

F. Dusty Dunes Desert

The desert is a hotbed of monstrous activity. There are only a couple of dungeons besides the main area, but you won't be able to explore them unless you head to Fourside first...

Desert - There are quite a few different enemies in the sands, and it's pretty dangerous. If you're trying to avoid enemies, you're better off sticking to the road.

Crested Booka

Field: A yellow striped lizard

Battle: See above

HP: 265 PP: 0 Off: 53 Def: 73 Speed: 17 Exp: 3010

Weakness: Hypnosis

Actions: Grin (X)

Attack *

War Cry (Off/Def Down)

Notes: This weird animal fella doesn't have much that makes him stand out, besides his silly appearance, except for his decent stats.

Skelpion

Field: A scorpion

Battle: A yellow scorpion

HP: 137 PP: 20 Off: 41 Def: 23 Speed: 37 Exp: 1822

Weakness: Fire, Freeze, Hypnosis

Actions: Attack *

PSI Thunder Alpha

Poison Stinger (Poison)

Notes: A low HP count and relatively low stats don't cover up the fact that this is one of the first nasties that'll use Attack PSI on you.

Take him out quick before he can use it.

Smilin' Sphere

Field: A floating sphere with a smiling mouth

Battle: A brown floating sphere with a smiling mouth

HP: 233 PP: 60 Off: 50 Def: 65 Speed: 17 Exp: 2219

Weakness: Fire, Hypnosis

Actions: Attack *

PSI Fire Alpha

Notes: This is one of the more dangerous enemies in the desert. Not only does it have a particularly painful Fire attack, but when you defeat it, it explodes, damaging your party members severely. Take him out last in any fracas.

Cute Li'l UFO

Field: Circling UFO

Battle: A white flying saucer with a ribbon

HP: 162 PP: 25 Off: 49 Def: 32 Speed: 58 Exp: 1519

Drops: Fresh Egg, Hamburger

Weakness: Brains shock

Actions: Beam **

Lifeup Alpha

Notes: A speedy UFO, but not all that much different from the one in

Peaceful Rest Valley, except for a bit more power.

Bad Buffalo

Field: A large slow buffalo

Battle: See above

HP: 341 PP: 0 Off: 164 Def: 104 Speed: 11 Exp: 4108

Weakness: Fire, Paralysis

Actions: Knit Brow (X)

Trample **

Tear Into You ***

Notes: He doesn't move very fast, but he has some serious power and knock you out quick, so be wary...

Desert Wolf

Field: A mad-looking brown dog

Battle: A wolf

HP: 247 PP: 0 Off: 57 Def: 67 Speed: 33 Exp: 3739

Weakness: Fire, Freeze

Actions: Howl (X)

Bite *

Bite with Poison Fangs * (Poison)

Notes: This poisonous lupus isn't a big pain singularly, but the poison can add up over time, and it's annoying to heal it.

Criminal Caterpillar

Field: A green caterpillar

Battle: See above

HP: 250 PP: 168 Off: 37 Def: 16 Speed: 134 Exp: 30382

Weakness:

Actions:

Notes: These guys are pretty rare, and they appear in the center of the desert one at a time. Not only that, but they usually book it when you catch sight of them. As you can see, they pack a LOT of exp points, so chase them down.

Gold Mine - Once you catch the show at the Topolla Theater, you can head into the mine in the desert to clean out the five big moles that were discovered. In addition to these, you'll find Mad Ducks in the Mine, too.

Thirsty Coil Snake

Field: A green snake

Battle: A purple snake

HP: 270 PP: 0 Off: 52 Def: 80 Speed: 18 Exp: 2785

Drops: Chick

Weakness: Freeze, Paralysis

Actions: Bite **

Bite with Poison Fangs * (Poison)

Coil and Attack (Hold)

Notes: This upgrade to the snake can be a pain with the poison, but it's not a huge threat. Fortunately, they'll only appear singly.

Noose Man

Field: A walking piece of rope

Battle: See above

HP: 231 PP: 0 Off: 47 Def: 52 Speed: 18 Exp: 1988

Drops: Carton of Cream

Weakness: Fire, Brainshock

Actions: Attack *

Bind (Hold)

Notes: This piece of animated rope isn't a huge threat on its own, but it tends to attack in groups. Even so, it's not a big deal...

Gigantic Ant

Field: A large yellow ant

Battle: See above

HP: 308 PP: 81 Off: 54 Def: 112 Speed: 17 Exp: 3980

Weakness: Fire, Freeze

Actions: Bite **

PSI Magnet Alpha

Paralysis Alpha

Poison Stinger (Poison)

Call for Help (Gigantic Ant)

Notes: A cousin of the Titanic Ant. These are probably the more nasty guys in the mine, and what you should avoid if you want enough power to handle the moles. If you face more than one, either run or lay on the Freeze powers.

Guardian Digger

Field: A large gray mole

Battle: See above

HP: 386 PP: 110 Off: 59 Def: 129 Speed: 17 Exp: 17300

Weakness: Flash

Actions: Attack *

Claw **

Tear Into You ***

Lifeup Alpha

Shield Beta

Notes: Nasty, and you have to fight five of them. They have high defense, high attack power, and a power shield already activated. You'll probably want to open up with a Freeze Gamma from Paula, and not attack with a powerful attack unless you're sure you'll finish him, or that it's weak enough that the retaliation won't be too much trouble.

Talah Rama's Cave - After returning from Moonside, you'll head to this cave. It's not big on the enemies. You'll find Tough Mobile Sprouts and Struttin' Evil Mushrooms, but you should be deal with them very easily.