

## **J. Dalaam**

**This peaceful Eastern country has no monsters in the town itself, but there's a small cave guarded by rabbit statues that has many strange monsters behind it.**

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**Cave of Pink Cloud - The sixth Your Sanctuary area is accessible after you get the Carrot Key from Magnet Hill. There are enemies in here both strange and/or electrical, so make sure you take the Franklin Badge with you in here. I suggest giving it to Paula, but that's just me.**

### **Thunder Mite**

Field: A floating ball of electricity

Battle: A cloud with eyes and a lightning bolt

HP: 283-296 PP: Lots Off: 85 Def: 83 Exp: 10798

Weakness: Fire, Freeze

Actions: PSI Thunder Alpha

PSI Thunder Beta

Notes: This living cloud has nothing but shocking on his mind. If you meet one of these in a group, kill it first, as Thunder can potentially cause a lot of damage.

### **Tangoo**

Field: A floating ball of electricity

Battle: A snaky type guy with a flute

HP: 371 PP: 5 Off: 96 Def: 99 Speed: 19 Exp: 14720

Drops: Snake

Weakness: Flash

Actions: Attack \*

Breathe In Through Flute (Sleep)

Poison Flute (Poison)

Notes: This strange fellow isn't as big of a threat as the other guys in this cave. The flute can cause status ailments.

### **Kiss of Death**

Field: A floating ball of electricity

Battle: A pair of red lips

HP: 333 PP: 0 Off: 91 Def: 100 Speed: 19 Exp: 10353

Weakness: Hypnosis

Actions: Attack \*

Kiss of Death (Poison)

Notes: This strange pair of lips will poison you with its Kiss of Death, but it's not a big threat at all.

### **Conducting Menace**

Field: A floating ball of electricity

Battle: A skeleton glowing purple

HP: 445 PP: 238 Off: 107 Def: 107 Speed: 20 Exp: 14792

Actions: PSI Flash Alpha

PSI Flash Beta

PSI Thunder Alpha

PSI Thunder Beta

Notes: This guy is indeed the menace of this cave. Some nasty PSI

should make him the first target in a fight. Be wary.

**\*Thunder & Storm\***

Field: A shining spot

Battle: A white wind guy with a yellow thunder guy

HP: 2065 PP: 70 Off: 111 Def: 171 Speed: Exp: 129025

Actions: Deep Breaths (X)

Attack \*

Intertwine \*\*\*

Storm (PSI Flash Beta)

Crashing Boom Bang (PSI Thunder Beta)

Notes: This embodiment of the wrath of the heavens is nasty if you don't have the power to take them out quickly. Have Paula and Poo use their Freeze powers in hopes of freezing them solid so they'll miss a turn. Usually, they'll take deep breaths just after intertwining, so use that time to heal from the massive damage.