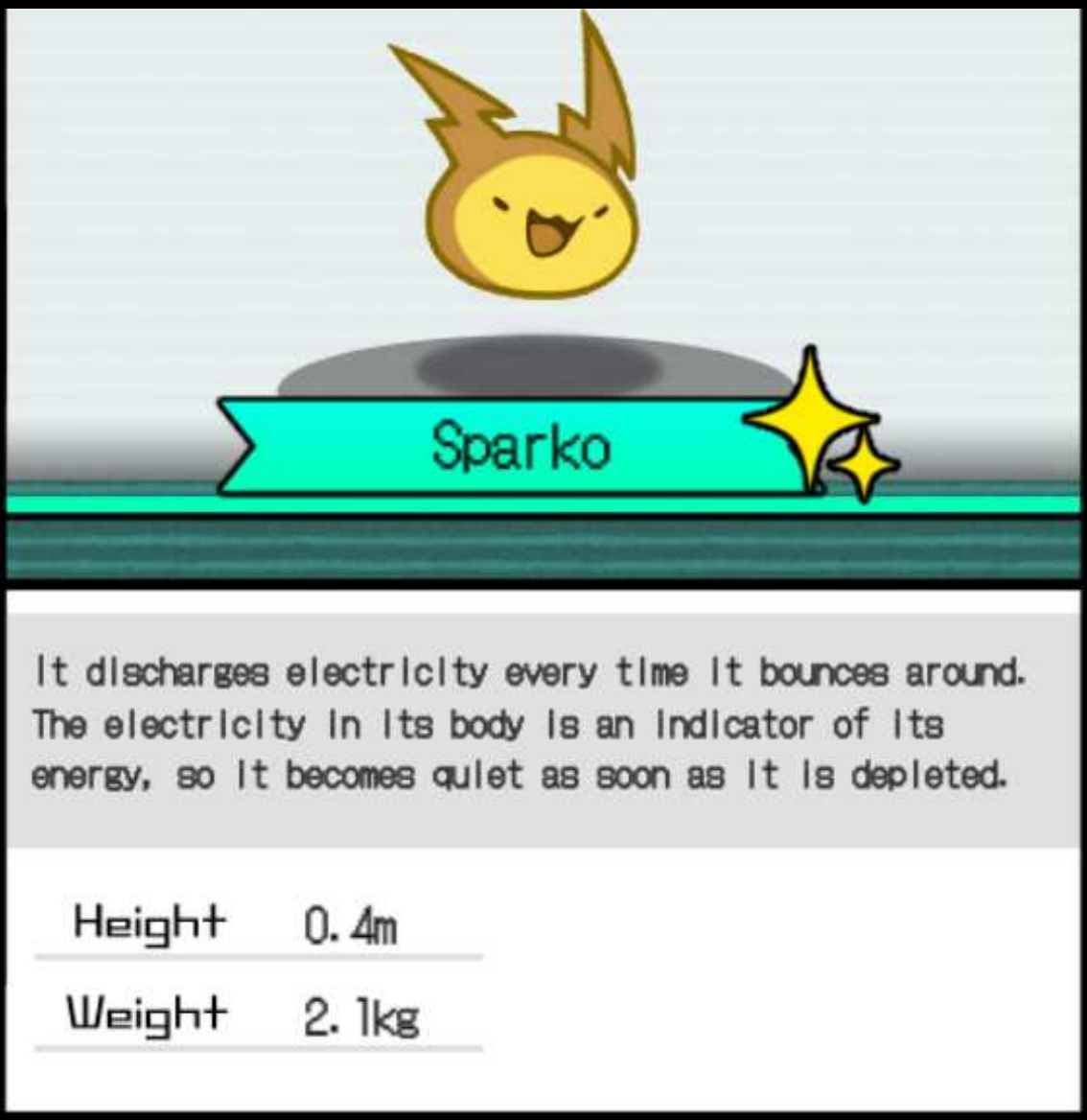
Evolution:

Evolves from [Bobil]

Special Ability:

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

No 089 Sparko



Evolution:

Evolves into [Sparkitus]

Special Ability:

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

No 090 Sparkitus



Evolution:

Evolves from [Sparko] and into [Sparkisar]

Special Ability:

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

No 091 Dreameow



Evolution:

Evolves into [Lufeline]

Special Ability:

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

No 092 Lufeline



Evolution:

Evolves from [Dreameow] and into [Nightmeow]

Special Ability:

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

No 093 Nightmeow



Evolution:

Evolves from [Lufeline]

Special Ability:

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

No 094 Lilmalice



Evolution:

Evolves into [Maligon]

Special Ability:

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

No 095 Maligon



Evolution:

Evolves from [Limalice]

Special Ability:

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

No 096 Klamklam



Evolution:

Evolves into [Klamsafe]

Special Ability:

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

No 097 Klamsafe



Evolution:

Evolves from [Klamklam]

Special Ability:

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

No 098 Snowdot



Evolution:

Evolves into [Snowent]

Special Ability:

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

No 099 Snowent



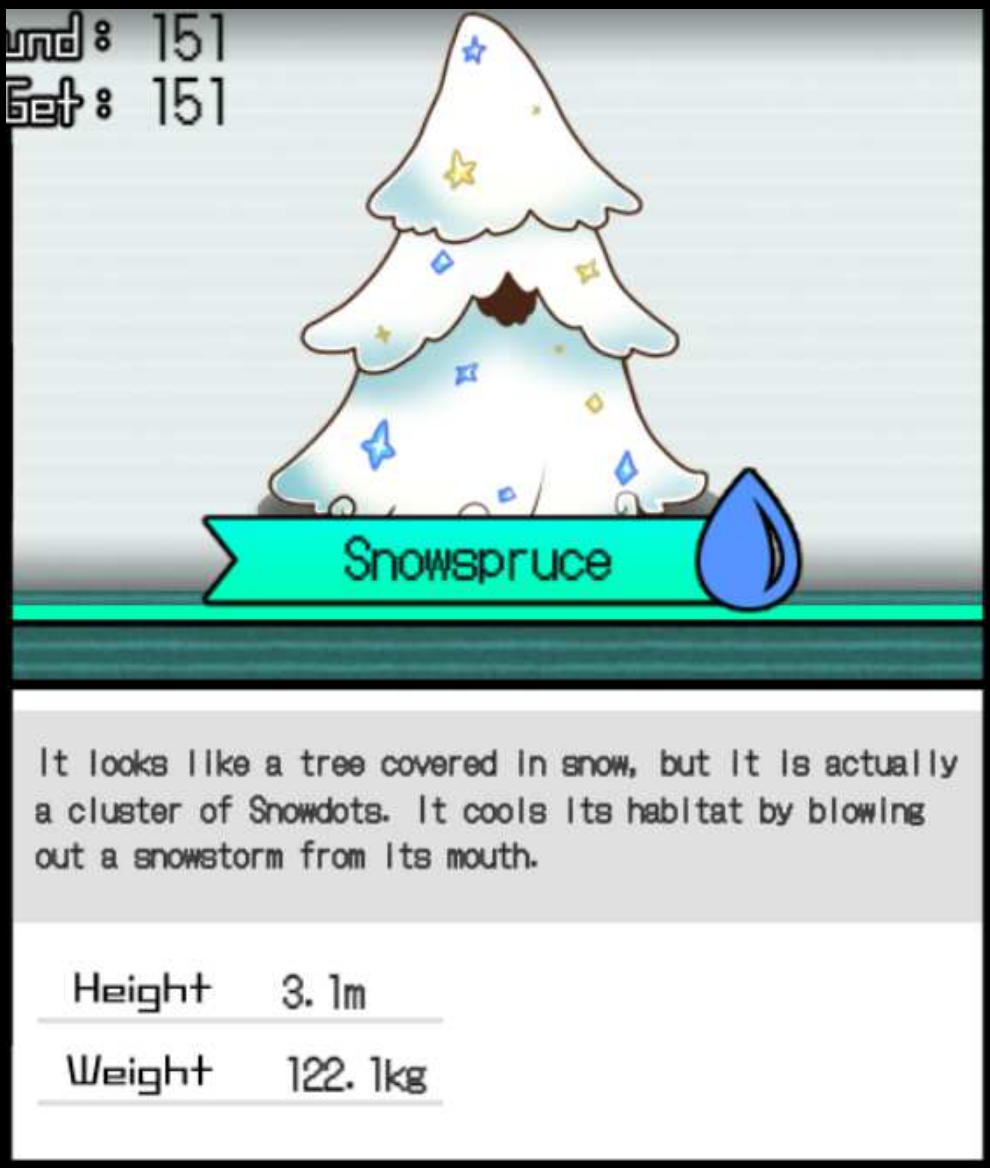
Evolution:

Evolves from [Snowdot] and into [Snowspruce]

Special Ability:

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

No 100 Snowspruce



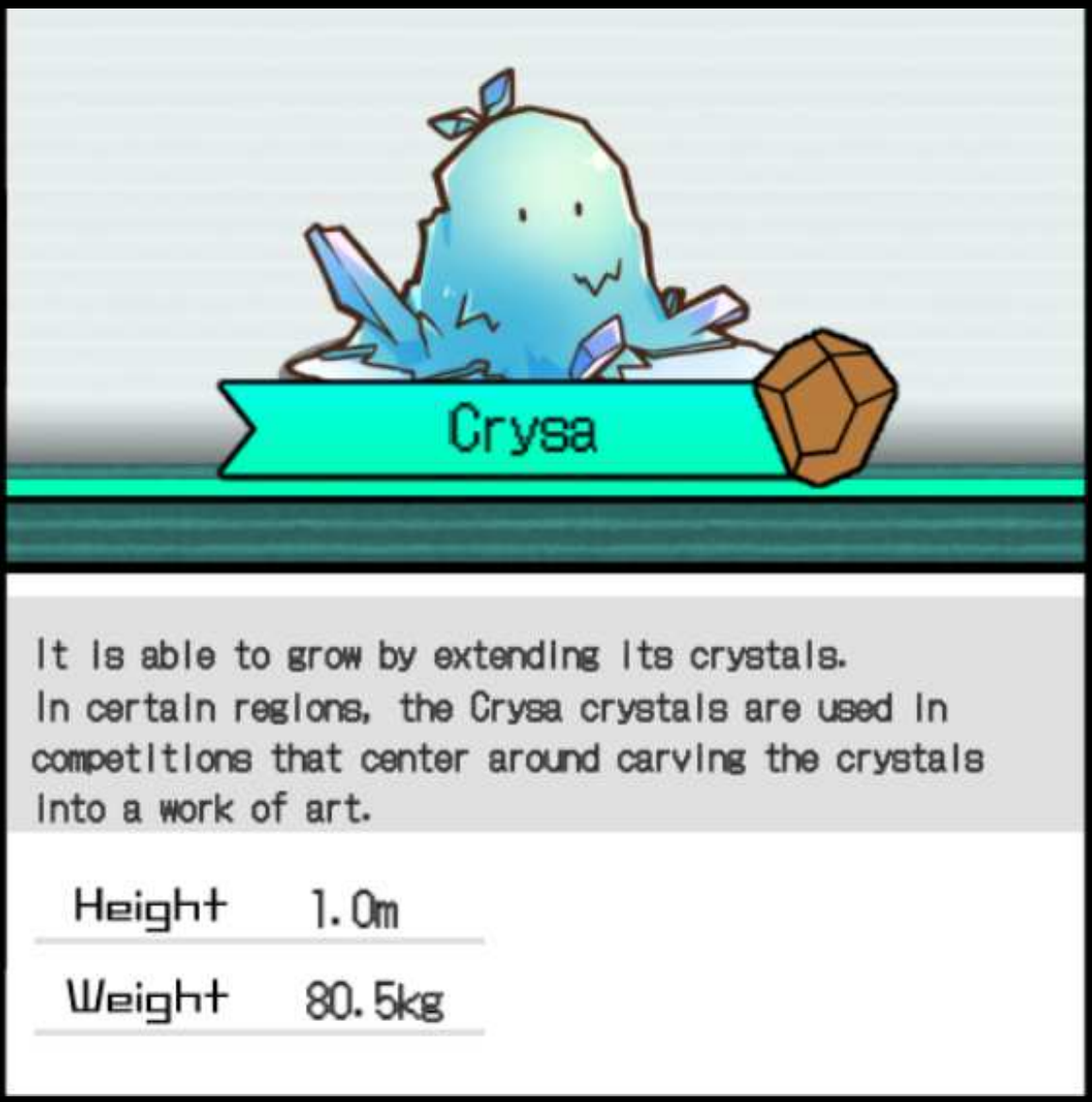
Evolution:

Evolves from [Snowent]

Special Ability:

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

No 101 Crysa



Evolution:

Evolves into [Crystalon]

Special Ability:

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

No 102 Crystalon



Evolution:

Evolves from [Crysa]

Special Ability:

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

No 103 Samochi



Evolution:

Evolves into [Samoshiwa]

Special Ability:

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

No 104 Samoshiwa



Evolution:

Evolves from [Samochi] and into [Sakimaiko]

Special Ability:

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

No 105 Sakimaiko



Evolution:

Evolves from [Samoshiwa]

Special Ability:

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

No 106 Shayde



Evolution:

Evolves into [Ghast]

Special Ability:

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

No 107 Ghast



Evolution:

Evolves from [Shayde]

Special Ability:

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

No 108 Rootly



Evolution:

Evolves into [Woodly]

Special Ability:

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

No 109 Woodly



Evolution:

Evolves from [Rootly] and into [Grandly]

Special Ability:

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

No 110 Grandly



Evolution:

Evolves from [Woodly]

Special Ability:

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

No 111 Tenten



Evolution:

Evolves into [Tonton]

Special Ability:

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

No 112 Tonton



Evolution:

Evolves from [Tenten] and into [Bonbon]

Special Ability:

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

No 113 Bonbon



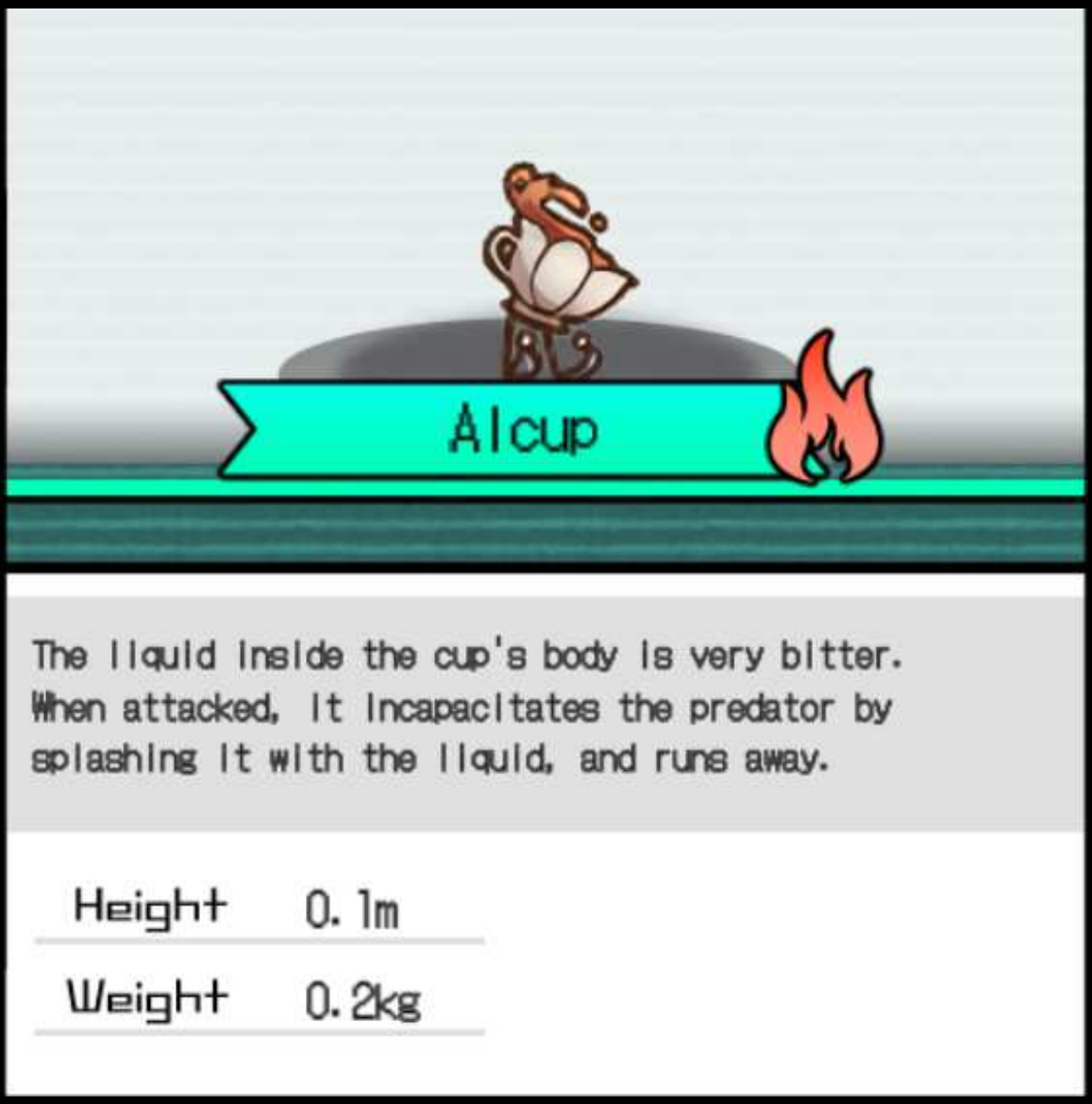
Evolution:

Evolves from [Tonton]

Special Ability:

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

No 114 Alcup



Evolution:

Evolves into [Partable]

Special Ability:

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

No 115 Partable



Evolution:

Evolves from [Alcup]

Special Ability:

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

No 116 Mizuul



Evolution:

Evolves into [Radia]

Special Ability:

“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



Evolution:

Evolves from [Mizuul]

Special Ability:

“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



Evolution:

Evolves into [Lioroar]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 119 Lioroar



Evolution:

Evolves from [Liocub] and into [Champlio]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 120 Champlio



Evolution:

Evolves from [Lioroar]

Special Ability:

“Insightful Eye”-Has increased accuracy for all attacks.

No 121 Unbear



Evolution:

Evolves into [Raidergu]

Special Ability:

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

No 122 Raidergu



Evolution:

Evolves from [Unbear]

Special Ability:

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

No 123 Bataflap



Evolution:

Evolves into [Batapork]

Special Ability:

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

No 124 Batapork



Evolution:

Evolves from [Bataflap] and into [Batachunk]

Special Ability:

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

No 125 Buildabod



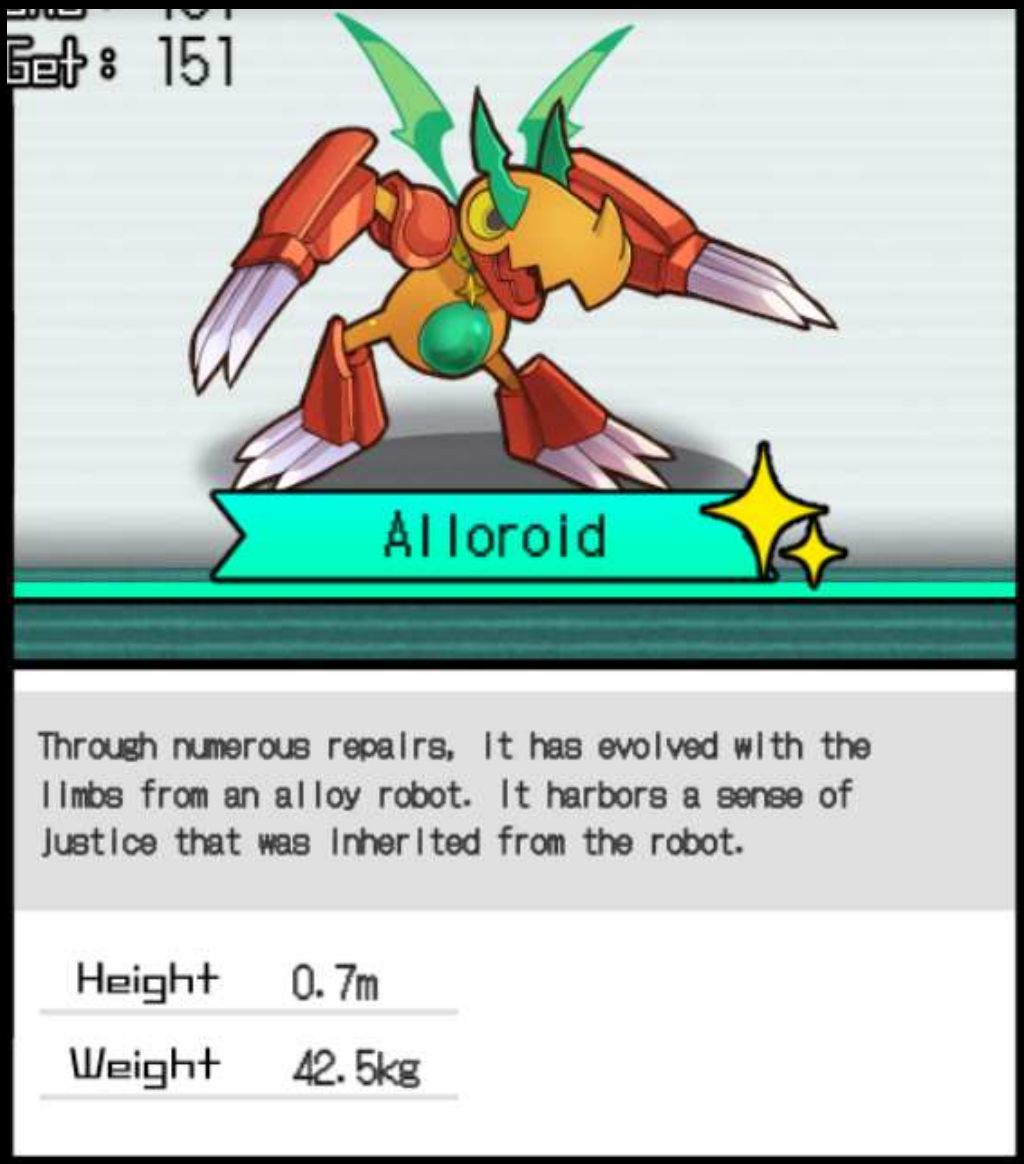
Evolution:

Evolves into [Alioroid]

Special Ability:

“Patchwork”-Defensive stats will never be lowered

No 126 Alioroid



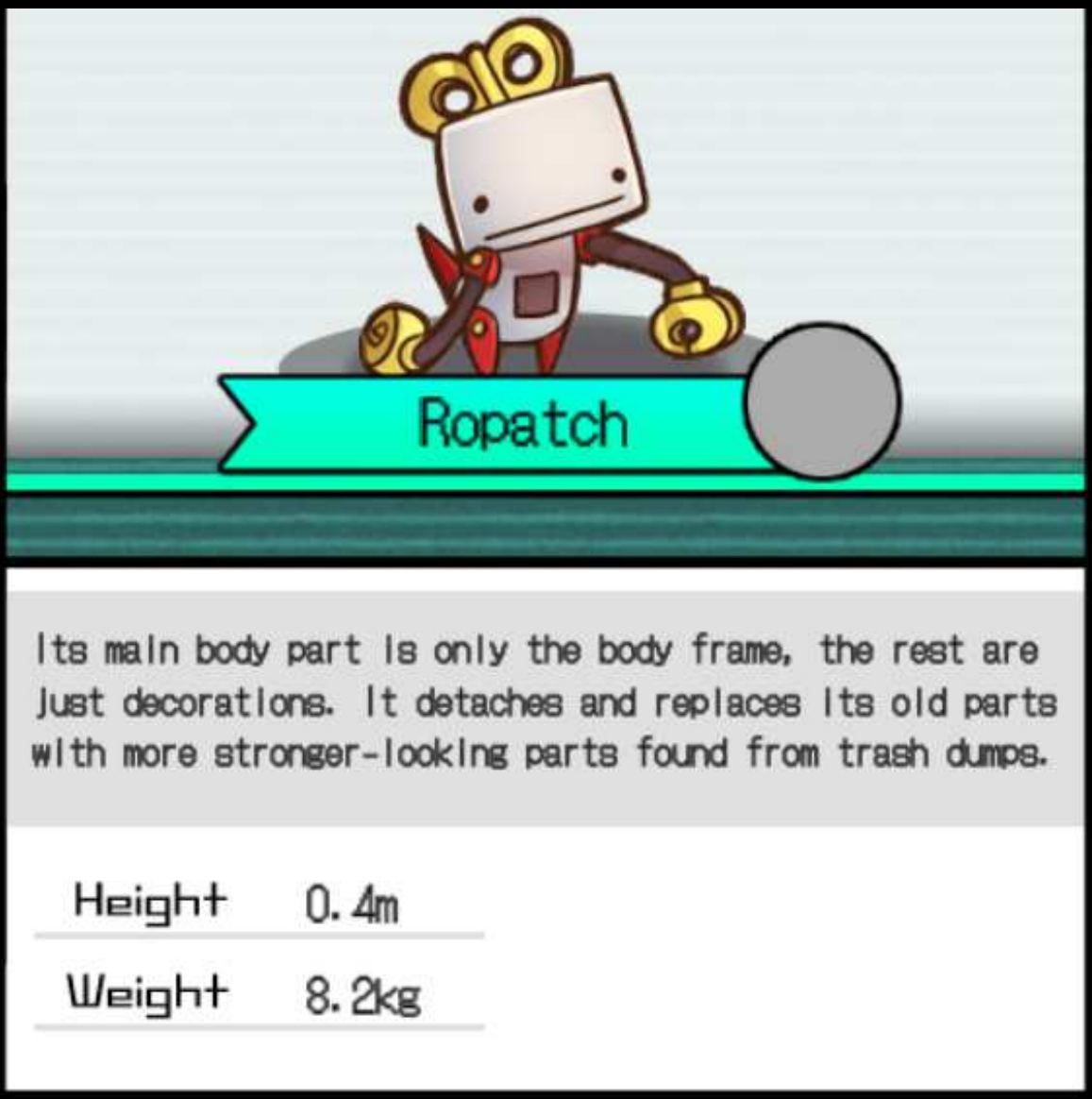
Evolution:

Evolves from [Buidabod]

Special Ability:

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

No 127 Ropatch



Evolution:

Evolves into [Rawrbot]

Special Ability:

“Patchwork”-Defensive stats will never be lowered

No 128 Rawrbot



Evolution:

Evolves from [Ropatch]

Special Ability:

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

No 129 Snapcrabby



Evolution:

Evolves into [Guillocrabe]

Special Ability:

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

No 130 Guillocrabe



Evolution:

Evolves from [Snapcrabby]

Special Ability:

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

No 131 Partikel



Evolution:

Evolves into [Electribun]

Special Ability:

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

No 132 Electribun



Evolution:

Evolves from [Partikel]

Special Ability:

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

No 133 Wink



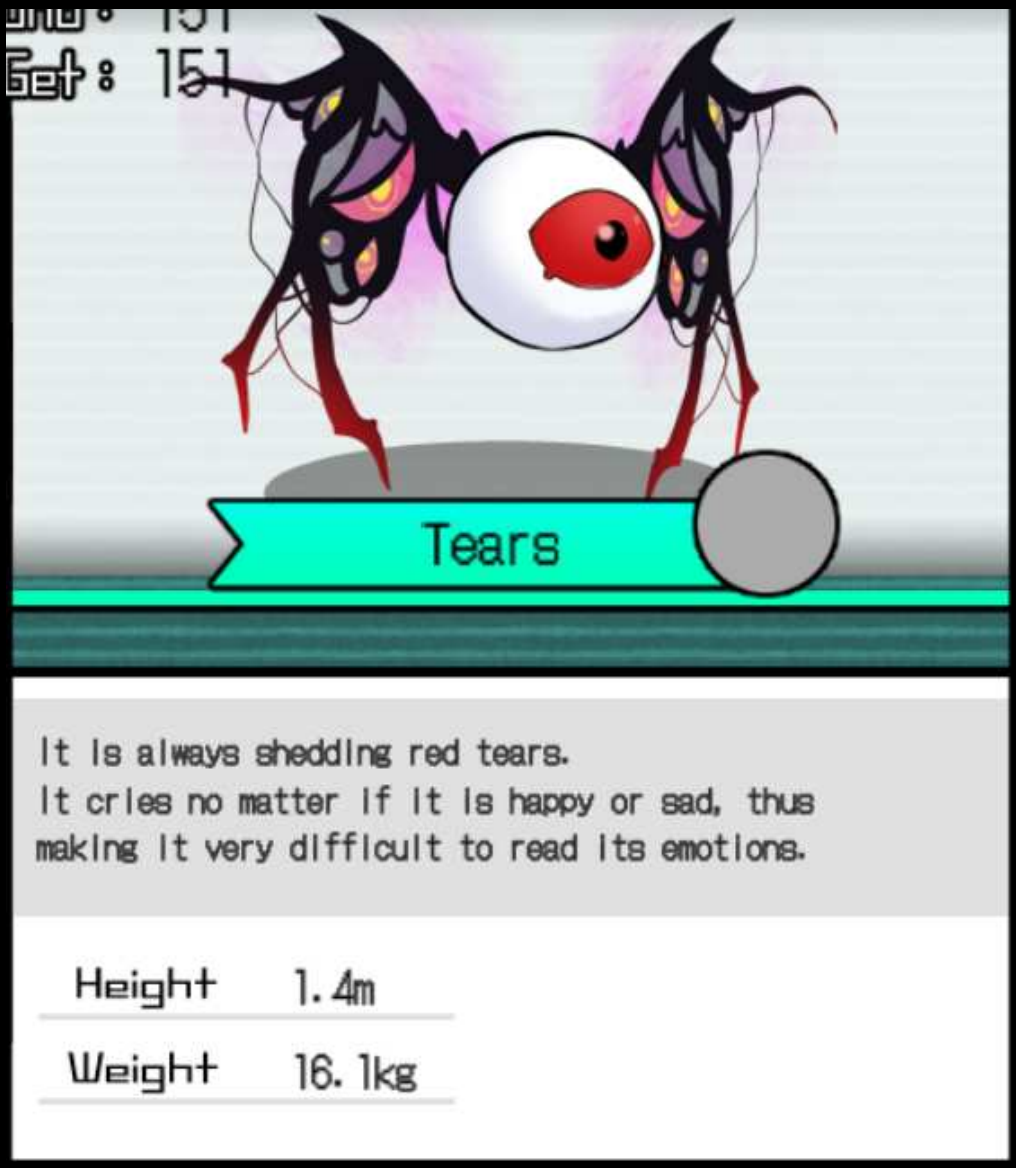
Evolution:

Evolves into [Tears]

Special Ability:

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

No 134 Tears



Evolution:

Evolves from [Wink] and into [Glare]

Special Ability:

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

No 135 Glare



Evolution:

Evolves from [Tears]

Special Ability:

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

No 136 Camophin



Evolution:

Evolves into [Camowhale]

Special Ability:

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

No 137 Camowhale



Evolution:

Evolves from [Camophin]

Special Ability:

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

No 138 Floretis



Evolution:

Evolves into [Ladymantis]

Special Ability:

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

No 139 Ladymantis



Evolution:

Evolves from [Floretis]

Special Ability:

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

No 140 Delusimoth



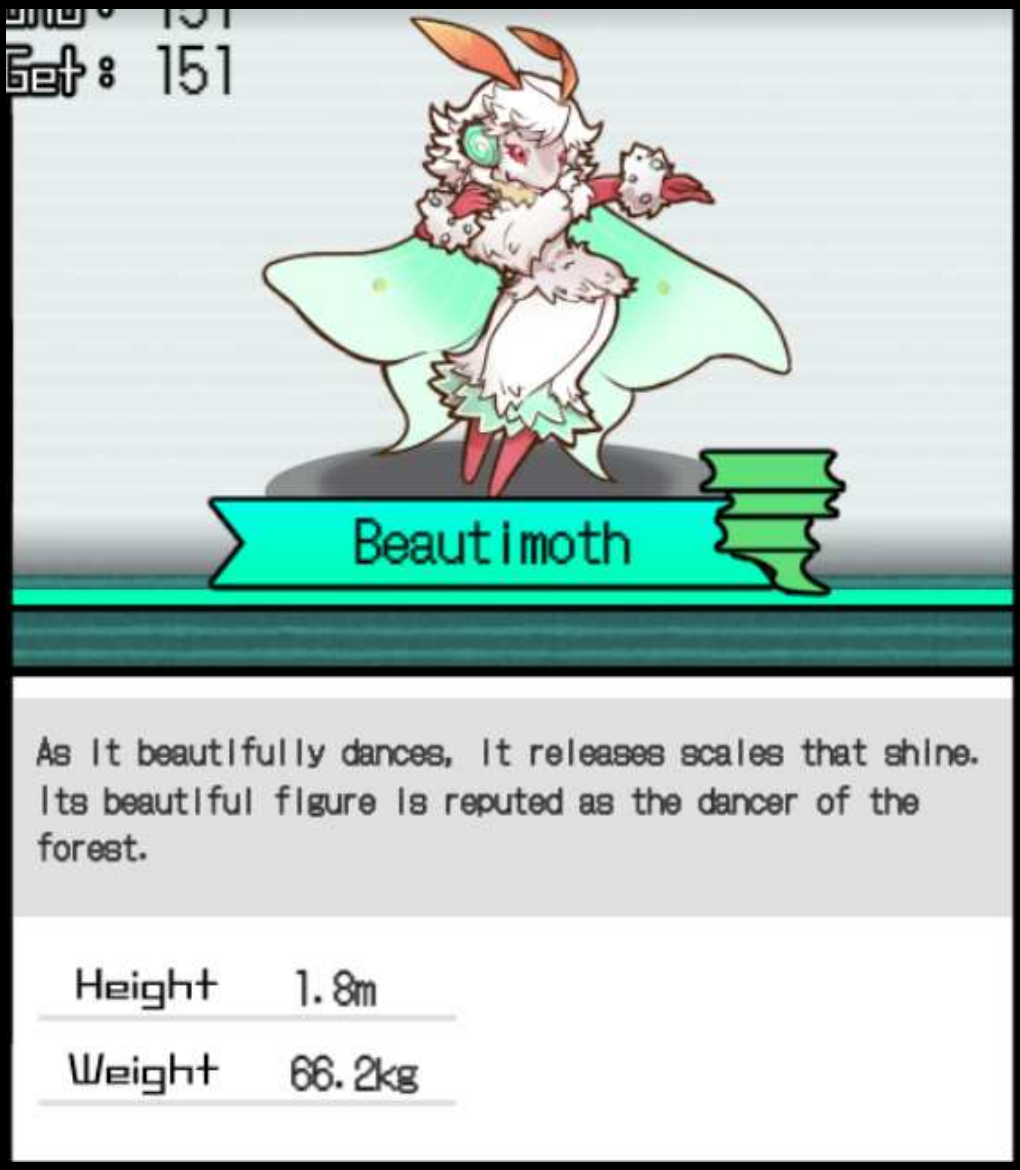
Evolution:

Evolves into [Beautimoth]

Special Ability:

“Graceful Movement”-Prevents any and all stat debuffs

No 141 Beautimoth



Evolution:

Evolves from [Delusimoth]

Special Ability:

“Graceful Movement”-Prevents any and all stat debuffs

No 142 Starkle



Evolution:

Evolves into [Roamoon]

Special Ability:

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

No 143 Roamoon



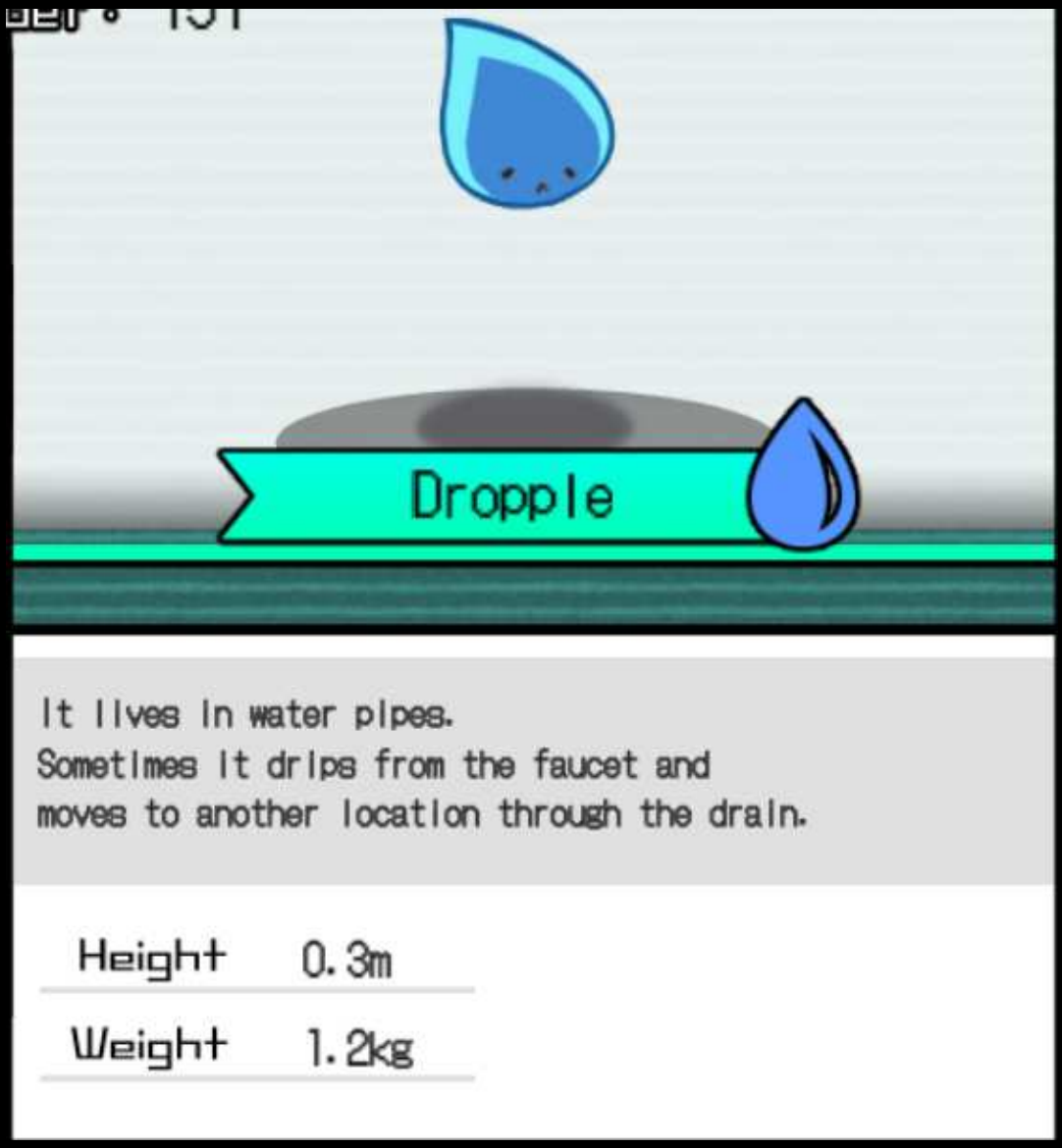
Evolution:

Evolves from [Starkle] and into [Roamoomoon]

Special Ability:

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

No 144 Dropple



Evolution:

Evolves into [Splashsploosh]

Special Ability:

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

No 145 Splashsploosh



Evolution:

Evolves from [Dropple] and into [Swooshboom]

Special Ability:

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

No 146 Sporeadic



Evolution:

Evolves into [Sporeacid]

Special Ability:

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

No 147 Sporeacid



Evolution:

Evolves from [Sporeadic] and into [Sporango]

Special Ability:

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

No 148 Windzor



Evolution:

Evolves into [Whirlnado]

Special Ability:

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

No 149 Whirlnado



Evolution:

Evolves from [Windzor]

Special Ability:

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

No 150 Flarethen



Evolution:

Evolves into [Searindeth]

Special Ability:

“Flame Of Rebirth”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 151 Searindeth



Evolution:

Evolves from [Flarethen]

Special Ability:

“Flame Of Rebirth”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 152 Batachunk



Evolution:

Evolves from [Batapork]

Special Ability:

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

No 153 Buneecle



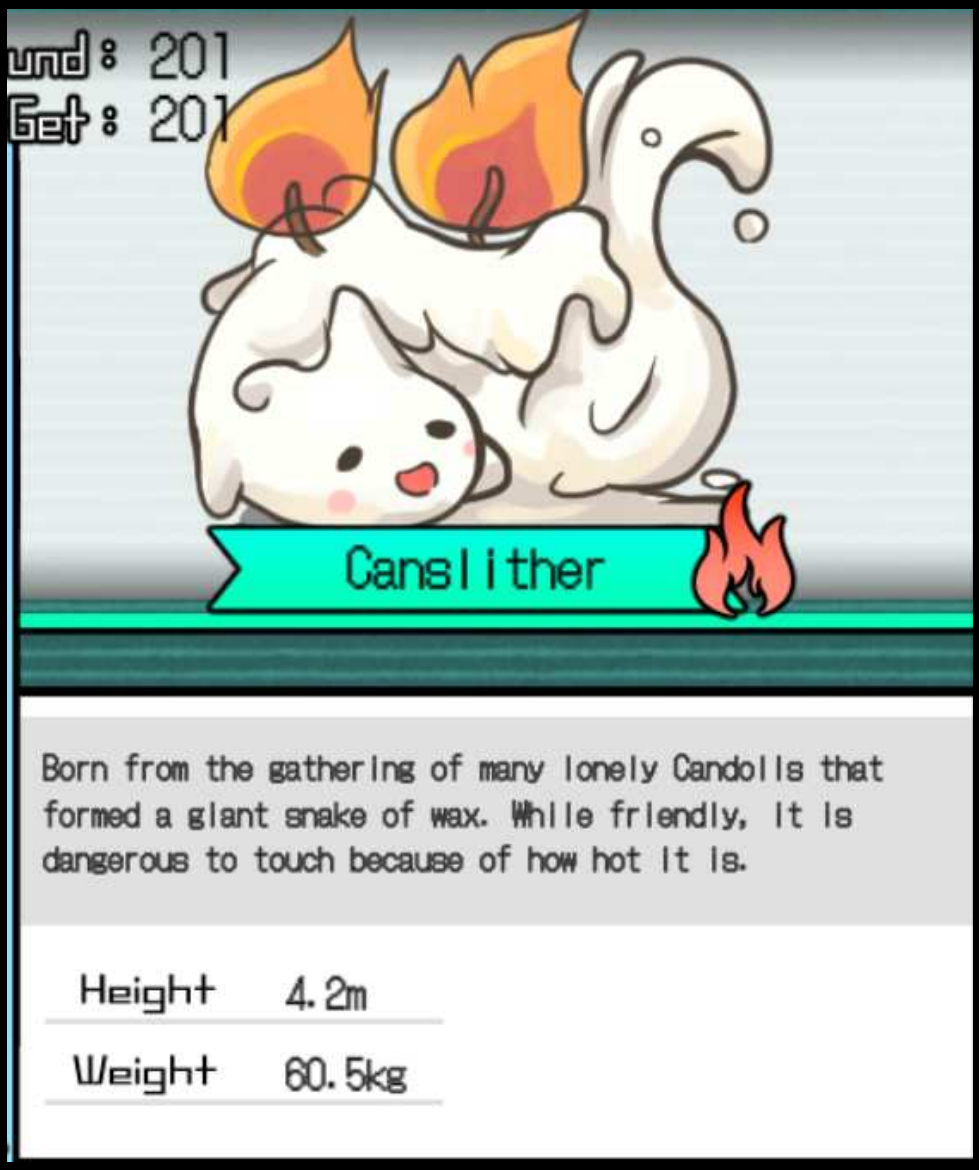
Evolution:

Evolves from [Bunee]

Special Ability:

“Lovely Body”-Reduce all damage from an attack to zero once per battle, if said attack is not super effective.

No 154 Canslither



Evolution:

Evolves from [Candoll]

Special Ability:

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

No 155 Popply



Evolution:

Evolves from [Tickly]

Special Ability:

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

No 156 Sporango



Evolution:

Evolves from [Sporeacid]

Special Ability:

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

No 157 Darubenkei



Evolution:

Evolves from [Darurira]

Special Ability:

“Tighten Helmet”-Defeating an enemy increases both attack and defence stats, in terms of both physical and “magical” attack/defense.

No 158 Sparkisar



Evolution:

Evolves from [Sparkitus]

Special Ability:

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

No 159 Swooshboom



Evolution:

Evolves from [Splashsploosh]

Special Ability:

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

No 160 Roamoomoon



Evolution:

Evolves from [Roamoon]

Special Ability:

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

No 161 Solowulf



Evolution:

Evolves into [Triwulf]

Special Ability:

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

No 162 Triwulf



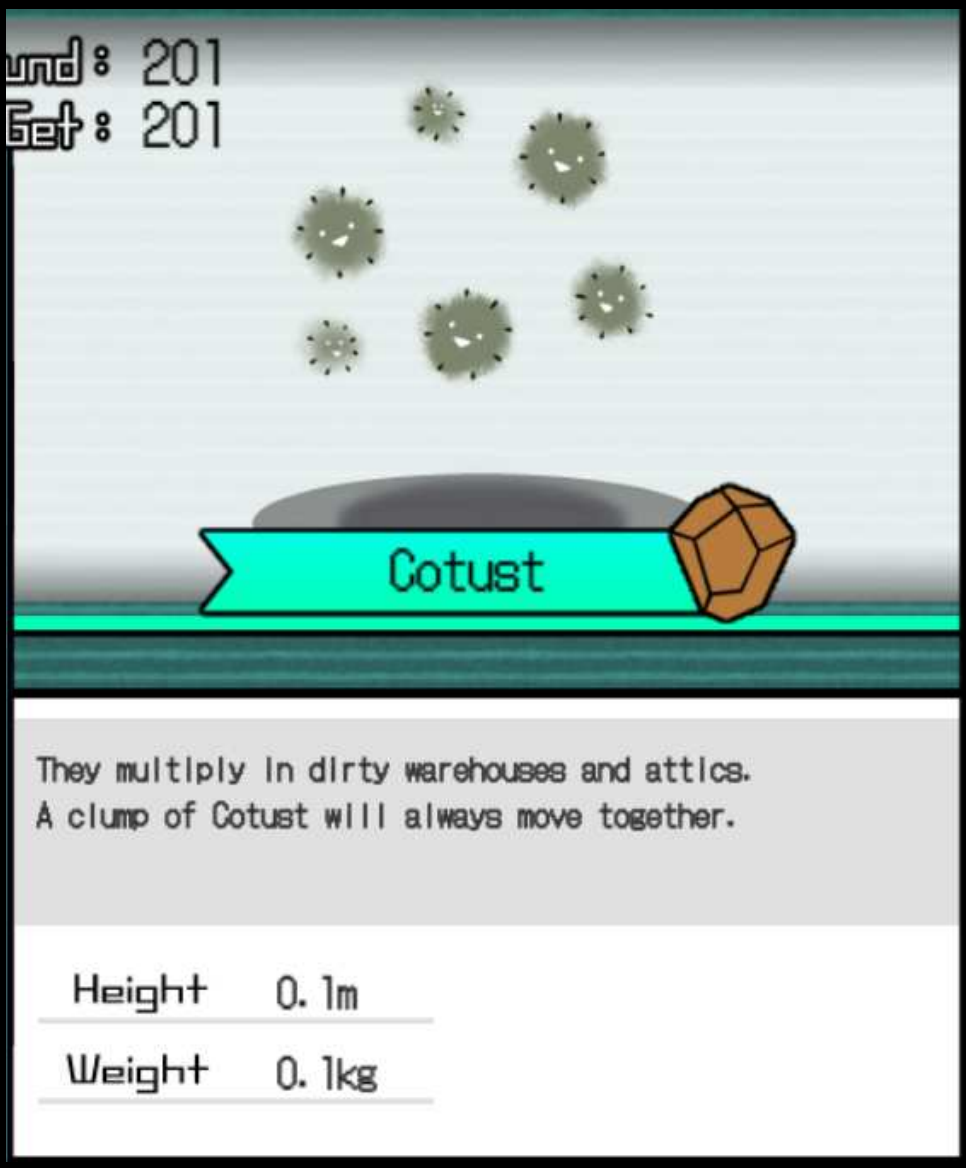
Evolution:

Evolves from [Solowulf]

Special Ability:

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

No 163 Cotust



Evolution:

Evolves into [Asbestud]

Special Ability:

“Decay”-When hit by an enemy, a random stat from said enemy has a random chance to be lowered.

No 164 Asbestud



Evolution:

Evolves from [Cotust]

Special Ability:

“Decay”-When hit by an enemy, a random stat from said enemy has a random chance to be lowered.

No 165 Burninone



Evolution:

Evolves into [Burniman]

Special Ability:

“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 166 Burniman



Evolution:

Evolves from [Burninone] and into [Burnifiend]

Special Ability:

“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 167 Burnifiend



Evolution:

Evolves from [Burniman]

Special Ability:

“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 168 Tinyee



Evolution:

Evolves into [Finesswan]

Special Ability:

“Insightful Eye”-Has increased accuracy for all moves.

No 169 Finesswan



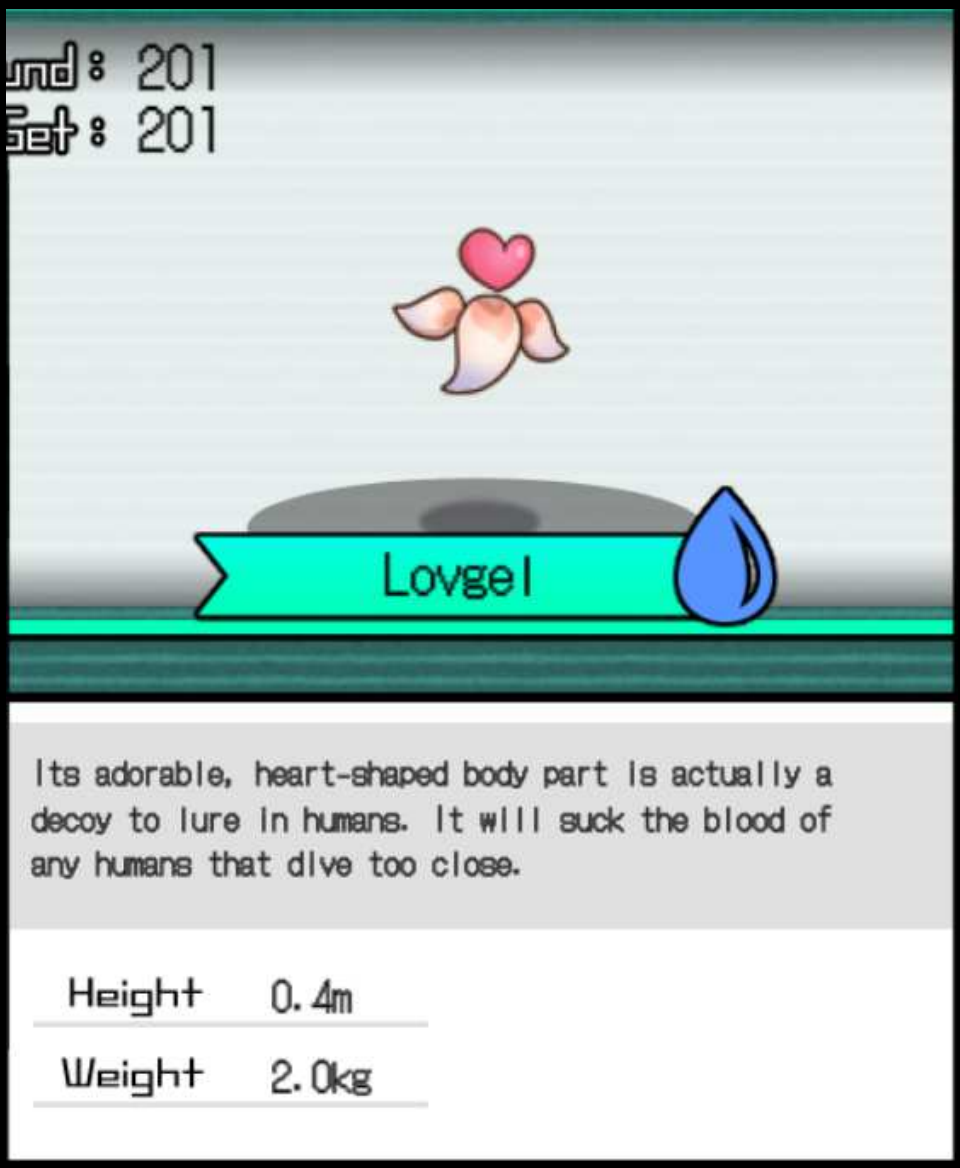
Evolution:

Evolves from [Tinyee]

Special Ability:

“Glider”-Cooldowns for all moves decreases when using a “Wind” type move.

No 170 Lovegel



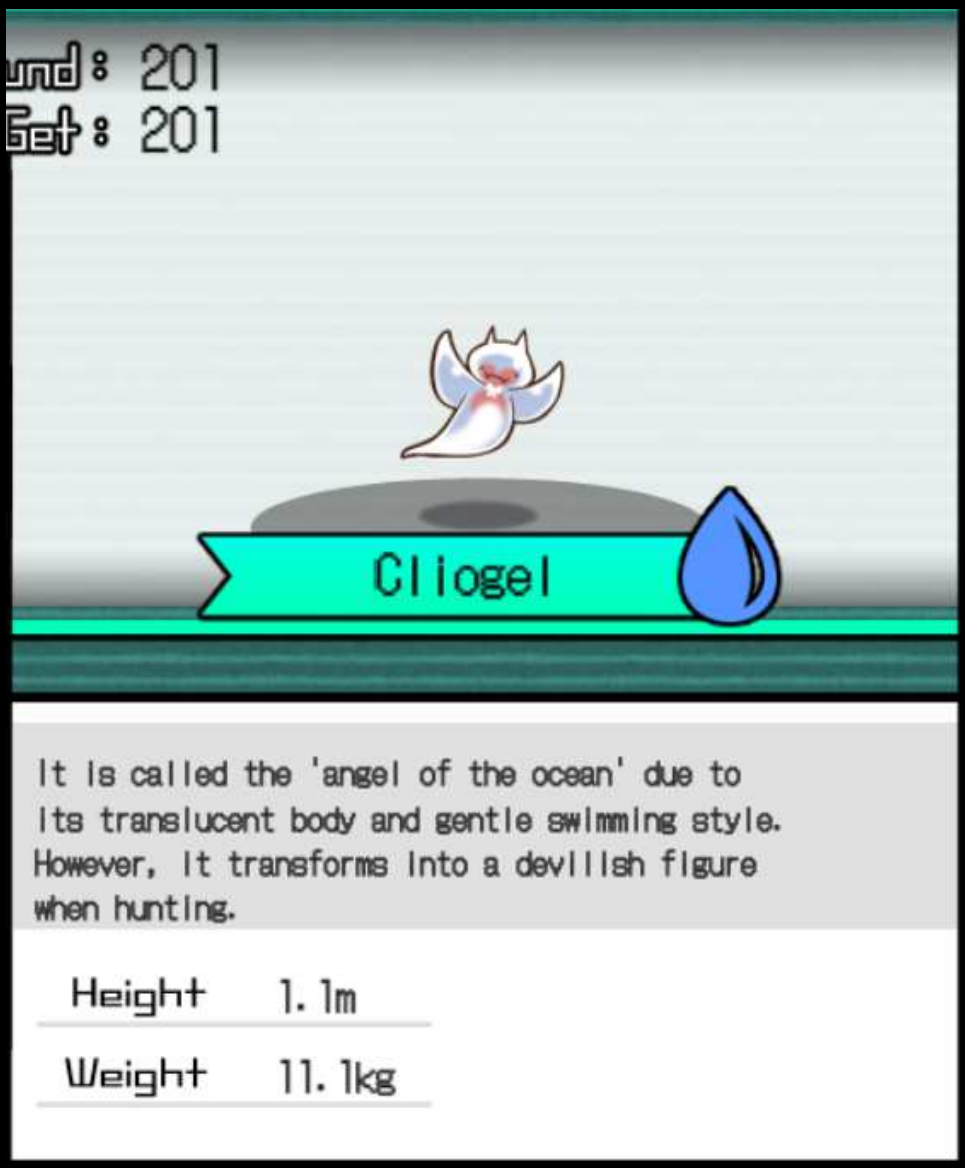
Evolution:

Evolves into [Cliogel]

Special Ability:

“Regenerating Body”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 171 Cliogel



Evolution:

Evolves from [Lovegel] and into [Gelien]

Special Ability:

“Regenerating Body”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 172 Gelien



Evolution:

Evolves from [Cliogel]

Special Ability:

“Regenerating Body”-Once per battle, when knocked out or killed, revive and recover 30% of “health”.

No 173 Uriboar



Evolution:

Evolves into [Hagiboar]

Special Ability:

“Brute Force”-When using damaging moves an opponent is resistant against, they instead act as if the opponent doesn’t have a resistance to them.

No 174 Hagiboar



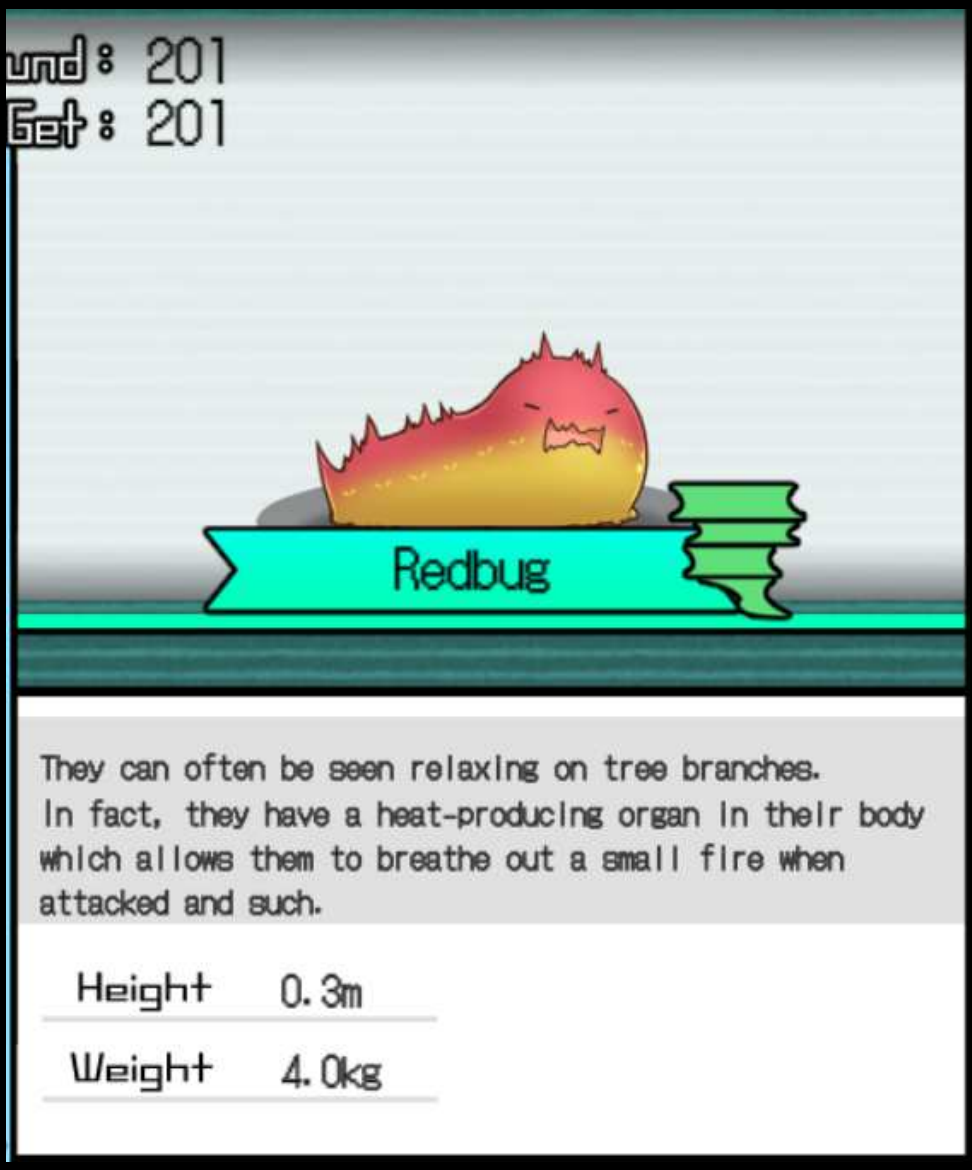
Evolution:

Evolves from [Uriboar]

Special Ability:

“One More Time”-When using damaging moves an opponent has a weakness to, they instead will deal extra damage as if the opponent is twice as weak to them. I.e, an opponent with a 2x weakness to fire will receive damage as if they had a 4x weakness.

No 175 Redbug



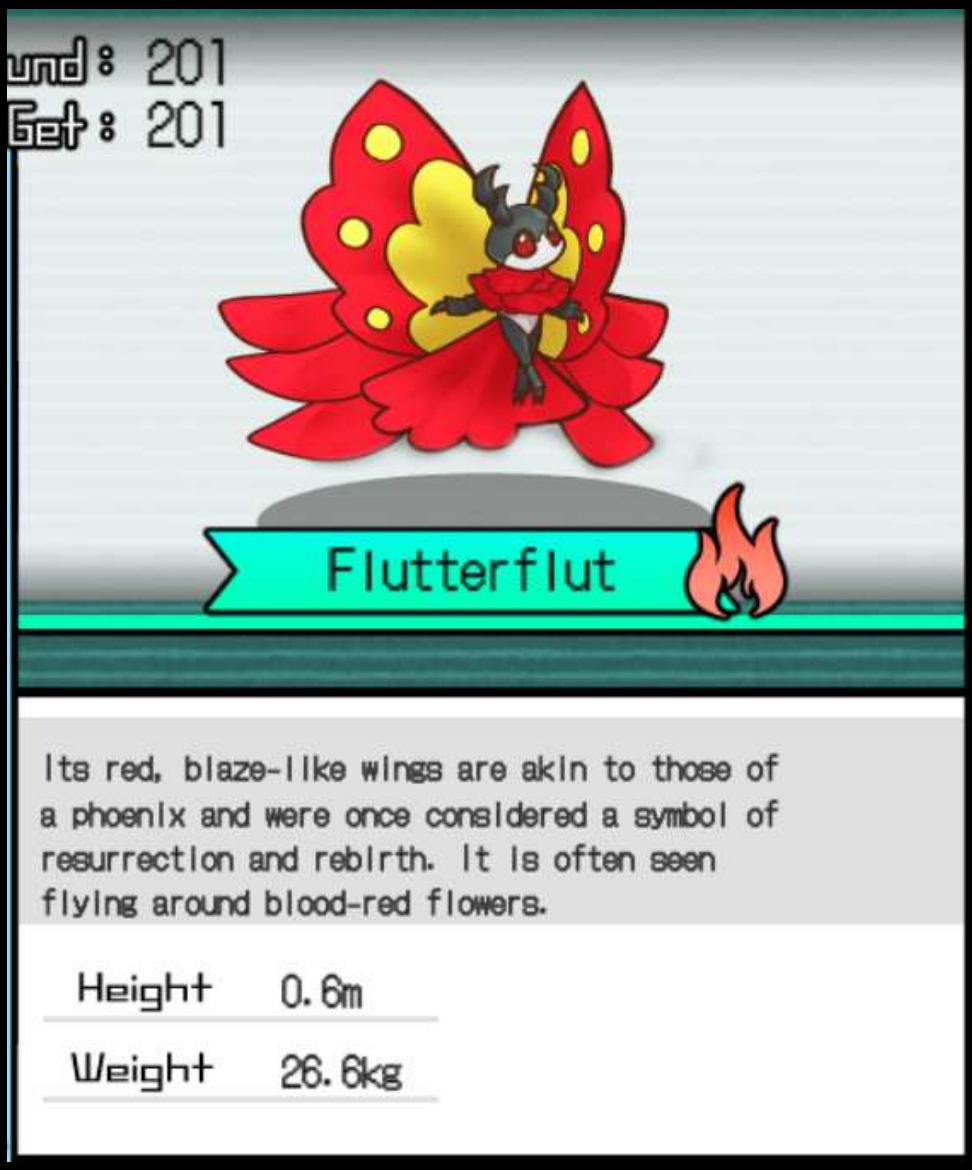
Evolution:

Evolves into [Flutterflut]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 176 Flutterflut



Evolution:

Evolves from [Redbug]

Special Ability:

“One More Time”-When using damaging moves an opponent has a weakness to, they instead will deal extra damage as if the opponent is twice as weak to them. I.e, an opponent with a 2x weakness to fire will receive damage as if they had a 4x weakness.

No 177 Fertilideer



Evolution:

None

Special Ability:

“One More Time”-When using damaging moves an opponent has a weakness to, they instead will deal extra damage as if the opponent is twice as weak to them. I.e, an opponent with a 2x weakness to fire will receive damage as if they had a 4x weakness.

No 178 Jusdein



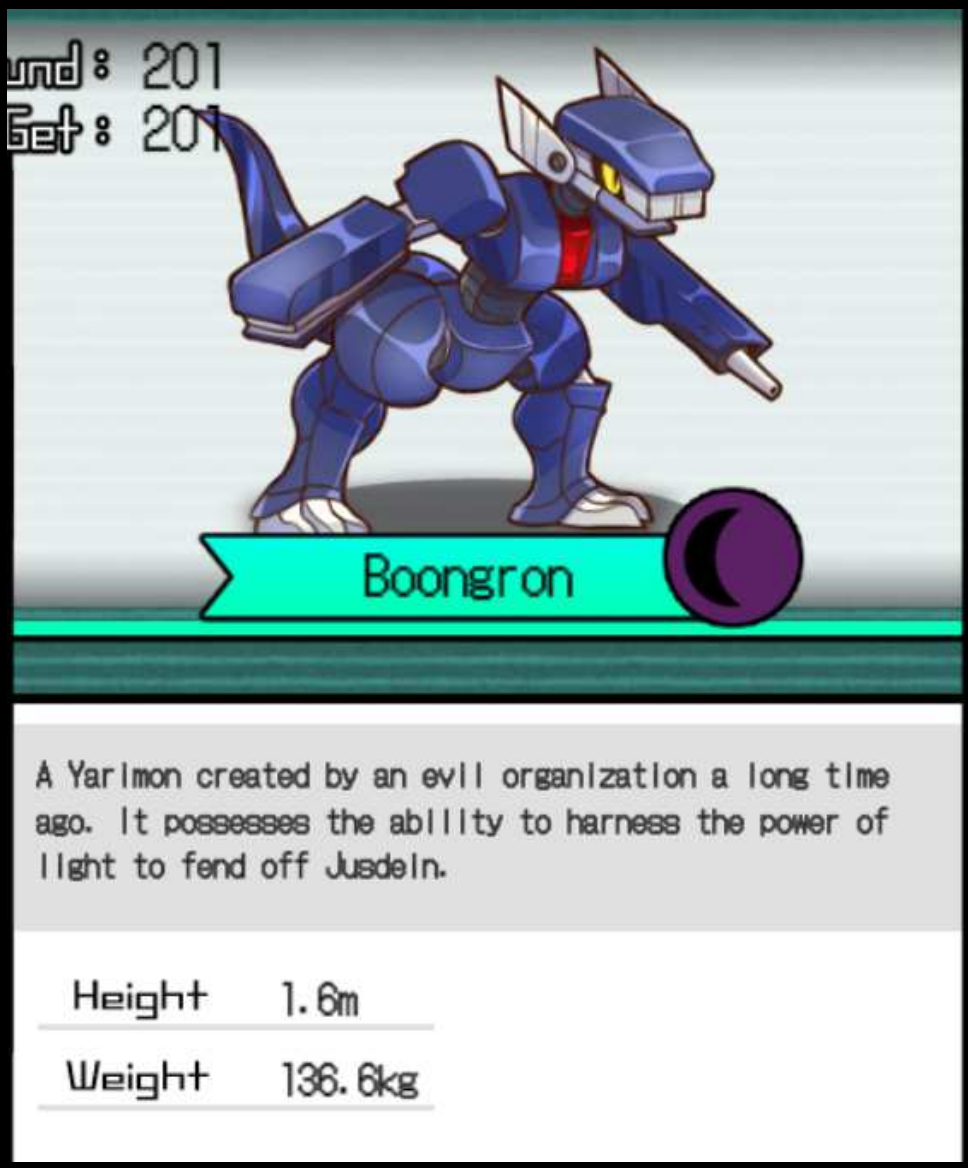
Evolution:

None

Special Ability:

“Electric Drive”-Cooldowns for all moves decreases when hit by a “Light” move.

No 179 Boongron



Evolution:

None

Special Ability:

“Electric Drive”-Cooldowns for all moves decreases when hit by a “Light” move.

No 180 Faceplant



Evolution:

Evolves into [Trapplant]

Special Ability:

“Nutriant Extraction”-When defeating an enemy, recover a small amount of “health”.

No 181 Trapplant



Evolution:

Evolves from [Faceplant] and into [Tangleplant]

Special Ability:

“Nutriant Extraction”-When defeating an enemy, recover a small amount of “health”.

No 182 Tangleplant



Evolution:

Evolves from [Trapplant]

Special Ability:

“Nutriant Extraction”-When defeating an enemy, recover a small amount of “health”.

No 183 Tiakid



Evolution:

Evolves into [Dramad]

Special Ability:

“Dark Aura”-Cooldowns for all moves decreases when hit by a “Dark” move.

No 184 Dramad



Evolution:

Evolves from [Tiakid]

Special Ability:

“Dark Aura”-Cooldowns for all moves decreases when hit by a “Dark” move.

No 185 Slopie



Evolution:

Evolves into [Goopcake]

Special Ability:

“Decay”-When hit by an enemy, a random stat from said enemy has a random chance to be lowered.

No 186 Goopcake



Evolution:

Evolves from [Slopie]

Special Ability:

“Decay”-When hit by an enemy, a random stat from said enemy has a random chance to be lowered.

No 187 Cawcurse



Evolution:

None

Special Ability:

“Glider”-Cooldowns for all moves decreases when using a “Wind” type move.

No 188 Brachily



Evolution:

None

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 189 Flasco



Evolution:

Evolves into [Lovpass]

Special Ability:

“Patchwork”-Both physical and “magical” defenses can never be decreased.

No 190 Lovpass



Evolution:

Evolves from [Flasco]

Special Ability:

“Lovely Body”-Reduce all damage from an attack to zero once per battle, if said attack is not super effective.

No 191 Mudoll



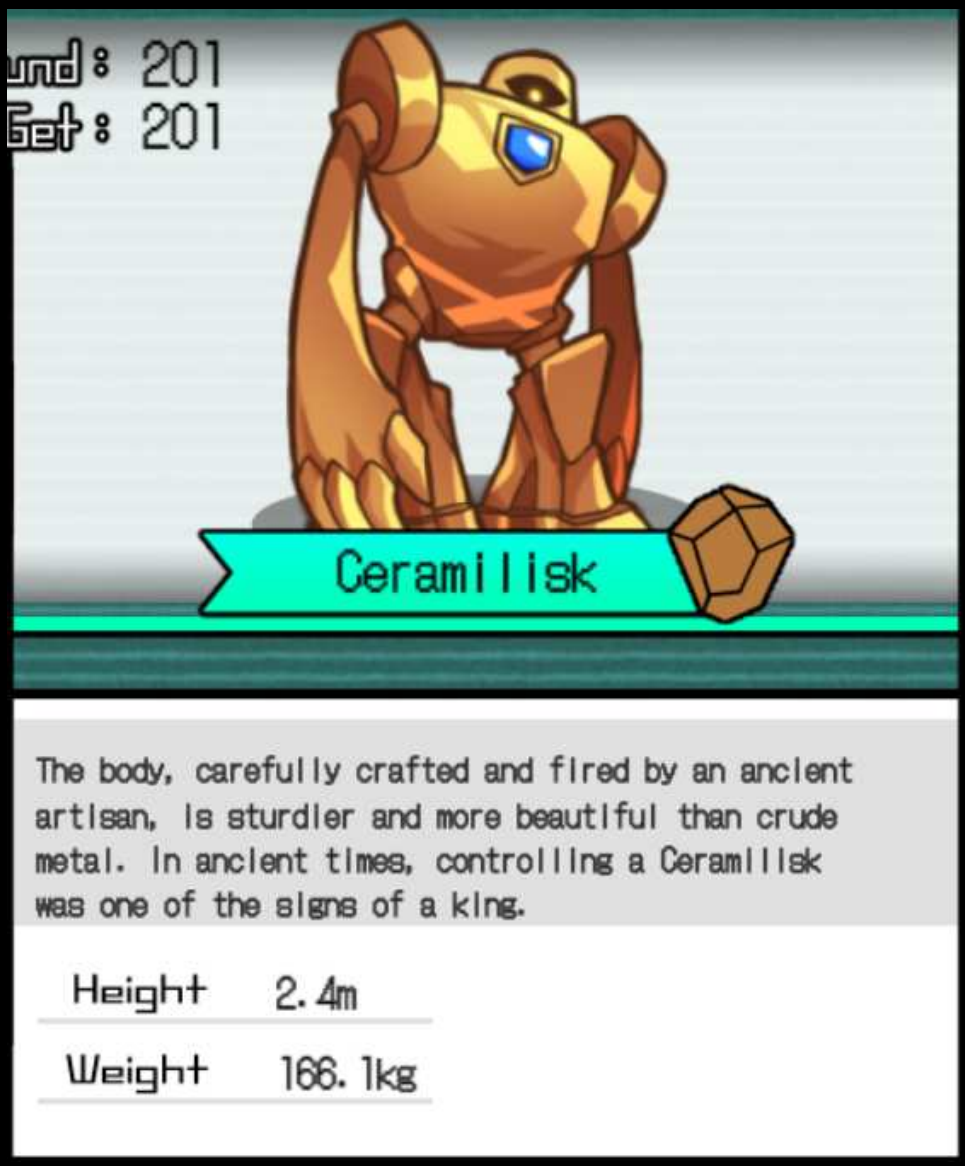
Evolution:

Evolves into [Ceramilisk]

Special Ability:

“Patchwork”-Both physical and “magical” defenses can never be decreased.

No 192 Ceramilisk



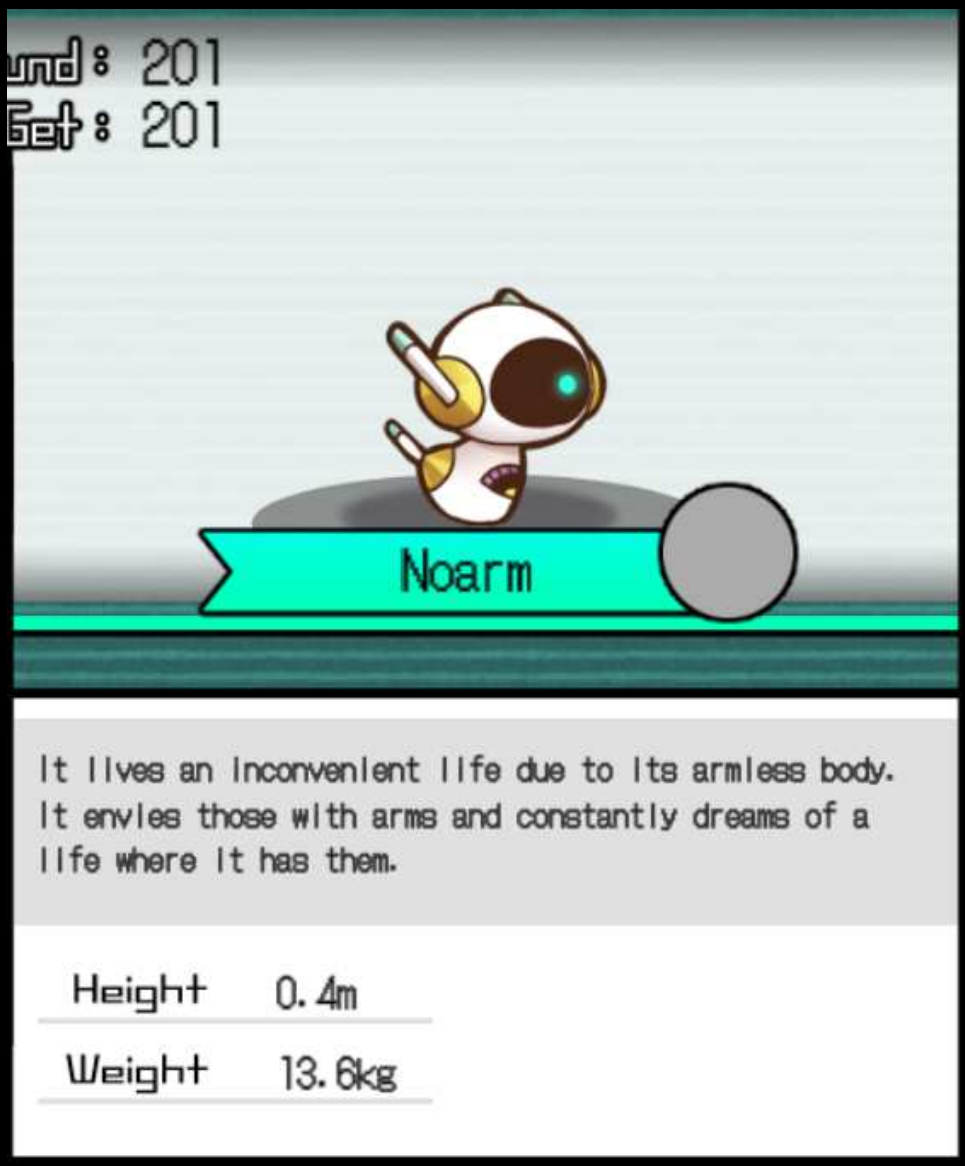
Evolution:

Evolves from [Mudoll]

Special Ability:

“Heat-Resistant Armor”-Is resistant to fire type moves and can’t be set on fire.

No 193 Noarm



Evolution:

Evolves into [Duoarms]

Special Ability:

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

No 194 Duoarms



Evolution:

Evolves from [Noarm] and into [Maxiarms]

Special Ability:

“Proficency”-Cooldowns for all moves decreases when hit by a “Typeless” move.

No 195 Maxiarms



Evolution:

Evolves from [Duoarms]

Special Ability:

“Proficency”-Cooldowns for all moves decreases when hit by a “Typeless” move.

No 196 Demetheos



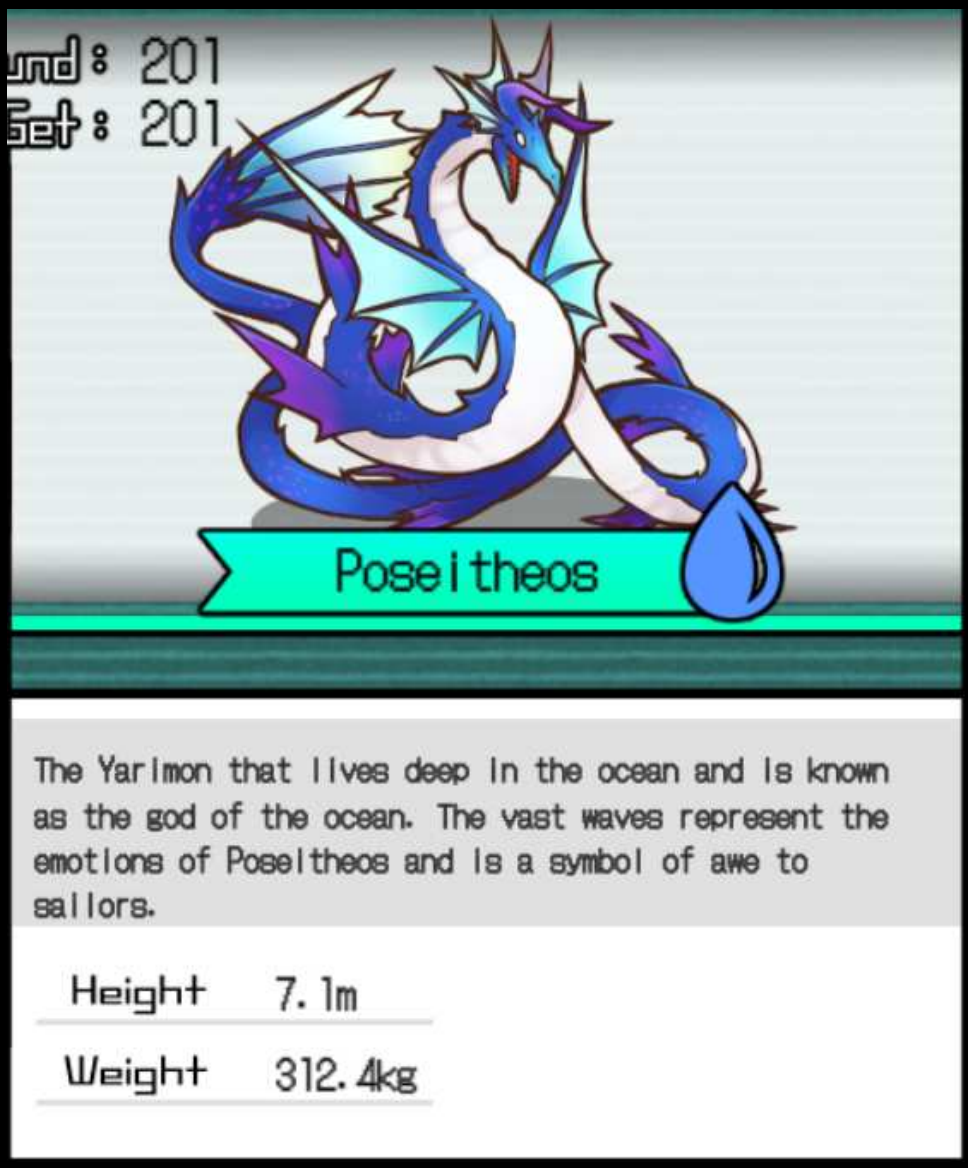
Evolution:

None

Special Ability:

“Gaia Armor”-When first entering a battle, boost both physical and “magical” defenses.

No 197 Poseitheos



Evolution:

None

Special Ability:

“Aqua Cloak”-When first entering a battle, boost both agility and speed.

No 198 Hadetheos



Evolution:

None

Special Ability:

“Necro Force”-When first entering a battle, boost both physical and “magical” attack power.

No 199 Marumochi



Evolution:

Evolves into [Flowicorn]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 200 Flowicorn



Evolution:

Evolves from [Marumochi] and into [Prismila]

Special Ability:

“Soft Body”-Prevents all negative status effects.

No 201 Prismila



Evolution:

Evolves from [Flowicorn]

Special Ability:

“Rainbow-colored Body”-When first entering a battle, gain two boosts to two random stats.

Changelog

v1.0

12/7/24: Doc is fully finished.

v1.1

2/19/26: Added the new 50 Yarimon added in the second DLC, added links to a Yarimon’s pre and post evolutions, and added a section listing what type of moves are considered belonging to a particular “type” such as how elecrtic/lighting moves are considered as belonging to the "Light" type.