

## O. Lost Underworld

**This strange place that time forgot makes one seem quite small, particularly with all the huge dinosaurs stomping around. Ness' quest will reach a critical turning point in this place, as he strives for the final Your Sanctuary.**

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**Plains of the Lost Underworld - If you're not "outside" of the cage erected by the Tenda, you're in danger of being attacked by these big guys.**

Wetnosaur

Field: A green dinosaur

Battle: See above

HP: 1030 PP: 0 Off: 126 Def: 172 Speed: 17 Exp: 33100

Weakness: Fire

Actions: Stomp \*

Tail \*\*\*

Rumble (?)

Notes: This dinosaur seems a bit more docile than the Chomposaur. I'm not quite sure what the Rumble does, but it never worked on me, so I suggest not worrying about it.

Ego Orb

Field: A yellow sphere with a face

Battle: See above

HP: 592 PP: 0 Off: 125 Def: 140 Speed: 17 Exp: 24180

Weakness: Freeze

Actions: Attack \*

Tear Into You \*\*

Lunge Forward \*\*\*

Notes: This giant globe is the easiest enemy to take down in this place. Nothing but physical attacks, regardless of how damaging they are, can be healed easily.

Chomposaur

Field: A purple dinosaur

Battle: See above

HP: 1288 PP: 320 Off: 139 Def: 183 Speed: 17 Exp: 44380

Actions: Tail \*\*

Fire Alpha

Fire Beta

Notes: The terror of the Lost Underworld. This lizard also has a power shield up, in addition to the abilities listed, so physical attacks will be a problem in the beginning. Use your strongest PSI if you can't avoid a fight with it.

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**Cave of Fire Spring - This liquid hot area is home to the most fiery and tempermental beings on the planet. Hope you brought sunscreen.**

Soul Consuming Flame

Field: A ball of fire

Battle: A blob of fire with a face

HP: 602 PP: 0 Off: 131 Def: 6 Speed: 30 Exp: 37620

Weakness: Freeze

Actions: Edge Closer

Breathe Fire \*\* (All)

Spray Fire \*\*\* (All)

Fireball \*\*\*\*

Notes: As you can see, this hideous blob has some really nasty attacks.

The good news is that it has a very low defense, so if you concentrate your attacks, you should be able to defeat it in one round.

Evil Elemental

Field: A ball of fire

Battle: A transparent ghost face

HP: 564 PP: 0 Off: 121 Def: 136 Speed: 30 Exp: 35737

Weakness: Fire, Flash, Hypnosis

Actions: Attack \*

Possess (Possession)

Notes: This specter is probably the least of your worries in the Fire Spring. The only annoying part is the possibility for being possessed.

Psychic Psycho

Field: A ball of fire

Battle: A red-clothed guy on fire

HP: 591 PP: 252 Off: 124 Def: 144 Speed: 30 Exp: 30095

Weakness: Brainshock

Actions: PSI Fire Alpha

PSI Fire Beta

Notes: This burning individual is rife with fire powers, and he likes to show them off. He's dangerous, but not too hard to put on ice.

Major Psychic Psycho

Field: A ball of fire

Battle: A purple-clothed guy on fire

HP: 618 PP: 574 Off: 145 Def: 152 Speed: 31 Exp: 39248

Drops: Star Pendant

Actions: PSI Fire Beta

PSI Fire Gamma

PSI Shield Omega

Paralysis Alpha

Notes: It's not often that Giygas throws both ranks of an enemy at you, but you'll have to deal with the PP's much stronger friend, with nastier attacks and defenses. Take him out quick if you value your livelihood.

\*Carbon Dog\*

Field: A shining spot

Battle: A dog on fire

HP: 1672 PP: 0 Off: 159 Def: 174 Speed: Exp: N/A

Actions: Howl (X)

Bite \*

Fireball \*\*

Spray Fire \*\*\* (All)

Charge Forward \*\*\*\*

Notes: The final guardian of the final Sanctuary is a malicious fiery canine. Those ranks of his attacks are if you don't have protection

against fire, of course. Bite and Charge are basic physical attacks.  
Lay into him with your strongest attacks and PSI. Once you wear down  
his HP, he'll immediately turn into.....

**\*Diamond Dog\***

Field: N/A

Battle: A dog made out of diamond

HP: 3344 PP: 154 Off: 167 Def: 230 Speed: Exp: 337740

Actions: Bite Hard \*\*

Bite \*\*\*

Shield Beta

Notes: Less attacks, yes, but this rock-hard canine is still very  
deadly. He also immediately has a power shield up when he appears, so  
if your blow that knocked down the Carbon Dog was physical, look out.  
Neutralize his shield, then hit him with everything you've got to  
put the last guardian away and complete your melody.

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**P. Magicant**

**Having drawn the melodies from all eight power spots in the world, Ness  
has completed the Sound Stone's song and was drawn to the world that  
exists in his mind: Magicant. Here, he'll find his true power.**

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**Path to the Sea of Eden - After leaving the protected part of his mind,  
Ness heads towards the center of his evil thoughts, in the Sea of Eden.  
The path along the way is littered with strange bad guys, naturally.**

Loaded Dice

Field: A gift box

Battle: A die with a top hat

HP: 307 PP: 0 Off: 146 Def: 113 Speed: 77 Exp: 10672

Actions: Call for Help (High Class UFO, Carefree Bomb,

Electro Swoosh, Fobby)

Notes: That's all he can do. It's pretty annoying, really, especially  
when he calls up a Carefree Bomb. More on them, later. Anyway, even  
if he calls up ten Electro Swooshes, I still suggest taking out the  
Loaded Dice first.

Electro Swoosh

Field: A pair of floating eyes

Battle: Eyes with lightning bolts

HP: 543 PP: 338 Off: 140 Def: 156 Speed: 40 Exp: 17075

Actions: Send a Greeting (X)

Charge Forward \*\*

Electrical Shock (PSI Thunder Beta)

Notes: Seeing as how it's just you, the odds are that the shock won't  
hit, so this guy isn't all that dangerous.

Carefree Bomb

Field: A question mark

Battle: A sphere body and a conical head on white appendages

HP: 504 PP: 0 Off: 135 Def: 215 Speed: 31 Exp: 14941

Actions: Bomb \*\*

Super Bomb \*\*\*

Notes: This little guy really doesn't look a thing like a bomb, but they're what he uses, so c'est la vie. They don't use Super Bombs that often, so I guess you've got that goin' for you...

French Kiss of Death

Field: A question mark

Battle: A brown pair of lips

HP: 569-594 PP: 0 Off: ?? Def: ?? Exp: 19210

Actions: Kiss of Death (Poison)

Notes: Having no Jeff, it's tough to get a reading on its stats. As far as I know, that's its only attack, regardless of the fact that the original KoD could attack directly.

Mr. Molecule

Field: A question mark

Battle: A molecular model

HP: 280 PP: 21 Off: 118 Def: 97 Speed: 18 Exp: 8708

Actions: PSI Flash Alpha

PSI Freeze Alpha

PSI Thunder Alpha

Notes: These guys normally appear in groups. That attack list may look disconcerting, but the good news is that Mr. Molecules are just like Foppies, Fobbies, and Slugs. They can't concentrate until four rounds of combat have passed, so you're in good shape.

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**The Sea of Eden - The Kraken lives on in Ness' memory, and patrols the waters of the Sea of Eden. Fight as many as you want before approaching the object that looks like the Mani Mani Statue.**

Ness's Nightmare

Field: A golden statue

Battle: See above

HP: 1654 PP: 882 Off: 172 Def: 253 Speed: 31 Exp: 89004

Actions: PSI Special Alpha

PSI Special Omega

Lifeup Beta

Shield Beta

Glorious Light (PSI Flash Omega)

Notes: Your nightmare uses your own special power against you. In the opening of the match, it'll have a psychic power shield up, so do NOT use your PSI attack powers on it. Just normally attack until it invokes Shield Beta, after which you can attack it with the full force of your mind. Be sure to Lifeup if your HP gets too low. Once you defeat it, you'll become one with the earth and receive an extra 300000 experience points.