

L. Deep Darkness

A large amount of enemies await you in the swamp, as well as a familiar face. With the amount of different enemies, there's a chance you won't face off against all of them.

The Swamp - See above. There's really only one area to the Deep Darkness.

Zap Eel

Field: A small green eel

Battle: See above

HP: 370 PP: 0 Off: 97 Def: 93 Speed: 29 Exp: 12169

Weakness: Fire

Actions: Electrical Shock (PSI Thunder Beta)

Notes: This eel patrols the waters of the swamp. They only have one attack, so take them out quick before they can be a pain.

Hard Crocodile

Field: A walking crocodile

Battle: A pink crocodile

HP: 522 PP: 0 Off: 110 Def: 128 Speed: 23 Exp: 19483

Weakness: Fire

Actions: Edge Closer (X)

Attack *

Swing Tail **

Bite ***

Notes: The ultimate crocodile, and as well defended as the last ones were. Be prepared for a lot of damage when fighting one.

Hostile Elder Oak

Field: A moving tree

Battle: A tree with a face and purple leaves

HP: 609 PP: 76 Off: 134 Def: 146 Speed: 14 Exp: 17566

Weakness: Fire

Actions: Attack *

PSI Magnet Alpha

Brainshock Alpha

Notes: This is an upgrade to the Territorial Oak. They aren't that big a problem to beat up, but they burst into flames once killed and they damage your party severely. Take them out last in a group fight.

Demonic Petunia

Field: A large red and yellow flower with eyes

Battle: See above

HP: 478 PP: 0 Off: 102 Def: 111 Speed: 26 Exp: 15169

Weakness: Fire

Actions: Edge Closer (X)

Extinguishing Blast *** (All)

Pollen (Numbness)

Notes: Most of the Petunia's attacks are edging closer, but when it does attack, look out. The Blast is nasty, and being Numb is no fun.

Pitbull Slug

Field: A small bug
Battle: A pink slug
HP: 217 PP: 11 Off: 79 Def: 77 Speed: 2 Exp: 9994
Drops: Salt Packet
Weakness: Fire, Freeze, Paralysis, Brainshock
Actions: Attack *
 Hypnosis Alpha
 Vaccuum Attack (Off/Def Down)
Notes: This sluggy is not much more of a threat than the Attack Slugs of old. They start battle not being able to cast PSI, but regain concentration after four rounds of battle.

Manly Fish
Field: A walking fish
Battle: A walking green fish
HP: 500 PP: 0 Off: 83 Def: 114 Speed: 22 Exp: 15825
Actions: Spear *
Notes: This anthropomorphic fish doesn't have much claim to fame besides his spear.

Manly Fish's Brother
Field: A walking fish
Battle: A walking purple fish
HP: 526 PP: 210 Off: 114 Def: 123 Speed: 24 Exp: 15971
Actions: PSI Freeze Beta
 Healing Omega
 Hypnosis Alpha
 Paralysis Alpha
Notes: Yeah, you can take down the fish, but can you stand up to his big brother? He's definitely a serious threat, and he usually shows up with the original. He uses nothing but PSI, which can seriously put a cramp in your day.

Big Pile of Puke
Field: A large pile with a face
Battle: A large brown pile with a face
HP: 631 PP: 0 Off: 120 Def: 158 Speed: 16 Exp: 19663
Actions: Attack *
 Sticky Mucus (Hold)
 Stinky Breath (All Cry)
 Nauseating Breath (Nausea)
Notes: He's a lot like Belch, only there's an indefinite number of him. No big problems here, besides the frustration that comes from uncontrollable crying.

Even Slimier Little Pile
Field: A small pile
Battle: A small purple pile
HP: 326 PP: 0 Off: 103 Def: 101 Speed: 22 Exp: 15073
Weakness: Paralysis
Actions: Attack *
 Sticky Mucus (Hold)
 Stinky Breath (All Cry)
Notes: Gee, are we seeing a pattern of piles here? There's not much to separate this from other piles, though.

Master Barf

Field: A large pink pile with a face

Battle: See above

HP: 1319 PP: 0 Off: 136 Def: 177 Speed: 24 Exp: 125053

Drops: Casey Bat

Actions: Continuous Attack * (X2)

Stinky Breath (All Cry)

Nauseating Breath (Nausea)

Notes: Yes, Belch is back, and he's changed his name to Barf! Drown to death in puke, he says! You should say "Bring it on!" Hit him with the powerful attacks and PSI. Once you get him down real low, your old friend Poo will come back and demonstrate his newest power.

N. Tenda Village

Once you take care of the Stonehenge Base and cure the Tendas of their shyness, you can head down under the village.

Cave to Lumine Hole - Under the village, you'll find the passage to the seventh Your Sanctuary, not to mention a loooong hole that'll deposit you in the Lost Underworld.

Fobby

Field: A small walking sphere guy

Battle: An orange sphere guy

HP: 240 PP: 19 Off: 98 Def: 84 Speed: 5 Exp: 18348

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack *

Brainshock Alpha

HP-Sucker

Notes: A somewhat stronger cousin of the Foppy, which isn't saying much. Like Foppies, these guys can't concentrate until after four rounds have passed.

Uncontrollable Sphere

Field: A floating sphere with a smile

Battle: A black sphere with a smile

HP: 574-582 PP: Some Off: 116 Def: 134 Exp: 20390

Drops: Broken Antenna

Weakness: Fire, Hypnosis

Actions: Attack *

PSI Fire Alpha

PSI Fire Beta

Laugh (Hold)

Notes: This rather insane sphere is a lot tougher than the original Smilin' Sphere, but it's worth fighting them to see if you can earn a Broken Antenna, which can be repaired to be the Gaia Beam.

Conducting Spirit

Field: A floating ball of electricity

Battle: A skeleton glowing yellow

HP: 583-616 PP: Lots Off: 130 Def: 139 Exp: 30390

Actions: PSI Flash Beta

PSI Thunder Beta

PSI Thunder Gamma

Notes: This shocking being has really nasty electricity-related powers, like his cousin, the Menace. He should be your first target in a scrap.

Hyper Spinning Robo

Field: A spinning blue diamond

Battle: A white round robot with two arms

HP: 5538 PP: 83 Off: 122 Def: 130 Speed: 28 Exp: 28866

Weakness: Freeze

Actions: Beam *

Shield Beta

Disrupt Senses (Lose Concentration)

Notes: Not much is special about this upgrade to the Spinning Robo line, except its ability to erect a power shield as opposed to a normal one.

Electro Specter

Field: A shining spot

Battle: A blocky gray metal robot

HP: 3092 PP: 80 Off: 148 Def: 203 Speed: Exp: 261640

Actions: Electrical Shock (PSI Thunder Beta)

Hungry HP-Sucker

Shield Killer

Neutralizer

Notes: As you can see, the Electro Specter was pieced together from many tools and animated by Giygaz. It's actually not as big of a problem as the other Sanctuary guardians, particularly if you've loaded Jeff down with Multi Bottle Rockets.