

Paras & Parasect

Bug

Grass

Paras (#047)

Sex Ratio: ½ Males, ½ Females

Egg Group: Bug, Grass

Abilities:

Effect Spore, Dry Skin, Damp

Massosporasitus iratus (Paras)*Massosporasitus dianoia* (Parasect)

General Information: Paras are insect-like creatures with sharp pincers and parasitic mushrooms, called tochukaso, growing on their

backs. Paras eggs are doused in the spores of these mushrooms from their mother.

This means that while infants are infected with the mushrooms from birth, they do not *have* the mushrooms until they get older as the tochukaso develop with the

Paras. These mushrooms can be safely removed at any time from a Paras, though it should be noted that the mushrooms do exhibit some mind-control properties onto the Paras host. Researchers have argued whether these mushrooms are truly parasitic, since Paras cannot evolve into Parasect without them, but many others have pointed out that the evolution is just an adaptation to an environmental stress, and further note that uninfected adult Paras (only possible under strict laboratory conditions, or extremely rarely in the wild) seem perfectly capable of thriving without the tochukaso. However, this research means very little in the grand scheme of things, as scientists tend to think that Paras and Parasects are fine the way they are, since their species have been getting along just fine for a few million years by now.

Base Stats	
HP	35
Attack	70
Defense	55
Sp. Attack	45
Sp. Defense	55
Speed	25

Learnset: Level Up	Level	Category
Normal Scratch	1	Physical
Grass Stun Spore	3	Status
Poison Poison Powder	3	Status
Bug Leech Life	6	Physical
Grass Absorb	9	Special
Bug Fury Cutter	14	Physical
Poison Venoshock	18	Special
Grass Spore	20	Status
Normal Slash	21	Physical
Normal Growth	33	Status
Bug X-Scissor	37	Physical
Grass Giga Drain	38	Special
Grass Aromatherapy	43	Status
Grass Energy Ball	45	Special
Bug Rage Powder	49	Status

Paras are usually around 1 foot tall (0.3 meters), and 11-12 pounds (5.4kg).

Habitat: The tochukaso really like damp and dark places, like caves or underground burrows or well-covered forests, so that's where Paras live. Wetlands, temperate forests, rainforests, and any place that receives plenty of rain throughout the year, are sure to find plenty of Paras. The northwest region of the United States, for example, has a huge Paras population. Their ultimate preference for rain, is frequent slow and steady drizzles, but can tolerate quite a range. They *have* to live in habitats with trees.

Life Cycles: Paras and Parasect have the same life cycles, a mother lays clutches of 30-60 eggs per batch anywhere from 1 to 5 times a year – dependent entirely on climate, soil hydration, weather, and available nutrients. Paras found in cold climates with drier soils and less favorable rain patterns or fewer food sources available, will have fewer clutches, while Paras found in say, equatorial rainforests, will often reach 5

Learnset: Breeding		
Fighting	Counter	Status
Normal	False Swipe	Physical
Normal	Flail	Physical
Psychic	Light Screen	Status
Psychic	Psybeam	Special
Dark	Pursuit	Physical
Normal	Screech	Status
Normal	Sweet Scent	Status
Psychic	Agility	Status
Bug	Bug Bite	Physical
Poison	Cross Poison	Physical
Steel	Metal Claw	Physical
Grass	Seed Bomb	Physical
Normal	Endure	Status
Bug	Fell Stinger	Physical
Grass	Leech Seed	Physical
Normal	Natural Gift	Physical
Ground	Rototiller	Status
Rock	Wide Guard	Status
Grass	Grassy Terrain	Status

clutches per year. As a bug Pokémon, Paras are often the prey of Ariadoses, Galvantulas, Araquanids, Staraptors, Corviknights, Pignites, Emboars, and other similarly bulky predators that would find a Pokémon like Paras delicious. However, smaller predators will fair poorly against Paras as their pincers will deal great damage to the unprepared and under-leveled. Once a Paras evolves into Parasect at level 24, it gains bulk that it then uses to defend the Paras in its troop.

Behavior: Paras and Parasect live in troops anywhere from a handful of individuals to upwards of a hundred in some places. They have a loose social hierarchy based on combat skills, so Parasects are automatically treated with greater respect than the average Paras, but all members of the troop are defended vigorously from predators and unsuspecting hikers. Any reproductively viable member of the troop can reproduce, though both sexes have a preference for mates that are capable of holding their own in combat, so the Parasects in a troop will experience the greatest number of mating opportunities. Scars are thought of as battle trophies.

Diet: Paras gnaw on tree roots to sap energy from them. Trainers, your Paras can be fed specialty Pokémon food (which Nincadas, Ninjasks, and Shednijas can also eat), otherwise just let them burrow into some tree roots and have at it. If necessary, Paras can be fed roots, honey, or even

berries, though the berries do *not* meet their full nutritional needs and should only be supplementary or as emergencies. A Paras who only eats berries will die of malnutrition within the month (which is a completely normal timeframe for any creature to die of malnutrition).

Conservation: Least Concern

Relationship with Humans: These aggressive bastards are the bane of every trainer's existence, every camper, every hiker, and anyone who even thinks of stepping foot into the wrong part of the woods at the wrong time. They have large pincers and they *will* use them to attack you. Not only that, but they live in groups and will attack as a united front. If you see Paras and Parasects, then it's best to turn tail and get the hell out of there.

The tochukaso have medicinal properties and are often sought by collectors.

Classification: Paras and Parasect are evolutionarily derived from Cicada-Pokémon, but their closest living relatives (Nincadas, Ninjasks, and Shednijas) are still about 25-30 million years apart. Together, they are in the same Cicada-Pokémon superfamily, but *Massosporasitus* is the most distantly related to the rest of the living Cicada-Pokémon. Because of this, some scientists speculate on what a Paras evolution would look like if they were not infected by the tochukaso mushrooms, with some hypothesizing that it would be a flying-type evolution in-line with Nincada into Ninjask, and efforts to induce this in laboratory settings are underway. Currently, these efforts have been astoundingly unsuccessful.

Learnset: Tutoring/TMs								
Flying	Aerial Ace	Physical	Normal	Flash	Status	Normal	Round	Special
Normal	After You	Status	Normal	Frustration	Physical	Normal	Secret Power	Physical
Normal	Attract	Status	Bug	Fury Cutter	Physical	Normal	Skull Bash	Physical
Normal	Bide	Physical	Grass	Giga Drain	Special	Normal	Sleep Talk	Status
Normal	Body Slam	Physical	Grass	Grass Knot	Physical	Poison	Sludge Bomb	Physical
Normal	Body Slam	Physical	Normal	Headbutt	Physical	Normal	Snore	Status
Fighting	Brick Break	Physical	Normal	Hidden Power	Physical	Grass	Solar Beam	Special
Bug	Bug Bite	Physical	Dark	Hone Claws	Status	Bug	String Shot	Status
Grass	Bullet Seed	Physical	Normal	Hyper Beam	Special	Bug	Struggle Bug	Physical
Normal	Captivate	Status	Dark	Knock Off	Physical	Normal	Substitute	Status
Normal	Confide	Status	Grass	Mega Drain	Special	Fire	Sunny Day	Status
Fighting	Counter	Physical	Normal	Mimic	Status	Normal	Swagger	Status
Poison	Cross Poison	Physical	Normal	Natural Gift	Normal	Normal	Sweet Scent	Status
Ghost	Curse	Status	Normal	Nature Power	Status	Normal	Swords Dance	Status
Normal	Cut	Physical	Normal	Protect	Status	Grass	Synthesis	Status
Ground	Dig	Physical	Normal	Rage	Physical	Normal	Take Down	Physical
Normal	Double Team	Status	Psychic	Reflect	Status	Dark	Thief	Physical
Normal	Double-Edge	Physical	Normal	Refresh	Status	Poison	Toxic	Status
Normal	Endure	Status	Psychic	Rest	Status	Normal	Vice Grip	Physical
Normal	Façade	Physical	Normal	Return	Physical	Grass	Worry Seed	Status
Normal	False Swipe	Physical	Fighting	Rock Smash	Physical	Bug	X-Scissor	Physical

Learnset: Level Up		Level	Category
Normal	Scratch	1	Physical
Grass	Stun Spore	3	Status
Poison	Poison Powder	3	Status
Bug	Leech Life	6	Physical
Grass	Absorb	9	Special
Bug	Fury Cutter	14	Physical
Poison	Venoshock	18	Special
Grass	Spore	20	Status
Normal	Slash	21	Physical
Normal	Growth	33	Status
Bug	X-Scissor	37	Physical
Grass	Giga Drain	38	Special
Grass	Aromatherapy	43	Status
Grass	Energy Ball	45	Special
Bug	Rage Powder	49	Status

Bug	Grass
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Base Stats	
HP	60
Attack	95
Defense	80
Sp. Attack	60
Sp. Defense	80
Speed	30

Parasect (#048)

Abilities:

Effect Spore, Dry Skin, Damp

General Information: Parasect is now fully controlled by the tochukaso mushroom on its back, with all of its nutrients drained from its body and it completely unable to move should the tochukaso ever be removed from it. They are known to swarm the roots of trees and drain them until the tree dies, before moving on to the next one. Why this only sometimes happens, is unknown. In addition, as the largest defenders of their troops, Parasects often find themselves in territory disputes with Shiinotics. These battles will leave the area covered in spores, paralyzing spores from Parasect and sleep-inducing spores from Shiinotic! Wanderers, beware!

Parasect are functionally just bigger and badder versions of Paras. They average 3 feet and 3 inches in height (1 meter), and 65 pounds (29.5kg).

Habitat: The same places that Paras can be found.

Diet: The same things with the same restrictions as Paras.

Conservation: Least Concern

Relationship with Humans: These aggressive bastards are the bane of every trainer's existence, every camper, every hiker, and anyone who even thinks of stepping foot into the wrong part of the woods at the wrong time. They have large pincers and they *will* use them to attack you. Not only that, but they live in groups and will attack as a united front. If you see Paras and Parasects, then it's best to turn tail and get the hell out of there.

The tochukaso have medicinal properties and are often sought by collectors, but be careful not to remove the mushroom entirely from the Parasect, or you will render the poor thing immobile!

Parasect are massive agroforestry pests and have been known to completely destroy entire orchards of crop trees in a matter of days. Farmers have to keep a tight watch on Parasect populations, often utilizing Combuskens, Houndooms, Pignites, and Emboars to keep them in check. Other orchard farmers will try to encourage wild Ariadoses and Galvantulas to eat the infesting Parasects. However, Emboars *love* to eat the mushrooms on Paras and Parasect, and a single one can keep 10 hectares of tree crop defended from infestation all on its own.

Evolution: Paras evolves into Parasect at level 24.

Learnset: Tutoring/TMs											
Flying	Aerial Ace	Physical	Normal	Flash	Status	Fighting	Rock Smash	Physical	Bug	X-Scissor	Physical
Normal	After You	Status	Normal	Frustration	Physical	Normal	Round	Special			
Normal	Attract	Status	Bug	Fury Cutter	Physical	Normal	Secret Power	Physical			
Normal	Bide	Physical	Grass	Giga Drain	Special	Normal	Skull Bash	Physical			
Normal	Body Slam	Physical	Normal	Giga Impact	Physical	Normal	Sleep Talk	Status			
Normal	Body Slam	Physical	Grass	Grass Knot	Physical	Poison	Sludge Bomb	Physical			
Fighting	Brick Break	Physical	Normal	Headbutt	Physical	Normal	Snore	Status			
Bug	Bug Bite	Physical	Normal	Hidden Power	Physical	Grass	Solar Beam	Special			
Grass	Bullet Seed	Physical	Dark	Hone Claws	Status	Bug	String Shot	Status			
Normal	Captivate	Status	Normal	Hyper Beam	Special	Bug	Struggle Bug	Physical			
Normal	Confide	Status	Dark	Knock Off	Physical	Normal	Substitute	Status			
Fighting	Counter	Physical	Grass	Mega Drain	Special	Fire	Sunny Day	Status			
Poison	Cross Poison	Physical	Normal	Mimic	Status	Normal	Swagger	Status			
Ghost	Curse	Status	Normal	Natural Gift	Normal	Normal	Sweet Scent	Status			
Normal	Cut	Physical	Normal	Nature Power	Status	Normal	Swords Dance	Status			
Ground	Dig	Physical	Normal	Protect	Status	Grass	Synthesis	Status			
Normal	Double Team	Status	Normal	Rage	Physical	Normal	Take Down	Physical			
Normal	Double-Edge	Physical	Psychic	Reflect	Status	Dark	Thief	Physical			
Normal	Endure	Status	Normal	Refresh	Status	Poison	Toxic	Status			
Normal	Façade	Physical	Psychic	Rest	Status	Normal	Vice Grip	Physical			
Normal	False Swipe	Physical	Normal	Return	Physical	Grass	Worry Seed	Status			