## Sandygast & Palossand

## Sandygast (#769)

Ghost Ground

Sex Ratio: ½ Female ½ Male

## **Abilities:**

Water Compaction, Sand Veil

Egg Group: Amorphous

Thanatammos amicibilis (Sandygast)

Thanatammos giganticus (Palossand)

Sandygast are small Pokémon that inhabit beaches the world over. They have mild possession abilities and are able to manipulate unsuspecting toddlers and weaker wild Pokémon into doing their

Base Stats						
HP	55					
Attack	55					
Defense	80					
Sp. Attack	70					
Sp. Defense	45					
Speed	15					

bidding—which mostly consists of adding more sand to its body. Relatively harmless.

Sandygasts are an average height of 1'8 feet (0.5) and weigh 154.3 pounds (70 kg) – this is because compacted sand is incredibly dense per cubed foot.

**Habitat**: Sandy beaches and other sandy habitats. *Rocky* beaches are not suitable, it must be sandy or silty. Clay is also no good.

**Life Cycles**: Sandygasts, like many ghost-type Pokémon, have mysterious origins. There's a few schools of thought on them: 1.) random magical mutation of sand akin to how many other inanimate-object Pokémon were first born, 2.) The ill-will of deceased Pokémon who perished on the beaches became animate and gave rise to Sandygasts, 3.) folklore suggests that Sandygasts are born from the feeding frenzies of a Palossand, whom devour their victims whole and trap them in a sandy demise, and the trapped souls become Sandygasts. There may be merit to each of these suggestions, it's hard to say.

Once a Sandygast is born (and they're born sporadically and one at a time), it is fully independent and becomes reproductively viable as soon as it's strong enough. It's hard to say how long they can live for, but they are sometimes consumed by Dusknoirs and Hippowdons.

Behavior: Sandygasts are as varied as the speculations around their creation. As a flat guideline, be aware that Sandygasts are capable of possessing children (or Pokémon) who stick their arm into the Sandygast's tunnel (its "mouth"), though the extent of this possession varies from person to person and Sandygast to Sandygast — it tends to work best on those with poor willpowers. But many do not participate in this, even when small children like to have "tests of bravery" by sticking a hand into the tunnel and seeing what happens. Many Sandygasts simply want a friend to play with, and children are excellent companions to have. Others are malevolent, but these concerns are typically on an individual basis. Unfortunately, because Sandygasts have the means to use their malevolence in unique ways and seem to have a propensity for it, parents should assume that a random wild Sandygast is malevolently intentioned. Rangers should approach with caution but an open heart—after all, many a wild Sandygast truly are just looking for a friend.

S	andygast	Ghost	Ground	
Learn	set: Level Up	Level	Category	
Normal	Harden	1	Status	
Grass	Absorb	1	Special	
Ghost	Astonish	5	Physical	
Ground	Sand Attack	10	Status	
Ground	Sand Tomb	15	Physical	
Grass	Mega Drain	20	Special	
Ground	Bulldoze	25	Physical	
Psychic	Hypnosis	30	Status	
Steel	Iron Defense	35	Status	
Grass	Giga Drain	40	Special	
Ghost	Shadow Ball	45	Special	
Ground	Earth Power	50	Special	
Ground	Shore Up	55	Status	
Rock	Sandstorm	60	Status	

Diet: Souls—I mean, *spirit energy*. Like all ghost types, what the Sandygast truly feeds on is spirit energy, which is most easily acquired from souls. Luckily, there are brand name ghost-type friendly Pokémon foods available from your local specialty pet store! These tend to run higher prices than the average typing-friendly Pokémon food, but when it comes to quality, PokeBright Foods (subsidiary of Dark Moon Inc.) has got you covered! No need to worry about where that spirit energy-laced kibble comes from because PokeBright Foods personally assures that it was extracted safely and ethically! Your ghost pal will love it!

**Conservation**: Vulnerable.

Relationship with Humans: Sandygasts are little guys that you can find at just about any beach — well, except for the ones where they've been extirpated by the local Task Force and the life guards have to keep new ones from propping up. But other than that, they're just little guys that hang out on the beach and play with children! And sometimes possess a child performing a bravery test and make it pour more sand onto its body. Normal things.

As one might imagine, Sandygasts can be a bit of a nuisance to public beaches, to the point where there are active eradication and removal efforts every year in many municipalities. Really, they don't do much, and even the most malevolently intentioned can only get so much accomplished as a measly Sandygast. The removal of Sandygasts from public beaches is a contentious subject, with both sides having strong proponents

	76	I						
Learnset: Breeding								
Psychic	Amnesia	Status						
Rock	Ancient Power	Special						
Ghost	Curse	Status						
Ghost	Destiny Bond	Status						
Normal	Spit Up	Special						
Normal	Stockpile	Status						
Normal	Swallow	Status						

and strong arguments. But it comes down to this: do parents want to risk exposure to malevolent Sandygasts, or is the risk minimal enough to let the Sandygasts be and let them be acclimated to humans? It's hard to say, and the "risk to children" concern is not always as strong of an argument in this version of the real world as it would be in our version, given the whole Pokémon Exist thing and are intrinsically dangerous. Risk is a relevant notion. Still, Sandygasts find themselves at the center of a public issue on any sandy beach of a large enough city. Some municipalities let their Sandygasts be, others take great measure to remove them. Both strategies can lead to mixed results, and the circumstances of what works and doesn't varies tremendously, but there are public health researchers trying to find through data what the best strategies are that balance the need to let Sandygasts exist in peace, and the need to keep the general population safe.

**Classification**: "Thanatammos" combines "Thanatos" (death) and "ammos" (sand) in Greek. The species name "*Thanatammos amicibilis*" means "friendly death-sand." It and Palossand are the only ones in its taxonomic family.

Learnset: Tutoring/TMs								
Normal	After You	Status	Ghost	Hex	Special	Ground	Sand Tomb	Physical
Psychic	Amnesia	Status	Normal	Hidden Power	Special	Rock	Sandstorm	Status
Normal	Attract	Status	Psychic	Imprison	Status	Rock	Sandstorm	Status
Normal	Block	Status	Bug	Infestation	Special	Normal	Scary Face	Status
Water	Brine	Special	Steel	Iron Defense	Status	Ground	Scorching Sands	Special
Ground	Bulldoze	Physical	Ground	Mud Shot	Special	Ghost	Shadow Ball	Special
Water	Chilling Water	Special	Ghost	Night Shade	Special	Psychic	Skill Swap	Status
Normal	Confide	Status	Psychic	Pain Split	Status	Normal	Sleep Talk	Status
Ghost	Confuse Ray	Status	Ghost	Poltergeist	Physical	Poison	Sludge Bomb	Special
Normal	Double Team	Status	Normal	Protect	Status	Normal	Snore	Special
Ground	Earth Power	Special	Psychic	Psychic	Special	Ghost	Spite	Status
Ground	Earthquake	Physical	Psychic	Psychic	Special	Rock	Stealth Rock	Status
Normal	Endure	Status	Water	Rain Dance	Status	Rock	Stone Edge	Physical
Grass	Energy Ball	Special	Normal	Recycle	Status	Normal	Substitute	Status
Normal	Façade	Physical	Psychic	Rest	Status	Fire	Sunny Day	Status
Normal	Façade	Physical	Normal	Return	Physical	Normal	Swagger	Status
Steel	Flash Cannon	Special	Rock	Rock Polish	Status	Normal	Tera Blast	???
Dark	Fling	Physical	Rock	Rock Slide	Physical	Poison	Toxic	Status
Normal	Frustration	Physical	Rock	Rock Tomb	Physical	Psychic	Trick	Status
Grass	Giga Drain	Special	Psychic	Role Play	Status			
Ground	Gravity	Status	Normal	Round	Special			

## Palossand (#770)

Sex Ratio: ½ female, ½ male

**Abilities:** Water Compaction, Sand Veil

alossand	Ghost	Ground	
set: Level Up	Level	Category	
Harden	1	Status	
Absorb	1	Special	
Astonish	5	Physical	
Sand Attack	10	Status	
Sand Tomb	15	Physical	
Mega Drain	20	Special	
Bulldoze	25	Physical	
Hypnosis	30	Status	
Iron Defense	35	Status	
Giga Drain	40	Special	
Shadow Ball	45	Special	
Earth Power	50	Special	
Shore Up	55	Status	
Sandstorm	60	Status	
	Absorb Astonish Sand Attack Sand Tomb Mega Drain Bulldoze Hypnosis Iron Defense Giga Drain Shadow Ball Earth Power Shore Up	Set: Level Up	

Palossand is the Sand Castle
Pokémon. These Pokémon are
capable of manipulating adult
humans to its bidding — mostly
adding more sand to its body —
and they are capable of growing
to ginormous sizes! It is

Base Stats						
HP	85					
Attack	75					
Defense	110					
Sp. Attack	100					
Sp. Defense	75					
Speed	35					

sometimes known as the Beach Nightmare. It has a hard time maintaining its castle shape in heavy rain.

A regular Palossand under normal conditions will typically be around 4'3 feet tall (1.3 M) weighing around 551.2 pounds (250 kg), but don't let this fool you into thinking they're tiny. A high level Palossand can and will grow to the size of houses and other buildings if left to their own devices and with the proper motivation.

**Habitat**: Sandy beaches and other sandy habitats, just like Sandygast. Unlike Sandygasts, they are able to exist outside of sandy ecosystems (with restrictions on their ability to grow) for a Palossand as control over *every single grain of sand* in its body. Outside of sandy environments though, they struggle to trap prey and feed.

Beware: There are desert ecosystems with Palossands in them. They are usually connected/near beaches where the Sandygasts develop. But there is usually more food around a beach than in a desert.

**Life Cycles**: Palossands are relatively rare in the grand scheme of things, since a Sandygast has to reach *level 42* in order to evolve, and there is a finite amount of coastline in the world. The ones that do make it to a Palossand are dangerous, and they typically mate sporadically and infrequently. Palossand courtship is... mysterious, and admittedly not many have seen it happen. They are also fairly awful parents, who lay their singular egg and tend to just keep it buried in the sand somewhere until it hatches and the baby Sandygast fends for itself.

Behavior: Palossands may live colonially or independently. They tend not to fight with others of its kind for territory, but this is not a hard rule and territorial disputes *do* sometimes occur. They *can* be great members of a Pokémon team, but Palossands can be finicky and difficult to raise.

**Diet**: They eat the souls of other Pokémon (and humans) that it traps. And then the bones of their prey are kept buried beneath them. You will have to give your Palossand specialty ghost-pokemon friendly food, or let it roam outside to hunt its own prey.

Conservation: Vulnerable

Relationship with Humans: While Sandygasts are more of a general nuisance to public beaches, Palossands are a legitimate threat and the *real* reason there is such a contentious debate in public policy toward Sandygasts in heavily populated areas. They can and will eat small children if they have grown a taste for them or see humans as a viable food source, but it is worth noting that the Palossands that see humans as food *tend to also be the ones that were either mistreated or raised in isolation from humans*. Ones who grew up playing with children safely do not then go on to become Palossands who eat children. This point is especially prominent in circles that advocate for communities to keep and take care of their local Sandygasts, instead of eradicating/removing them. Again, the matter is contentious, and in places where communities do choose to keep their wild Palossand(s), there are usually signs posted around the beach to let folks know who may be scared of them.

It is firmly advised, that if you are unable to properly care for a Palossand, then give your Sandygast an Everstone because Sandygasts are manageable by moderately capable trainers, but a Palossand requires a skilled trainer and a proper food source. If you are unable to handle a Pokémon worse than your Sandygast, then do not allow it to evolve.

**Classification**: Palossand and Sandygast are the only members of its taxonomic family.

**Evolution**: It evolves from Sandygast starting at level 42.

				I	Learnset: To	utoring/TM	ls				
Normal	After You	Status	Normal	Giga Impact	Physical	Rock	Rock Slide	Physical	Normal	Terrain Pulse	Special
Psychic	Amnesia	Status	Ground	Gravity	Status	Rock	Rock Tomb	Physical	Poison	Toxic	Status
Normal	Attract	Status	Ghost	Hex	Special	Psychic	Role Play	Status	Psychic	Trick	Status
Normal	Block	Status	Normal	Hidden Power	Special	Normal	Round	Special			
Water	Brine	Special	Normal	Hyper Beam	Special	Ground	Sand Tomb	Physical			
Ground	Bulldoze	Physical	Psychic	Imprison	Status	Rock	Sandstorm	Status			
Water	Chilling Water	Special	Bug	Infestation	Special	Rock	Sandstorm	Status			
Normal	Confide	Status	Steel	Iron Defense	Status	Normal	Scary Face	Status			
Ghost	Confuse Ray	Status	Ground	Mud Shot	Special	Ground	Scorching Sand	Special			
Normal	Double Team	Status	Ghost	Night Shade	Special	Ghost	Shadow Ball	Special			
Ground	Earth Power	Special	Psychic	Pain Split	Status	Psychic	Skill Swap	Status			
Ground	Earthquake	Physical	Ghost	Poltergeist	Physical	Normal	Sleep Talk	Status			
Dark	Embargo	Status	Normal	Protect	Status	Poison	Sludge Bomb	Special			
Normal	Endure	Status	Psychic	Psychic	Special	Normal	Snore	Special			
Grass	Energy Ball	Special	Psychic	Psychic	Special	Ghost	Spite	Status			
Normal	Façade	Physical	Dark	Quash	Status	Rock	Stealth Rock	Status			
Normal	Façade	Physical	Water	Rain Dance	Status	Rock	Stone Edge	Physical			
Steel	Flash Cannon	Special	Normal	Recycle	Status	Normal	Substitute	Status			
Dark	Fling	Physical	Psychic	Rest	Status	Fire	Sunny Day	Status			
Normal	Frustration	Physical	Normal	Return	Physical	Normal	Swagger	Status			
Grass	Giga Drain	Special	Rock	Rock Polish	Status	Normal	Tera Blast	???			