

K. Scaraba

This desert country has plenty of action, as advertised. In addition to desert-like enemies, you'll also find some of Giygas' cronies buzzing around here.

South of Scaraba - Although the city itself is perfectly safe, past the main gates you'll find lots of monsters on your road to the Pyramid.

High-Class UFO

Field: Circling UFO

Battle: A pink flying saucer

HP: 433 PP: 72 Off: 93 Def: 103 Speed: 60 Exp: 12385

Weakness: Fire, Brainshock

Actions: Beam **

PSI Shield Alpha

Disrupt Senses (Lose Concentration)

Notes: This UFO has developed a personality to think he's better than other UFOs. In a sense, he is, as far as combat capabilities. Note that he'll already have a PSI Shield up, in addition to be able to cast it.

Great Crested Booka

Field: A yellow-striped lizard

Battle: A purple lizard thing

HP: 452 PP: 0 Off: 100 Def: 110 Speed: 20 Exp: 16365

Weakness: Hypnosis

Actions: Grin (X)

Attack *

Charge Forward **

War Cry (Off/Def Down)

Notes: This stronger Booka isn't a big threat, but it can hurt you if you don't take care of him.

Dread Skelpion

Field: A scorpion

Battle: A purple scorpion

HP: 207-232 PP: Some Off: 82 Def: 57 Exp: 9905

Weakness: Fire, Freeze, Hypnosis

Actions: Attack *

PSI Thunder Beta

Poison Stinger (Poison)

Notes: Who knows how these guys got Thunder powers. Just take care of them before they can poison you or get out the Thunder.

Master Criminal Worm

Field: A red caterpillar

Battle: See above

HP: PP: Off: Def: Speed: Exp: 82569

Weakness:

Actions:

Notes: An upgrade to the Criminal Caterpillar. These guys run at first sight, so chase them down to get the large exp load from them. If

anyone's fought them enough to know their stats, lemme know... ^_^

Pyramid - The passages of the ancient Pyramid are teeming with infestations and ancient guardians. It's a tough run, but it's doable.

Guardian Heiroglyph

Field: A black outline of a walking jackal

Battle: See above

HP: 470 PP: 126 Off: 94 Def: 106 Speed: 20 Exp: 13061

Weakness: Fire, Hypnosis

Actions: PSI Flash Alpha

PSI Thunder Alpha

PSI Thunder Beta

Hacking Cough (Cold)

Notes: The ancient heiroglyphs jump right off the wall and attack.

This one attacks mostly with PSI, so make sure you have the Franklin Badge.

Lethal Asp Heiroglyph

Field: A black outline of a snake

Battle: See above

HP: 445-462 PP: 0 Off: 89 Def: 94 Exp: 11321

Drops: Pharaoh's Curse

Weakness: Freeze, Paralysis, Hypnosis

Actions: Bite **

Coil and Attack (Hold)

Notes: This heiroglyph is less of a threat than the Guardian, but the bite hurts good.

Petrified Royal Guard

Field: A moving casket

Battle: A yellow guard made out of stone

HP: 563-576 PP: 0 Off: 106 Def: 173 Exp: 19161

Weakness: Paralysis

Actions: Come Out Swinging **

Charge Forward ***

War Cry (Off/Def Down)

Notes: This rocky fella is a tough customer, particularly due to his high defense. If you get stuck with another enemy besides him, use Paralysis to effectively get rid of him.

Fierce Shattered Man

Field: A walking mummy

Battle: A pink mummy

HP: 516 PP: 0 Off: 101 Def: 116 Speed: 12 Exp: 17424

Drops: Mummy Wrap

Weakness: Paralysis

Actions: Attack **

Continuous Attack * (X2)

Big Hug (Hold)

Icy Hand (Hold)

Notes: This mummy (or daddy) isn't a big threat, but he has some decent physical attacks, making him a good middle of the road bad

guy.

Arachnid!!!

Field: A sizable bug

Battle: A purple spider

HP: 339-347 PP: 0 Off: 87 Def: 86 Exp: 10452

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack *

Spider Silk (Hold)

Poison Stinger (Poison)

Notes: Not much different from his palette-swapped cousin, except in higher stats. He's more of a nuisance than anything.

Guardian General

Field: A coffin

Battle: A purple guard made out of stone

HP: 831 PP: 6 Off: 109 Def: 214 Speed: 21 Exp: 95389

Actions: Attack *

Charge Forward ***

War Cry (Off/Def Down)

Make Something Spin Around (PP Down)

Notes: You'll find this guy's coffin guarding a doorway in the depths of the Pyramid. His good defense prevents him from too much physical damage, so use PSI.

Southern Desert - Once you pass the Pyramid, you'll emerge on the surface to a bunch of bad guys. In addition to those below, you'll find High Class UFOs, Great Crested Bookas, and Master Criminal Worms.

Marauder Octobot

Field: A spinning blue diamond

Battle: A gray sphere with tentacles

HP: 439-490 PP: 0 Off: 99 Def: 121 Exp: 14473

Weakness: Fire

Actions: Beam **

Coil and Attack (Hold)

Steal

Notes: This is the scouter version of a series of Giygas' Octobots. They're mainly used for attack purposes.

Beautiful UFO

Field: Circling UFO

Battle: A pink UFO with a bow

HP: 339 PP: 15 Off: 86 Def: 87 Speed: 59 Exp: 8257

Drops: Vial of Serum, Protein Drink

Weakness: Brainshock

Actions: Beam *

Lifeup Alpha

Notes: Convinced that he/she's the most beautiful UFO ever. This UFO dons a bow. Unfortunately for them, they're not good fighters. Just a little bit of Lifeup PSI to set them apart...

Dungeon Man - Inside Dungeon Man, you'll meet several enemies. Most you've seen before: Mystical Record, Worthless Protoplasm, Scalding Coffee Cup. You'll also find Lesser Mooks on the second floor. I'll cover them in the Winters pt. 3 section.