

The logo for 'Pokémon Legends' is prominently displayed in the center. The word 'Pokémon' is in its signature blue, bubbly font with a white outline and a 3D effect. Below it, the word 'LEGENDS' is written in a green, blocky font with a white outline. The background of the entire image is a stylized, painterly depiction of a landscape with rolling green hills, a blue sky with soft white clouds, and a body of water in the distance. The overall aesthetic is clean and modern, typical of recent Pokémon branding.

Pokémon Legends: Arceus

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the Hisui region, Jumper. You may be familiar with this region already, as Hisui is what the Sinnoh region was known as during the period of its discovery and settlement.

In this era, humans and Pokémon were not nearly as close as they would become. Many humans fear Pokémon, and the idea of a human taking on the role of a Trainer is still a novel concept.

Beyond the day-to-day struggles of the era, a major problem has emerged: a space-time rift, which has appeared in the skies over Hisui. Lightning from this rift will drive Noble Pokémon, venerated by the local clans, into frenzies, putting humans at risk. Not all is lost though, as Arceus, an all-encompassing deity, has summoned a young human from a modern age, in order to put things right.

You arrive in this world at the same time the protagonist does. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.



-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

You may choose to be either a human or a Pokémon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Nothing special to note here.

[Varies] Pokémon

You are a Pokémon, one of the many fantastical creatures that inhabit this world. As there is a wide range of power between Pokémon, the cost of this option varies as follows:

For single stage Pokémon (those that do not evolve), the cost of this form is 200cp.

For two stage Pokémon (those that only evolve once), the cost of starting at the first stage (unevolved) is 100cp, and the cost of starting at the second stage (fully evolved) is 300cp.

For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 300cp.

For most Legendary and Mythical Pokémon, the cost is 800cp. However, you cannot elect to be a Legendary or Mythical Pokémon that stands head and shoulders above the rest, such as the Creation or Weather Trios.

As a special offer, if a Pokémon line had an earlier stage introduced in a subsequent generation (typically referred to as a Baby Pokémon), you can elect to pay for the other stages of that line as if that earlier stage did not exist. For example, Pikachu would cost 100cp instead of 200cp.

For an additional 50cp, you can elect to be an alternately coloured version of your chosen species, otherwise known as a Shiny Pokémon.

Alternatively, if you have already acquired a Pokémon form prior to this jump, you may elect to import that form here. In this case you pay nothing.



-Background-

You must choose one of the four Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

New Arrival

Requires the Human species.

You were pulled into the Hisui region from another time and place. It wouldn't be the first time such a thing has happened, but earning the trust of some of the more superstitious locals may require a bit of work on your part.

Local

Requires the Human species.

You have been here for some time already. You might be a member of the Galaxy Expedition Team, who arrived in this region two years ago. Or, you might belong to either the Diamond or Pearl Clan, who have lived in the region quite a bit longer.

Outsider

Requires the Human species.

As above, you have been here some time. However, you don't fit neatly into any of the three dominant human factions in Hisui. Perhaps you are a member of the Ginkgo merchant guild? Maybe you are a bandit that has forsaken one of the clans? Or, do you simply prefer to live on your own, away from others?

Pokémon

Requires the Pokémon species.

Pokémon are widespread in the Hisui region. In this era, long before ideas like Trainers and Leagues have properly emerged, Pokémon are often feared by humans. Still, you may choose whether to be a human's partner, or a wild Pokémon out on your own.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin at Jubilife Village for free.

[1] Jubilife Village

Built scarcely two years ago, this is the largest settlement in the Hisui region. The Galaxy Expedition Team makes their home here, but merchants as well as members of the Diamond and Pearl Clans often make their way here for one reason or another.

[2] Obsidian Fieldlands

The closest survey area to Jubilife Village, and where new Survey Corps members will be sent to prove themselves. The noble Pokémon that protects this area is Kleavor, Lord of the Woods. Also of interest is Lake Verity, said to be home to Mesprit, the lake guardian of emotion.

[3] Crimson Mirelands

Bogs dominate this area, which is where the Diamond Clan's primary settlement can be found. The noble Pokémon that protects this area is Lilligant, Lady of the Ridge. Also noteworthy is Lake Valor, said to be home to Azelf, the lake guardian of willpower.

[4] Cobalt Coastlands

The eastern shores of Hisui. Currently the land lacks a noble Pokémon – the result of a horrible tragedy. Should events go as they typically would, the late lord's heir, a Hisuian Growthlite, will evolve into a Hisuian Arcanine and assume his father's role. The lord's seat is Firespit Island, located in the northeast of this zone.

[5] Coronet Highlands

A large area, located on Mount Coronet, and consists of both the ascent and summit of the mountain. At the peak, one can find the Temple of Sinnoh, a location that will play a pivotal role in the events to come. The noble Pokémon that protects this area is Electrode, Lord of the Hollow.

[6] Alabaster Icelands

This frigid environment is where the Pearl Clan's primary settlement can be found. The noble Pokémon that protects this area is Avalugg, Lord of the Tundra. Points of interest include the Snowpoint Temple, as well as Lake Acuity – said to be home to Uxie, the lake guardian of knowledge.

[7] Ancient Retreat

The home of Mistress Cogita. Should events unfold as normal, the protagonist will make this their base of operations whilst they are banished from Jubilife Village.

[8] Free Choice

Lucky you! You may choose to begin at any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

New Arrival Perks

[100cp, Free for New Arrivals] Fearless

It might be overwhelming for some, to be suddenly thrown into a new world. Not for you.

From now on, you will be able to maintain a cool head during stressful, challenging, or frightening scenarios. Whether you are a stranger in a strange land, facing down a crazed creature, or are suddenly thrown out by your allies, you'll be able to keep calm and act rationally.

[100cp, Free for New Arrivals] Capable Crafter

You have gained a good deal of manual dexterity, which helps you to use fine tools effectively. You are also proficient at measuring ingredients accurately.

In combination, this will help you craft items – provided you have a recipe to follow.

[200cp, Discounted for New Arrivals] Dodge!

You have learnt how to perform a beautiful, flowing bit of gymnastics known as a dodge.

This forward roll will help you evade enemy attacks. Not just by not being where the attack is either, as performing the dodge at the right moment will allow you to pass through attacks without being harmed. This temporary invulnerability cannot be extended by any means, but performing roll after roll to create new windows of invulnerability is possible. This invulnerability may not protect against more esoteric means of attack.

[200cp, Discounted for New Arrivals] *Everything went black!*

In a dangerous era like this, this perk provides some much-needed safety.

First, you have gained a decent amount of endurance, allowing even a human to shrug off a few Pokémon attacks without blacking out, and without serious injury.

Second, you'll find that hostile wild Pokémon will typically lose interest in you after knocking you out or otherwise incapacitating you. This provides a greater opportunity for others to rescue you, or for you to recover on your own. Post-jump, this protection extends to other wild animals.

[400cp, Discounted for New Arrivals] Pokémon Trainer

Pokémon aren't just tools to be used. They are allies, friends to be raised and nurtured. To be trained.

You are one of the first true Pokémon Trainers out there; and you are certainly in contention for one of the best. Pokémon and similar creatures raised by you grow much faster than they typically would. Over the course of a long adventure, even a team of weak Pokémon could be raised to hold their own against powerful Legendary Pokémon.

It's not just through battle that your friends will grow either. Whenever you catch a Pokémon or similar creatures, those allies that are under your direct command and nearby (in other words, your team) will gain combat experience as if they had managed to defeat that Pokémon. This occurs even if they never left their Poké Ball, and even if you never actually go into combat proper with the newly caught Pokémon. Additionally, whenever you should send out a Pokémon or similar creature to gather resources for you, such as breaking rocks to collect Tumblestones or knocking Berries or Apricorns down from trees, that Pokémon will receive a small amount of combat experience. This amount becomes larger in environments with more dangerous threats, but never rises to the level of becoming more efficient than just battling – think of it as a neat little bonus for using your Pokémon intelligently.

[400cp, Discounted for New Arrivals] Heroic

Are you planning to join the Survey Corps? Then the boons granted by this perk will be of great interest to you.

First, you have both great aim and a strong throwing arm. This will help you both to catch Pokémon, and to use balms to calm those in a frenzy.

Next, you are quite good at reading and tracking the battle techniques of your opponents, even when they are many, many times more powerful than you. This will help you command your Pokémon more effectively, and also help you avoid attacks yourself.

Finally, you have great situational awareness. This will help you identify opportunities to sneak up on Pokémon. It also works to prevent you getting taken by surprise yourself, very handy in the heat of battle when an opponent is throwing all sorts of attacks at you.

With such skills, those in the Hisui region might compare you to an ancient hero.

[600cp, Discounted for New Arrivals] Chosen One

For some reason, you have a strong affinity with legendary creatures and divine beings.

Legendary creatures will be initially favourably disposed towards you. Where typically they might flee or hide from those seeking them, they will be willing to see you in person. In Pokémon settings, Legendary Pokémon will be more inclined to give you an opportunity to catch them.

Should such a being attempt to test you in some way, you will have a much easier time intuiting what is actually being tested. For example, when Azelf tells you to hit it with a balm, you will be able to realise the actual test is about not giving up no matter how impossible the situation seems. If the test is a simple evaluation of your character, they will be somewhat more lenient when judging you.

Lastly, you have earned the direct attention and support of a god or divine being in each jump you visit. In this setting, this is Arceus. In other settings, it may vary, but will choose a generally 'good' deity where possible. This being won't step in and fight your battles for you, unless you make significant efforts to impress them (for Arceus, this would be completing the scenario described later in this jump). However, you will be provided occasional guidance, such as an indication of where you need to go, or you may be supplied with a fairly minor boon. This support can be withdrawn if you actively oppose the deity in question, but this won't prevent the perk applying to a god in the next setting.

Local Perks

[100cp, Free for Locals] Construction Corps

Villages don't just pop up out of nowhere. They are built by those with the right know-how. Know-how you also possess, thanks to this perk.

You have gained a good deal of engineering and construction knowledge. Provided you have the time, resources, and manpower, replicating the buildings of the Hisuian era is a simple matter for you.

[100cp, Free for Locals] Recipe Writer

You have a knack for writing instructions in a clear and concise manner that can be easily understood.

With such skill, it would be easy for you to create 'recipes' for craftable items, allowing even the inexperienced to put together technologies like Poké Balls or restoratives like Potions, quickly and easily. So long as you knew how to make these items in the first place, that is.

Of course, this does little to actually teach others about the underlying science behind the things you have them making.

[200cp, Discounted for Locals] In The Bag

You have learned how to make the most of bags, satchels, and similar methods of storage. As a result, you are somehow capable of storing up to three times the goods that a bag is normally able

to. This will not make the bag overly heavy, nor will it make it difficult to find what you are looking for.

That's not all though, as you are able to teach this strange skill to others. You can even do it piecemeal if you like, helpful if you intend to make a lot of money by teaching a paying customer to use extra space in small increments.

[200cp, Discounted for Locals] Warden

You are very good at caring for Pokémon. Such talent will help you identify foods that a given Pokémon likes, and even care for many Pokémon at once – just what you would need if you were to manage great pastures of Pokémon. Post-jump, this talent also applies to other wild animals.

In and of itself, this won't improve your ability to specifically train Pokémon for battle, though obviously those that do so will appreciate such talent nonetheless.

If you are taking a background in this jump, as a member of either the Diamond or Pearl Clan, you may choose to replace one of that clan's wardens; the normal warden will still be around, but given a different role within the clan.

[400cp, Discounted for Locals] Poké Ball Science

Poké Balls are only a recent invention, but you are on the cutting edge of their development.

You understand the underlying mechanics and principles that allow the Poké Ball to function. With the right materials, you can create your own. This includes Hisuian style Poké Balls and its upgraded Great Ball and Ultra Ball variants. It includes Hisuian style Heavy Balls which can't be thrown as far but are more effective on Pokémon taken by surprise, as well as its upgraded Leaden Ball and Gigaton Ball variants. It also includes Feather Balls which are helpful for catching Pokémon at a distance, as its upgraded Wing Ball and Jet Ball variants.

You will be able to adapt this knowledge to other kinds of materials and technologies, allowing you to create new kinds of Poké Balls. With time and effort, you will even be able to adapt this technology to work on other creatures, even those that can't shrink down under their own power.

[400cp, Discounted for Locals] Security Corps

While Pokémon Trainers are not the universal presence they might be in other eras, the use of Pokémon for self-defence is still practiced by some. Thanks to this perk, you have gained a talent for teaching that is sure to be appreciated by these people. Perhaps it will even earn you some money too?

Now, you have access to a wide pool of 'moves' – battle techniques used by Pokémon. Whilst you can't use them yourself, you find it easy to teach them to Pokémon and similar kinds of creatures. The moves you can teach can vary greatly between species; fortunately, you will be able to tell at a glance which of these moves are teachable. Importantly, these moves will often not be techniques that a Pokémon will naturally develop on their own, making you a valuable resource in expanding a Pokémon's combat potential.

Additionally, you are able to teach Pokémon and similar creatures ‘mastery’ of moves they already know, allowing them to be performed in different styles, as described in the *Move Mastery* perk.

[600cp, Discounted for Locals] Medical Corps

In a dangerous era like this one, where wild Pokémon attacks are common, and Pokémon Centers are not yet a common sight, the ability to produce medicine cannot be understated. An ability you now possess.

You have an understanding of the underlying curative effects and ingredient interactions that go into the restorative medicines commonly produced in the Hisui region, including max potions (and its weaker derivatives), full heals (and its specialised derivatives), ethers, revives, and full restores. Of note is that these are typically topical creams or ointments, rather than the sprays that are more common in the modern era. You also know how to make more cost-effective medicine that has a bitter taste despised by Pokémon. With the right ingredients, you will be able to create any of the above.

Worried about getting your hands on these ingredients in other settings? No worries! You have a keen sense for noticing restorative properties in local herbs, roots, and other plants. You will be able to identify appropriate substitutes in other settings, ensuring you have access to these medicines in just about any setting you visit. With time and effort, you may be able to produce versions of these common medicines that will work just as effectively on non-Pokémon.

You also know how to make more specialised treatments, along the lines of the Pearl Clan Toxi-Gone. Sometimes these treatments will have more strict ingredient requirements, and often they have side effects or elements that make them unsuitable to all but specific species of Pokémon or creature, or have a narrow scope in which they will be effective. Despite this, these specialised medicines are generally much more powerful than usual, and may prove to be godsend under the right circumstances.

Outsider Perks

[100cp, Free for Outsiders] Researcher of Myths

Do myths and legends matter to you? Are you simply curious, or is there an underlying obsession to meet these myths in the flesh?

Whatever the case, upon arrival to each new world, you will be given an understanding of local myths and legends, on par with an expert in the field (or just a good amount of knowledge on the subject should no such experts exist). Additionally, this information dump will also provide a few leads, which have a strong chance of resulting in new discoveries. This specifics of this vary by setting, naturally, but in a Pokémon setting they often point to the location of a Legendary Pokémon – though whether or not that Pokémon will actually allow you to find them is another matter entirely.

[100cp, Free for Outsiders] Infamous Introduction

Truly successful bandits have their reputation precede them.

To make sure you can reach that level, you have learned how to perform flashy and memorable introductions. In addition to ensuring your victims remember you, they also have the additional benefit of being quite distracting, potentially allowing a partner of yours to take advantage.

[200cp, Discounted for Outsiders] This Is an Investment!

You find it easy to maintain a pleasant and agreeable façade, even when acting with nefarious and sinister intentions.

Additionally, acts which appear kind and helpful on the surface, such as providing items to a stranger, or showing up to provide vital information at just the right time, do not bring about the suspicion that they really should. As a result, you'll find it significantly easier to groom do-gooders into unwittingly acting as your agent, without tipping your hand prematurely.

[200cp, Discounted for Outsiders] *I suspect they may have been... worried about us.*

But perhaps the opposite is more your style? Perhaps you'd prefer to act the villain, and still step in to do the right thing when the situation gets dire enough?

At these times, without saying it outright, you can convey to those around you that you are on the side of good. People might still be suspicious of you, or hold grudges for past acts, but they will be able to get a sense of your intentions. Conveniently, this will also allow you to maintain the façade of a bandit or bad guy, playing off your good deeds with one excuse or another.

This perk only applies when you actually *are* trying to do the right thing – pretending won't cut it.

[400cp, Discounted for Outsiders] Pokémon Wielder

Pokémon are not friends, they are tools. And tools are not "trained", they are wielded.

You have embraced this philosophy wholeheartedly, and have become worthy of the title Pokémon Wielder. You have an outstanding ability to command Pokémon and similar creatures in battle. In other eras, this talent might win you championships. In this one, it will simply help you brute force your way to your goals.

Additionally, while you may not enjoy the benefits of powerful bonds, you can rest assured that so long as those under your direct command, such as your Pokémon team, are not at the level of outright mutiny, they will obey your commands without hesitation or second guesses.

[400cp, Discounted for Outsiders] Rare Hunter

When it comes to finding rare or special items, you have an impressive amount of good fortune.

Should you go looking for rare items, you can expect to find special and valuable (but not unique or extremely powerful) items semi-frequently. In this setting, this would be items like Evolution stones,

machines that allow Rotom to change form, and things of this calibre. In other worlds, it would be items at an equivalent level of value relative to the setting. You'll even come across items at this level every so often during your day-to-day activities, where such a thing is feasible.

Additionally, attempts to find specific items, even those as rare as Plates, are a great deal more likely to be successful than they would be without this perk.

[600cp, Discounted for Outsiders] Dealing with the Devil

You have the inexplicable ability to get into contact with powerful evil beings, and beings of darkness.

Should you be aware of such a being, you will find ways to contact them even if they are currently located in another dimension. You'll also come across ways to bring them to your location from such places.

Perhaps most importantly, such beings will initially be on good terms with you, and will be willing to make bargains with you or work on your behalf, so long as your goals broadly align with their own. This goodwill won't stop them from abandoning you should they believe themselves to be in serious danger. Likewise, deliberately provoking or acting against such a being will cause any favourability they have towards you that is granted by this perk to disappear.

In this setting, this being is Giratina, a powerful Legendary Pokémon banished from the world by Arceus itself. It is responsible for the space-time rift that has put this world in serious danger. Having such an ally would be a tremendous boon, provided you are willing to accommodate its desire to strike back at the deity who banished it in the first place.

Pokémon Perks

[100cp, Free for Pokémon] Minimize

All Pokémon have the ability to shrink down tremendously in size. This phenomenon is what allows them to fit in Poké Balls.

Now, you'll retain this same ability in any form you take, allowing you to shrink down to a size that could fit in a small ball. Whilst this is not well-suited for combat, there are certainly situations where you'll be thankful for such a power.

[100cp, Free for Pokémon] Fated Partner

You have a surprisingly accurate intuition when it comes to determining whether a given individual would make for a good Trainer (or similar role) for you specifically.

Additionally, should you be in need of such a person, and one that is extremely well-suited for you is nearby, events will arrange themselves to bring the two of you together. For example, you might suddenly get the urge to run off to a nearby beach, or they might suddenly feel like you would make a better first partner than your competition.

[200cp, Discounted for Pokémon] Move Mastery

As you gain combat experience, you will gain “mastery” of the various battle techniques, or Moves, you have at your disposal.

Once you have mastered a technique, you will be able to perform it in two additional ways. First, you can perform it in an agile style; this allows you to perform the move faster in exchange for giving up some of its power. Second, you can perform the move in a strong style; this allows the technique to gain extra power, at the cost of slowing you down.

Using a technique in either of these styles is more exhausting than it would normally be, so you or your Trainer will have to gauge when it is appropriate to do so.

[200cp, Discounted for Pokémon] Enraged

During battle, when you become sufficiently angry, you will experience a temporary but notable boost to both your offensive and defensive ability.

Those that think they can trap you in a ball against your will are sure to regret it once they are on the receiving end of your rage!

[400cp, Discounted for Pokémon] Alpha

You are significantly larger than typical members of your kind. This size increase varies by specific species, and can be as little as 20% larger or as much as more than four times the size.

Of course, there is far more to this than just being bigger. You are now capable of letting a powerful shout or cry, that can knock adult humans off of their feet.

You can also empower yourself with ‘wild might’, which is indicated by glowing red eyes. This provides a noticeable boost to all of your stats (health, attack, special attack, defence, special defence, and speed), which doesn’t conflict with other techniques that would increase such characteristics. It also reduces damage you would take from ‘status conditions’, such as poison or sharp splinters stuck in your body. Your wild might is exhausting; it is easy enough to maintain it for a single battle, but successive encounters may prove difficult.

Post-jump, the size increase caused by this perk becomes a transformation, which you can turn on and off as you please. You won’t need to be in your larger form to use your powerful shout or wild might.

[400cp, Discounted for Pokémon] Natural Cure

You might think in an era like this, with few humans that care for Pokémon, and no Pokémon Centers entirely, that dealing with harmful poisons and other such maladies would be a nightmare. For you though, that simply isn’t true.

From now on, you will find that your body naturally cures itself of unwanted ‘status conditions’, such as poison, burns or frostbite, after only a short time period. On top of that, should you have picked up such a condition during battle, it will be immediately cured once a battle comes to an end.

On top of that, effects that would normally put you to sleep against your will now only make you very drowsy, allowing you to still act sometimes.

This perk does nothing to cure you from fainting, being knocked out, or being killed.

[600cp, Discounted for Pokémon] Noble

Whether you received it directly, or inherited it, you have been blessed by Arceus.

This provides numerous advantages. First, you have a ridiculous amount of endurance. Damage that would knock you out is instead sufficient only to break your guard for a short period of time – it would take two or three times the amount of punishment to put you down.

Second, you have gained access to a variety of attacks, decided by you on purchase of this perk. These attacks are either rushes or area-of-effect attacks designed to punish your opponent for improper spacing and/or battlefield awareness. These attacks can involve summoning Pokémon to attack for you, but summoned Pokémon will not persist after the attack, and cannot be kept or caught in any way.

Third, whenever you like, you can take on a 'frenzied' state, which is indicated by a glowing aura. Whilst in this state, you will receive a notable boost in power, but also find it much hard to retain control of yourself. Being calmed down or knocked out will kick you out of this state. No matter how berserk you become, you will still be able to deliberately calm yourself and exit this state at any time.

Additionally, if you have also purchased *Alpha*, you can choose to dramatically increase the size gain caused by that perk, just as Noble Avalugg is many times the size of a typical Hisuian Avalugg. In another time and place, the size difference might be compared to the Dynamax phenomenon.

General Perks

[Free] Flute Basics

If you didn't already, you now have the basic skills and understanding to play the flute to a competent, but not outstanding, degree.

Were you to get your hands on a Celestica Flute, you'd be happy to have this perk.

[Free] Survivalist

In a place like this, it may be necessary for you to sleep out in the wild. Particularly if you come to be banished from a village or settlement.

To help you out, you have become proficient at foraging for food, as well as general aspects of camping in the wild.

[100cp] Sounds of Hisui

You gain a mental library of all music featured in Pokémon Legends: Arceus. You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can

adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

Such a perk might make certain battles more epic, or simply serve as a reminder of your time here.

[200cp] Bridge Builder

In times to come, humans and Pokémon will work hand in hand. Right now, things are not quite so harmonious. If you want to help change that, you might appreciate this perk.

From now on, you have a significantly easier time in determining ways strange or unusual creatures can be used to make day to day tasks easier or more efficient. So long as specific creatures (not species of creature) aren't causing problems for the locals, they will find your use of them quirky at worst.

Additionally, as you continue to use strange creatures to assist you in a manner that is both public and positive for the local community, the locals will gradually grow more accepting and less fearful of the kind of creatures you are using. If you are a strange creature yourself, then your own actions of this type will trigger this same effect. For the purposes of this effect, the assistance of a single Pokémon species works to improve the perception of all species of Pokémon.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

New Arrival Items

[100cp, Free for New Arrivals] Universal Balms

Balms are the favourite foods of a given Pokémon, fashioned into balls that can be thrown. The scent from these balls works to calm a frenzied Pokémon, though it will take many hits for the full effect.

The balms provided by this item will work on all species of Pokémon. You have an unlimited number of these, which you can retrieve from seemingly nowhere whenever you like.

Post-jump, these balms will also work on wild animals.

[200cp, Discounted for New Arrivals] Recipe Collection

This is a complete set of every crafting recipe featured in Pokémon Legends: Arceus.

These recipes will help you craft Poké Balls, Pokémon medicines, and other miscellaneous items a member of the Survey Corps can make use of. They indicate the required materials, and the steps involved.

You will have to supply the materials yourself. Even so, many of these recipes are reserved for those with a high rank amongst the Galaxy Team, or sold for large amounts of money, so purchasing them here may save you significant time and effort.

Should any of these recipes be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for New Arrivals] Celestica Flute with Pokémon

A special flute, said to be gifted to the Diamond and Pearl clans by almighty Sinnoh. This version is a bit special, however.

A Pokémon that hears you playing the flute can choose to open their heart and learn how you play. This will allow them to recognize your tune, and quickly rush to your side.

Of course, waiting around for a Pokémon might not be desirable, and in other worlds having access to Pokémon in the first place may present problems. That's where the special function of this version comes in. By playing the flute, you can summon simulacrams of the various Ride Pokémon present in the Hisui region. Wyrdeer can dash at high speeds. Ursaluna is slower, but has a keen sense of smell, useful for tracking or finding hidden items. Basculegion will allow you to travel over bodies of water. Sneasler is an expert climber, allowing you to scale mountainsides. Finally, Hisuian Bravery can carry you through the air. These pseudo-Pokémon are relatively strong, but cannot be trained or improved further. Should one be defeated, it will simply disappear and can be resummoned at your convenience, good as new. You can only have one of these simulacrams out at a time, but switching between them can be done instantly.

Should your flute be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for New Arrivals] Origin Ball

This Poké Ball, fashioned from Origin Ore, as well as fragments of the fabled Red Chain, is extremely effective. Even Legendary Pokémon like Dialga or Palkia could be easily caught with it.

A Pokémon caught in this ball whilst in a frenzy will immediately be calmed down. Perhaps more importantly, they will become a follower, but may be imported as a companion in a future jump. Post-jump, any Origin Ball provided by this item can be used on any creature. Creatures of sub-human intelligence will automatically become followers, whilst those at or beyond human intelligence must agree in order to become a follower. The calming effect will still work in either case.

Should your Origin Ball be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should it be used correctly, you will receive a new Origin Ball at the start of the next jump. Post-chain, you will instead receive a new Origin Ball after ten years.

Local Items

[100cp, Free for Locals] Celestica Flute

A special flute, said to be gifted to the Diamond and Pearl clans by almighty Sinnoh. Yours was likely passed down from a senior clan member, or gifted to you as a sign of trust from one of the clans.

A Pokémon that hears you playing the flute can choose to open their heart and learn how you play. This will allow them to recognize your tune, and quickly rush to your side. Wardens often utilise this when they need to summon the Pokémon they are responsible for.

Should your flute be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Locals] Base Camp

This is a large box, which can somehow hold a ridiculous number of items without becoming unreasonably heavy.

Inside the box, you'll already find some tents, as well as a crafting table and basic tools. Once it is all set up, you'll have a perfect place to rest, craft some items, and store extraneous supplies whilst out in the wild.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Locals] Origin Ore

A strange ore deposit has appeared in your Warehouse, on a property you own, or close to your starting location. The deposit can be mined endlessly, providing you with Origin Ore.

Origin Ore is said to contain the power of almighty Sinnoh itself. The various Plates connected to Arceus are made from this material, and it also plays a key role in the creation of the Origin Ball. With time and study, you might learn to replicate these things. Who knows, you might even discover other wondrous uses for it.

At the start of each jump, you will have the opportunity to change the placement of the deposit to your Warehouse, to a property you own, or close to your starting location. Post-chain, you will receive this opportunity every ten years.

Should the ore deposit be destroyed, a replacement will appear in the same position after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp, Discounted for Locals] Jumper Village

Congratulations, you now command your very own village.

This village is on par with Jubilife Village as it appeared in this era, with an impressive main hall, Pokémon battle training grounds, some pastures to care for Pokémon (these do not provide additional Pokémon followers, see the *Pokémon Pastures* option for that), a couple of shops, and housing for residents. The village retains upgrades.

The village with a small population of human villagers. They count as followers, are intensely loyal to you, and are always willing to lend you a hand. They are trained to provide various services a village like this would need. There are Construction Corps, Security Corps, Medical Corps, Survey Corps, as well as some odd jobs like chef and hairdresser. A small portion of these humans have partner Pokémon, who also count as followers, though none of these are particularly impressive. Inactive companions can even stay here, so long as they remain in the village.

While the village is placed out in the world, other people will be drawn to the village and may come to settle here. These people will become followers. This effect will never attract named or major characters from a setting, and obviously does not work in settings where there are no people in the first place. You can toggle this effect as you like. People you deliberately introduce to the village will not become followers as a result of this effect.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the village be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

Outsider Items

[100cp, Free for Outsiders] Tea Time

Waiting around for someone to come along so you can do your duty can be awful boring. What will you do in the meantime? Why, drink tea of course!

This is an antique tea set, of high quality. The tea pot is somehow always full of fresh tea at the ideal temperature, allowing you to enjoy it at any time.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Outsiders] Merchant Cart

A cart for transporting large numbers of goods, perfect for a merchant.

Should you set up this cart in a public space, so long as it is not impeding others, you will be able to buy, sell, and trade goods from that position in an entirely legitimate manner. This protection doesn't extend to banned goods, and does not prevent you from being targeted for other reasons.

Once a week, three goods will appear in the cart, from seemingly nowhere. These goods may be small sets of Poké Balls or curative items from the Hisui region, or uncommon or unusual Pokémon related goods, such as Evolution stones, tools to change the form of Rotom, and the like. You are free to keep, sell, or ignore these items; so long as space remains in the cart, new items will continue to appear even if the previous one are untouched.

Should the cart be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp, Discounted for Outsiders] Jumper Retreat

Tucked away in a neat little corner of Hisui is this property, now yours to do with as you wish.

The property includes a Hisuian style building to sleep in, a small stream of fresh water, some space to plant crops, a crafting table with tools, and a large box, which can somehow store a ridiculous number of items.

Best of all, the property seems to repel unwanted guests. Wild Pokémon or animals won't attack it unless provoked. Those hunting you down would have to follow you to the property, have a general understanding of its location already, or use special means beyond the norm in order to find you here.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Outsiders] Plate Set

A set of eighteen special Plates, each one representing one of the standard Pokémon types. This constitutes a near-complete set, missing only the Legend Plate.

Each of the Plates bears an inscription, which provides information on the various myths of the Hisui/Sinnoh region. Those with a deep interest on those myth will surely appreciate this, but there is far more to these Plate than old tales.

While an individual holds on to a Plate, attacks that match the type of that Plate the user performs are 20% more powerful than they would usually be. While these Plates are intended for use with the Moves of a Pokémon, any kind of battle technique will work as long as it largely maps to the intended type.

When brought together, the Plates have other effects too. Deep within Snowpoint Temple, the Stone, Iron, and Icicle Plates can be used to open a door that leads to Regigigas. In other settings, you will find that certain combinations of your Plates can be used to open secret doors in dungeons and ruins, in place of their usual requirements.

Lastly, while all of your Plates are together, you can transform any flute in your possession into an Azure Flute, an object needed to reach Arcues. As a special considerations, flutes transformed in this way can change back and forth between their old appearance and their Azure Flute look, and do not lose any special features as a result of this change.

Should any of your Plates be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Pokémon Items

[Free and Exclusive to Pokémon] Your Poké Ball

This is the Poké Ball that was used to capture you in the past. Mechanically speaking, it functions as a Hisuian Poké Ball, with a standard capture rate, but you are free to determine the ball's appearance. A more modern design might bring more attention than you are looking for, however.

If you haven't been captured yet, then at least you'll have something nice on hand when you find the right partner for you.

Should the ball be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp, Free for Pokémon] Deployable Platform

This is a buoyant platform, which resembles the "water-walking shoes" associated with ninjas. It has a series of wooden segments, which form a ring around a central area on which you can stand. You can retrieve this platform from seemingly nowhere whenever you need it, and you can likewise put it away even when you don't appear to have anywhere to store it

The platform is always large enough to fit you comfortably, and regardless of how heavy you are can always support your weight without sinking into water.

If you aren't a Water-type, then this will make battling on the water's surface much easier for you.

[200cp, Discounted for Pokémon] Grit Set

You have obtained a collection of items formed from a special substance called 'Grit', which can enhance a Pokémon's capabilities.

Each use of one of these items provides a boost to one of six stats (attack, special attack, defence, special defence, health, and speed). Each stat can be boosted up to three times in this way.

As stats are raised in this way, higher quality grit items are required as lesser versions fail to work. This quality progresses from Grit Dust, to Grit Gravel, to Grit Pebble, and finally to Grit Rock.

You have enough of these items to provide the maximum benefit to a Pokémon that has yet to undergo any enhancement. At the start of each jump, you will receive replacements for any of these items that have been used, lost, or destroyed. Post-chain, this occurs after every ten years.

[400cp, Discounted for Pokémon] Origin Crystal

A strange crystal, which is connected to you and you alone.

By using the crystal, you can adopt an "Origin Forme". This drastically changes your appearance in order to vaguely resemble the legendary Arceus. Undoing this transformation is as simple as using the crystal again. You will be able to enter the Origin Forme from any base form or alt-form you possess.

Your Origin Forme will not grant you additional power or techniques, but does shift how your capabilities are skewed. For example, it might make you slower in exchange for making you stronger.

Different forms you possess that adopt the Origin Forme may have different skews. The first time a given form of yours adopts the Origin Forme, you must determine how its stats are skewed, and cannot be changed later.

Should the crystal be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Pokémon] Legend Plate

You have been blessed with the stone tablet, which contain a fragment of Arceus' power.

A Pokémon who reads from the tablet will be able to learn Judgement, the signature battle technique of Arceus. Not only does it offer power, it also affords great versatility; while a user holds onto a standard type Plate, the type of Judgement will change to match.

That's not all though. Should the user of Judgement attempt to use it on another, whilst either they or their Trainer keep this special Plate in their possession, they may choose to undergo a temporary change in Type, both for themselves and for Judgement. The new type will be the one most suited for the intended opponent, first prioritizing taking advantage of the opponent's weaknesses, then considering a type that resists the opponent's type if multiple options exist. This type change occurs in the form of a transformation, with a minor change in colouration to indicate it has occurred. There is no limit to the amount of times a type change can occur during a battle, but the transformation automatically ends when the battle does.

Should the Plate be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

General Items

[Free, Exclusive to Humans] Trainer Card

This card serves as a form of identification, and is often carried by those in the Galaxy Team. It updates to track some of your Trainer-related statistics. Should you earn the respect of a Noble Pokémon (possibly by quelling their frenzy), a stamp representing that Pokémon will be added to the card. Should you become a member of Galaxy Team's Survey Corps, it will track you rank within that group.

Should the card be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free, Exclusive to Humans] Pokédex

You have your own Pokédex. Compared to the kinds of Pokédex you may be familiar with, this is quite different, as it is a book rather than an electronic device.

The pages of your Pokédex are currently empty. Unlike what you may be used to, merely catching a Pokémon is not enough to fill out its entry. Each unique species of Pokémon has a series of challenges referred to as research tasks. These challenges might be watching the Pokémon use a particular battle technique a certain number of times, catching a certain number of them, defeating a certain number of them, and so on. Completing these tasks allows you to collect research data on the species in question, which a Pokémon Professor will be able to make sense of. Normally once you have reached a certain threshold of data, turning it over to a Pokémon Professor would give them

the intel to manually fill out the Pokédex entry for that species. As a special consideration, once you have collected that threshold the entry will fill in automatically, as if written by Professor Laventon, and the Unown Notes section that he would normally add to the protagonist's Pokédex has already been added. Somehow, neither of these will arouse suspicion.

At the end of the jump, any blank pages you have left will be automatically filled out for you, so don't stress too much about completing it. The Unown Notes section will also be completed at this time. You will still be able to complete research tasks for research data after an entry has been added to the Pokédex (whether or not it occurred during the jump or at its end), and a super completionist may enjoy the challenge of clearing every single one.

In addition to the usual import availability, this item can be imported into modern electronic Pokédexes and similar devices, and likewise they can be imported into it. This will add completely optional research tasks for additional species of Pokémon covered by the resulting Pokédex. You will also be able to switch between book and electronic form instantly, in order to suit your preferences.

If your Pokédex is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free, Exclusive to Humans] Hisuian Attire

You have a pair of outfits, appropriate for the region. Perhaps you'd like the uniform of the Galaxy Team's Survey Corps and an everyday kimono for your off days? Or, maybe you'd like to hide an Arceus-inspired attire under the uniform of a Ginkgo Guild merchant?

Whatever you choose, these outfits offer no special protections beyond ordinary clothes, but are perfectly fitted for you, are self-cleaning, and self-repairing.

You also receive a satchel or bag, which can carry a surprising amount of items without becoming cumbersome.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Beginner's Allowance

A neat sum of Pokédollars, the currency of the Pokémon world. It's not a lot, but it could get you some basic supplies. It will not replenish, so think carefully before spending it.

[Free] Beginner's Item Set

This set of items includes 5 Potions and 20 Hisuian Poké Balls. These items will not respawn, so think carefully about their use.

[50cp] Pokémon Legends: Arceus Game Bundle

Can't get enough of Pokémon? This bundle contains:

- A 2022-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.

- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Pokémon Legends: Arceus.
- Permanent access to all Pokémon Legends: Arceus event distributions. Receiving the same distribution multiple times will require starting a new save file.
- A lifetime subscription to Pokémon Home's premium plan.
- A lifetime membership to Nintendo Switch Online.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your Pokémon Home account is tied to Jump-chan's special cloud server, ensuring it will remain consistent in content no matter where you go. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] Potion Set

This is a small supply of recovery items. In a world without Pokémon Centers, these might make all the difference.

Each purchase of this item provides you with 10 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, 3 Full Heals, and 1 Full Restore. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Potion Crafting Supplies

Each purchase of this item provides a healthy supply of Medicinal Leeks, Pep-Up Plants, Vivichokes, King's Leaves, as well as Cheri Berries, Pecha Berries, Rawst Berries, and Aspear Berries. With the requisite knowledge or recipes, you'd be able to craft a great deal of recovery items with these.

These ingredients remain fresh until used. Once a week, you will receive a replacement for any of this that has been lost, destroyed, or used up.

[50cp] Poké Ball Set

For those that would rather buy their Poké Balls here than make them.

Each purchase of this item provides you with 10 Hisuian Poké Balls, 2 Hisuian Great Balls, 1 Hisuian Ultra Ball, 3 Hisuian Heavy Balls, 2 Leaden Balls, 1 Gigaton Ball, 3 Feather Balls, 2 Wing Balls, and 1 Jet Ball.

Once a week, you will receive a replacement for any ball you have lost, destroyed, or used to catch a Pokémon.

[50cp] Poké Ball Crafting Supplies

Each purchase of this item provides a healthy supply of Brown Apricorns, Tumblestones, Black Tumblestones, Sky Tumblestones, and chunks of iron. With the requisite knowledge or recipes, you'd be able to craft a great deal of Poké Balls with these.

Once a week, you will receive a replacement for any of this that has been lost, destroyed, or used up.

[50cp] Stealth Set

A set of items for those wishing to avoid contact with Pokémon.

Each purchase of this item provides you with 5 Smoke Bombs, 5 Scatter Bangs, and 5 Stealth Sprays. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Stealth Crafting Supplies

Each purchase of this item provides a healthy supply of Sootfoot Roots, Caster Ferns, Pop Pods, Bugworts, and Hopo Berries. With the requisite knowledge or recipes, you'd be able to craft a great deal of items that allow you to avoid Pokémon with these.

These ingredients remain fresh until used. Once a week, you will receive a replacement for any of this that has been lost, destroyed, or used up.

[200cp, Free with the Chosen One Perk] Arc Phone

This device, formerly a smartphone, has been altered by the power of Arceus.

The device has a variety of features. First, it has an updating map. Using this map, you can even teleport to a handful of safe places or points of interest within the local area. Only a single person can be teleported by this power, though Pokémon kept in Poké Balls can come with them. You cannot access the teleport function whilst you are under attack.

Additionally, Arceus can interact with the device from afar, sending you texts, highlighting places on the map that you should visit, and even channelling its power through the device to grant access to places normally sealed away. Naturally, this depends on Arceus wanting to do so. Post-jump, other divine beings can interact with the device in the same way. Fortunately, it will always be clear to you who is contacting you, they cannot do so in ways that would harm you or the Arc Phone, and you can block contact from divine beings that are being a nuisance.

Should your Arc Phone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions & Followers-

[Free] Your Starter

You are entitled to a single free purchase of any of the 50cp companion options. This will likely be a starter Pokémon for humans, or a human partner for Pokémon, but does not have to be. Companions cannot use this option.

[200cp] Full Party Discount

Looking to fill out the rest of your team? With this special offer, you get five purchases of any of the 50cp companion options for the price of four. This option can only be purchased once, and cannot be purchased by companions.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions or Pokémon Pastures, but may purchase followers via Pokémon Recruit.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions or Pokémon Pastures, but may purchase followers via Pokémon Recruit. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Pokémon Legends: Arceus along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

Should your chosen character be a Pokémon Trainer, they may take up to six of their Pokémon with them, who are considered followers. This decision is made at the end of the jump.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was captured by, a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

[200cp/300cp/400cp] Pokémon Pastures

You have acquired these pastures, which not only allow you to care for your Pokémon, but also present an opportunity to acquire new ones. They can either be connected to your Warehouse via a special gateway, or placed on another property you own.

These pastures will expand as needed to accommodate any number of Pokémon. Pokémon that reside in the pastures will automatically be fed and cared for without your intervention, though you can certainly get involved yourself if you would like to.

Pokémon caught by you or your companions can be sent straight to these pastures, at which point they become a follower. The amount of followers you can acquire in this way is determined by how much you pay for this option. For 200cp, you receive 240 'slots'. For 300cp, you receive 480 slots. For 400cp, you receive 960 slots. In order to send additional Pokémon here beyond this, you must 'release' an existing Pokémon using a slot. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

Pokémon in the pastures can freely be taken out as you like, but still count as using a slot when out and about.

In future worlds, you may choose for the pastures to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. Should the pastures be destroyed, a replacement will appear in the same location after 24 hours. If they were placed out in the world, and that location is no longer viable, they will instead become attached to your Warehouse via a special gateway. Pokémon kept in the pastures will not be lost in this case, and will reappear when the pastures do.

Should you already possess a similar Pokémon Storage System option, or come to possess one later, you can choose to combine these options. Pokémon can be instantly moved between the pastures and digital storage as desired, and the slots from each option are added together.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Legendary Selection

Using this toggle, you can determine whether it is Dialga or Palkia that becomes frenzied. This will also determine which clan leader the protagonist will ask to aid them, should events proceed as expected.

[0cp] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender and general appearance, as well as the kinds of Pokémon they are likely to use. Choosing their gender will also determine whether Akari or Rei is Professor Laventon's assistant. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species and Arc Phone. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to Prelude Beach. You may choose whether Akari or Rei is Professor Laventon's assistant.

You will not have access to your Pokédex immediately (if you chose to acquire it from this jump); instead, you will find it in the same place the protagonist canonically received theirs. Should you somehow miss it, not to worry – it will appear in your Warehouse at the end of the jump if you did not collect it.

[+100cp] Can't Swim

You have lost the ability to swim. This can create problems for anyone, though aquatic Pokémon will probably suffer the most from this.

Re-learning to swim may be possible, but will require serious effort, and perks or powers that would make such a process easier will not do so.

[+100cp] Pokémon are terrifying creatures!

It is quite common for the humans of this era to fear Pokémon, and you are no exception.

For the duration of the jump, you will treat Pokémon with fear and suspicion. This can be overcome on an individual basis, if individual Pokémon prove themselves to you. This applies even if you happen to be a Pokémon; fortunately, you won't be afraid of yourself!

[+100cp] Rage Bait

Wild Pokémon in your presence are quick to become angry with you. Expect to be drawn into battle more frequently, and have a bit of a harder time in these battles as well.

[+200cp] Banished

One of the three major factions (Galaxy Team, Diamond Clan, Pearl Clan), randomly chosen, has banished you. If you are a human, they likely believe you to be responsible for some crime. If you are a Pokémon, you are more likely to be considered a direct threat. It won't be possible for you to convince this faction that you aren't as bad as they say.

You may still seek aid from the other two factions, though they are likely to be hesitant to help you, so as to not risk war.

[+200cp] Wild Might

If you are human, you will notice that Pokémon you encounter are significantly stronger than they are once they are caught, or otherwise partnered with a human.

If you are a Pokémon, Pokémon you face in battle become significantly stronger, but only while they face you.

[+200cp] Frenzied Jumper

At some point during your stay, you will be struck by lightning from a space-time rift. While the strike itself will not harm you immediately, what it will do is drive you into an uncontrolled frenzy which is quite painful to suffer through. If those around you are unable to calm or subdue you, you present a threat even to those you care about.

As a small mercy, the frenzy will fade at the end of the jump if it was not stopped prior.

[+300cp] Jumplocke

Want to take on a real challenge, Jumper? Alright then.

For those who chose to be a human here, the challenge works as follows. Should one of your Pokémon be defeated in battle, regardless of whether it is a companion, follower, or neither, you will lose access to it for the remainder of the jump. Fleeing and switching a Pokémon out are both safe.

In addition to any Pokémon you are bringing in with you, you are limited to utilising one Pokémon from each of the following areas in your team: Obsidian Fieldlands, Crimson Mirelands, Cobalt Coastlands, Coronet Highlands, and the Alabaster Icelands. This decision is made the first time you send a Pokémon from one of these areas out. You cannot utilise gifted or traded Pokémon in your team. You won't have to worry about accidentally breaking these rules; you will somehow be prevented from sending out invalid Pokémon one way or another.

Despite these rules, you are still able to catch or acquire Pokémon as desired. If at any point you do not have any valid useable Pokémon, you will fail your chain. You do not count as a Pokémon yourself, even if you have a Pokémon form from a previous jump.

For Pokémon, this challenge is decidedly simpler, though no less difficult. Should you be defeated in battle (fleeing is okay), you will fail your chain. If you are working with a human partner, they must lead with you in battles, and cannot switch you out.

[+300cp] Memory Train Leaves The Station

Like Ingo, you have lost the bulk of your memories, and only have vague recollections of your time before entering this jump. Unfortunately, nothing can be done to regain your memories until the jump comes to an end.

If you are bringing anyone in to this jump, such as companions or followers, they will suffer the same memory loss.

[+300cp] Time And Space Go Crazy!

Normally, only one of Dialga and Palkia will become frenzied. Now though, both will become frenzied, and emerge at the same time.

This presents serious problems to the stability of the world. The raw power of two legends will likely be far too much for the protagonist to overcome. The Origin Ball is unlikely to be made without either of these legends to suggest it, and even if it is a second ball is just about impossible to produce without the requisite Red Chain material. You'll need to resolve these issues if you want to save the world.

The *Legendary Selection* toggle can still be taken, though it will only affect which clan leader the protagonist is likely to side with.

-Scenario: Seek Out All Pokémon-

In order to undertake this scenario, you must take the *Human* species, as well as the *Arc Phone* and *Pokédex* items.

Arceus looks favourably upon you, and if you can complete a series of tasks for it, it is prepared to grant you a blessing.

First, you must acquire a Celestica Flute. This can be found out in the world, or purchased from this document (both *Celestica Flute with Pokémon* & *Celestica Flute* are valid items for this).

Second, you must ensure each of the frenzied noble Pokémon are quelled. As he is not yet considered a lord, you are not obligated to quell Growlithe, though the world will be better for it if you help him evolve and assume his mantle and then quell his frenzy afterwards.

Third, you must ensure the situation with the space-time rift is resolved in a manner that saves the world. You do not have to follow the same steps the protagonist would normally, so long as you prevent time and space from falling into disarray.

Fourth, you must collect all of the Plates, minus the Legend Plate, and use them to transform your Celestica Flute into an Azure Flute. You can find them out in the world, or purchase them from this document via the *Plate Set* item. Even if you are doing the latter, you may still wish to resolve the situation with Volo, as it ties into the next step.

Fifth, you must complete your Hisuian Pokédex. You do not need to fill out entire entries, but must have at least caught or possessed every single species of Pokémon that can be found in Hisui, excluding Shaymin, Phione, Manaphy, Darkrai, and Arceus. Trading, gifts, and Pokémon from other jumps all count.

Finally, with your Pokédex completed, you must play your Azure Flute at the Temple of Sinnoh. This will allow you to reach Arceus, who you must then impress in battle. “Impress” is the operative word; you do not necessarily have to win.

Failing the scenario does not fail your chain, but you can still fail your chain if you choose to take this scenario.

Should you manage all of this, you will be blessed by Arceus. Or rather, blessed with Arceus, as Arceus will provide you with a fragment of itself to follow you on your journeys. This fragment is considered a separate being to the rest of Arceus, and can be your choice of follower or companion. You also receive a Legend Plate, which works with Arceus only. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.



-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Post-Game: You choose to remain in this world. Your chain ends here.

Gotta Jump 'Em All!: You choose to continue your chain. Proceed to the next jump.

Game Over: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon. They are similarly costed, and disqualified in the same places Legendary Pokémon would be. Ultra Beasts do not appear in Pokémon: Legends Arceus, and Paradox Pokémon were not yet introduced to the series.

On Pokédex and the Arc Phone:

A single item can be imported into both the Pokédex and Arc Phone items, provided it would be appropriate to import into both items individually.

Just a special consideration for those with Rotom Phones.

Who is Rei/Akari?

Rei/Akari is the protagonist of Pokémon Legends: Arceus. They are sent to the past by Arceus. They are from a modern time period. Interestingly, they can tell Professor Laventon they don't know what Pokémon are, and Arceus does specifically tell them they are being sent to a world inhabited by wondrous creatures called Pokémon. At the same time, their modern clothes feature a Poké Ball design. They also bear a striking resemblance to Lucas or Dawn, the protagonist of Diamond, Pearl, and Platinum.

So, what exactly happens here, anyway?

Note: The name and gender of the protagonist is determined by the player; for the purposes of this summary, the protagonist is a boy called Rei.

Rei finds himself in a realm beyond time and space, where he encounters Arceus. Arceus says he will soon find himself in a strange world, and if he seeks out all Pokémon, he will find Arceus once more. Arceus transforms Rei's smartphone into the Arc Phone, and sends him to the past.

Rei is woken up at Prelude Beach in the ancient Hisui region by Professor Laventon. After learning that Rei does not have a place to stay, he offers to help. His three Pokémon (Cyndaquil, Oshatoow, and Rowlet) run off, and he goes after them. Rei picks up the Arc Phone, which displays a message saying that it has been bestowed to him, and reiterating the objective of seeking all Pokémon. Catching up to the Professor, Rei is asked to help him round them up with some Hisuian Poké Balls. Professor Laventon explains that each and every Pokémon is able to shrink to miniscule size, and that Poké Balls are a recent invention that takes advantage of this. Laventon is impressed with Rei's ability to catch Pokémon, and after he is shown the Arc Phone, reveals his dream of compiling a complete catalog of the Pokémon in this region – a Pokédex. Professor Laventon suggest they work together, and after Rei agrees, takes him to Jubilife Village. On the way, Rei notices the great rift in the sky,

which he fell from. The village was constructed two years ago by the Galaxy Expedition Team, a group of individuals from other regions that have come to study Pokémon, of which Laventon is a member.

Laventon instructs Rei to wait at the village canteen, the Wallflower, while he goes and reports that he recovered his Pokémon. Rei is turned away by Beni, who refuses to serve outsiders, and soon meets Akari (if the protagonist is female, she meets Rei instead). Laventon reappears and tells her that Rei has agreed to help with the Pokédex. Akari says he can't let him join the Survey Corps without Captain Cyllene's permission, but she soon appears and says she will allow it, assuming he can contribute. She says they will test him tomorrow, to prove he is worth the resources needed to house and feed him.

Rei, Akari, and Laventon share a meal at the Wallflower. Akari is sceptical of Rei, but is surprised to hear that he fell from the sky and caught three Pokémon in short order. After, Cyllene directs him to a house he can use. If he fails it will be for tonight only, and he will be expelled from the village. Rei heads to bed. As he sleeps, a bolt of lightning fires from the rift into the forest.

The next day, Rei is instructed to head to the Obsidian Fieldlands and catch a Bidoof, Starly, and Shinx, in order to pass his test. He is lent a Survey Corps satchel. Cyllene instructs Akari to go with him and step in if things go badly. In order to help Rei pass his trial, Laventon offers a choice of one of the three Pokémon he caught earlier to take as a partner, and then gives him a supply of Poké Balls. On the way out of the village, Rei and Akari encounter Volo of the Ginkgo merchant guild, who challenges Rei to a friendly Pokémon battle. As thanks, Volo heals his Pokémon and provides some Potions.

Rei and Akari head to the Obsidian Fieldlands. Akari is impressed when Rei has no difficulty catching the required Pokémon. Back at the village, Cyllene says Rei can keep the satchel and continue living in the assigned housing. She provides him with a uniform and instructs him to get dressed and meet with Commander Kamado. Kamado accepts him as part of the village, but warns that his appearance may be taken as a sign of disaster from the more superstitious among them.

Cyllene has decided that Rei will begin at a No Star rank, and must work to improve their rank. She provides a recipe for crafting Poké Balls, and instructs Akari to teach him what to do. She provides some money to buy the necessary materials. At the craftworks, Akari provides the materials for her lesson, and tells Rei to keep the money to spend as he likes. Laventon hands Rei a Pokédex, and tells him to meet him at the Fieldlands Camp when he is ready to get started on completing research tasks.

Back at the Obsidian Fieldlands, Akari teaches Rei how to dodge, then takes him to various points of interest where he can work on research tasks. She gives him a crafting kit and a recipe for Potions. Once Rei completes enough tasks, he earns the right to advance to the First Star rank. Cyllene rewards him with the Heavy Ball and Revive recipes. In the evening, Rei shares a meal with Akari and Laventon. Akari asks for Rei's help with a request, as it relates to Pokémon battling. The request came from Mai of the Diamond Clan.

The next day, Akari asks to meet Rei at the training grounds. Akari reveals her partner Pokémon, Pikachu. She explains that a while ago she froze up and was hit by a Shinx's attack. Ever since then, her Pikachu hasn't listened to her orders. She asks for a battle so she can learn to give orders more effectively. After the battle Zisu, Captain of the Security Corps, shows up. She explains that Pokémon who master moves can perform them in different styles: the powerful but slow strong style, and the fast but weak agile style. She also offers her services as a move tutor. Akari tells Rei that she is to meet Mai at the bottom of Aspiration Hill in the Obsidian Fieldlands.

Entering the Fieldlands, Volo sneaks up on Rei and attempts to scare him. He tells Rei that throwing a Poké Ball at the back of a Pokemon is more likely to be effective, and wishes him luck completing the Pokédex. (Note: From this point it is more or less possible to advance in Star rank as desired. Some parts in the story require the player to have reached certain minimum ranks.)

Rei and Akari meet Mai. Mai tells Rei that she is one of the wardens of the Diamond Clan, but that he probably doesn't know what that means being so new. She asks for a Pokémon battle to test his capability. Afterwards, she says she needs someone to deal with an alpha Pokémon at Deertrack Heights. Rei's Arc Phone beeps, updating his map to show him where to go. Mai asks if he knows about almighty Sinnoh, and explains that it steers all time and is said to have created the universe using its power over time's flow. The Diamond Clan are descendants of people who travelled across the sea to Hisui to venerate Sinnoh; however, Sinnoh has hidden itself away, and is only rarely seen by human, as written in old tales. There are some Pokemon within Hisui connected to Sinnoh, and it is the role of the wardens to attend to them. A Pokemon at Deertrack Heights is one such creature, having descended from a Pokémon that was directly blessed by Sinnoh.

Rei meets Mai at Deertrack Heights, and Professor Laventon catches up with them so that he can study the alpha Pokémon. Mai explains that she normally meets up with the special Pokémon here, and the alpha is a problem maker. Rei defeats or catches the alpha Kricketune. Mai is impressed, saying that Rei reminds her of the legendary hero of old. The great Wyrdeer, the special Pokémon Mai was referring to, appears. It looks kindly upon Rei, before departing, and Mai comments that it has taken a liking to him. Akari arrives, informing Rei and Laventon that Cyllene wishes for them to take the opportunity to set up a base camp at Deertrack Heights. Laventon double checks with Mai, but she doesn't see there being any issues doing so. Mai promises a proper reward for Rei later, and leaves. The base camp is established.

Rei, Akari, and Laventon return to the village, and share a meal at the Wallflower. Beni informs them that a rumoured frenzied Kleavor ending up mauling some Galaxy members that went to investigate it. Laventon adds that this Kleavor was reportedly struck by lightning, and has been acting strangely since then. He says the Survey Corps will investigate.

The next day, Rei and Akari head to headquarters where they see Adaman, leader of the Diamond Clan, and Irida, leader of the Pearl Clan. arguing over the true nature of Sinnoh. The Diamond Clan believe Sinnoh is the ruler of time, whilst the Pearl Clan insist that Sinnoh is the ruler of space. The clans currently enjoy a tense coexistence, though were far less peaceful towards each other in the past. Inside, the two introduce themselves to Rei. The Kleavor is a noble under the care of the Pearl Clan; this means that the Diamond Clan are unwilling to deal with Kleavor so as to prevent hostilities emerging, and the Pearl Clan do not wish to harm the noble they are responsible for either. Kamado suggests Rei study the Kleavor to see what can be done, and the two clan leaders agree.

Downstairs, Rei discusses the situation with Cyllene and Laventon. Laventon explains that a noble Pokémon like that will not be able to be caught with a Poké Ball. The Diamond and Pearl Clans revere the Noble Pokémon, as they believe they serve almighty Sinnoh; this includes giving offerings at locations referred to as the seats of nobles. Cyllene suggests Rei investigate what is offered. Adaman and Mai interrupt. They ask that Rei not only study Kleavor, but quell his frenzy. Adaman says that the Pearl Clan cannot come out and say this, but it is what they want too, as well as mentioning one of their nobles in the mountains is in a similar state. Mai says that Kleavor is located at Grandtree Arena, and also that its warden is a boy called Lian. Leaving the village, Rei is given some Super Potions by Volo, who calls it an investment.

Rei travels to Grandtree Arena and encounters Lian, who refuses to let him near Kleavor, as he has become too dangerous for even Lian to be near. After a battle with Lian, Irida shows up. She agrees to allow Rei to quell Kleavor, telling him to go find a way to do so while she and Lian collect food that Kleavor likes. As Rei leaves, a notification on the Arc Phone informs him he can now instantly travel to base camps.

Rei informs Laventon of the situation. Back at his lab, he comes up with the idea of combining Kleavor's favourite foods into a ball-like shape and having Rei throw the balls at Kleavor so that the scent calms him down. Leaving the village, Rei meets Mai, who takes him to meet Adaman and Wyrdeer at the Heights Camp. Adaman says after he told Wyrdeer what Rei was doing, Wyrdeer was interested in helping. Rei is given a Celestica Flute and taught to play it. Wyrdeer memorizes the sound of his play, and gives Rei the Mind Plate. Rei returns to Lian and Irida and explains their plan. Irida insists on a battle first, to test Rei's worthiness. Afterwards she comes to understand that Poké Balls are merely a tool of choice, rather than a product of disregard for Pokémon. Irida and Lian make a supply of 'balms', for Rei to use on Kleavor. Lian summons Kleavor, Lord of the Forest, and Rei is able to successfully calm him down with the balms, dispelling the strange light surrounding his body. Kleavor gives Rei the Insect Plate. Irida and Lian think that the lightning must have been responsible.

Returning to the village, Rei encounters Volo, who takes an interest in the two plates he has collected. Rei reports his success to Commander Kamado. He shares a meal with Akari and Laventon, where Akari gives him a recipe to make smoke bombs. That night, a mysterious girl called Vessa asks for Rei's help. She says hundreds of years ago, a being that brought calamity to the region was sealed away by magic, but for some reason, this magic has come undone. She hands him an odd keystone. She says the broken seal has caused 107 wisps to spread around Hisui, and she asks he collect them in the keystone. This starts a side quest where, after collecting 107, it is strongly implied that Vessa herself is the 108th wisp, and collecting them together brings forth Spiritomb, providing Rei an opportunity to catch it.

The next day, Rei meets Arezu of the Diamond Clan, who had come to the village to talk to Kamado. She tells him that Ursaluna has become frenzied, which reveals even non-nobles are susceptible. Ursaluna's warden is Calaba of the Pearl Clan, a traditionalist who doesn't take kindly to help from outsiders. Kamado asks Rei to travel to the Crimson Mirelands and study the Ursaluna. Leaving the village, Akari asks for a battle. Afterwards, she gives him a recipe for stealth sprays. She warns him about space-time distortions, which have been appearing lately.

Rei travels to the Solaceon Ruins in the Crimson Mirelands. He meets with Calaba, who refuses to accept his help. He encounters Volo, who asks for a Pokémon battle. Afterwards, Volo asks for Rei's help in recovering a wall fragment taken from the ruins by a trio of bandits known as the Miss Fortune sisters. At Volo's suggestion, Rei checks out a nearby campsite where he finds the three. Rei defeats Coin in a battle, who gives him the fragment before the trio retreat. Rei takes the fragment back to Calaba, whose opinion of him becomes more favourable. She agrees to work with him to calm Ursaluna. Calaba summons Ursaluna with her Celestica Flute, and Rei defeats it in battle. Calaba uses Toxi-Gone to get it to calm down. However, Ursaluna is neither glowing nor truly frenzied, just behaving erratically. Calaba notices a strange powder on Ursaluna, which seems to be responsible. Calaba instructs Rei to play his flute to bond with Ursaluna, which gives him the Earth Plate afterwards.

On the way back to the village, Professor Laventon notices a strange Pokémon stuck to Rei, an Unown. Noticing the similarities between the Pokémon and carvings in the ruins, Laventon adds a section to the Pokédex to track different varieties of Unown Rei can find.

Rei attempts to report his success to Kamado, but learns that Lilligant, Lady of the Ridge, has become frenzied. Arezu, Lilligant's warden, had failed to report this to Adaman, who is fuming.

In the Crimson Mirelands, Rei uses Ursaluna to track down Arezu. She had learned of balms from Laventon, and was in the process of making some for Lilligant based on her preferences, but has sprained her ankle. Calaba arrives and apologises to Arezu for not treating her appropriately. It turns out the powder that messed with Ursaluna came from the frenzied Lilligant. Adaman arrives and makes up with Arezu. He takes the prepared balms to Brava Arena for Rei, while Calaba sees to Arezu.

Rei catches up with Adaman at Brava Arena, with Calaba and the now healed Arezu catching up shortly afterwards. Rei manages to calm Lilligant, and is given the Meadow Plate by her. Calaba speaks on the value of working together. Rei has a brief encounter with Volo on his way back to the village.

Rei reports his success to Kamado. He shares a meal with Laventon as well as Akari, who gives him a recipe for scatter bangs. The next day, Kamado takes Rei to see some new arrivals at Prelude Beach. He asks how Rei feels about Pokémon, and warns that they are terrifying creatures, saying that he will enact harsh measures to protect Jubilife Village if need be. Rei meets with Kamado and Irida back at headquarters. Kamado assigns Rei the task of starting an investigation of the Cobalt Coastlands. Irida explains that there is no noble Pokémon in that area, as a few years ago the lord died in a tragedy. Kamado says that shadowy figures have been spotted there, and that some of his men were attacked by a ghost. Leaving the village, Rei has a brief encounter with Lian, who says that the lordless warden, Palina, is talked about poorly by some within the Pearl Clan.

At the Cobalt Coastlands, Irida challenges Rei to a battle. Afterwards, she opens up to him, revealing she worries about the burden of leadership, as well as her friend Palina. She asks Rei to help Palina raise her Pokémon to become a true heir to its father, the late lord. Rei meets with Palina, who explains that the previous lord died in the process of rescuing his heir, who had been swept out to sea. Witnessing his father's demise left deep scars on the heir's heart; though some in the Pearl Clan want to rush the heir to his father's position, Palina instead is choosing to take the time to make sure the heir is ready first. In terms of the shadows, Palina says that to get to Firespit Island, Rei will need to acquire the aid of a Pokémon called Basculegion, and suggests he talks to Iscan, his warden.

Rei meets Volo, who is hunting for Plates. He says they should both do their best to find them, to uncover their mysteries. Rei meets Iscan. Iscan says in order to get Basculegion's aid, Rei will need his favourite food. Iscan can make it, and has most of the ingredients. However, part of the preparation requires a Dark Pulse from a Dusclops, and Iscan is deathly afraid of it, requiring Rei to catch one first.

With the food, Iscan summons Basculegion. Palina shows up to watch; it turns out she is in a romantic relationship with Iscan, which they keep hidden from their respective clans. Giving the food to Basculegion earns Rei its favour; it allows him to ride it, and gives him the Splash Plate. Palina tells Rei that during the incident where the lord passed, she was swept away to, and was saved by Iscan and Basculegion. The Miss Fortune sisters appear, and attempt to steal the heir's son, but take a different Growlithe of Palina's by mistake.

Rei and Iscan pursue the sisters to Firespit Island. Rei defeats each sister in succession. Growlithe and Palina arrive, with the lord's son having swam all the way to the island. The courage to face hardship head on causes it to evolve to Arcanine, however, a strange lightning bolt causes it to become frenzied. The sisters flee, and Rei, Iscan, and Palina retreat. Irida arrives, and informs Palina of the

need to use balms. Using food Iscan had with him, Palina prepares them. Rei is able to quell the frenzied Arcanine, and receives the Flame Plate. The ghost is revealed to be the Arcanine's father watching over it, which departs.

Rei reports his success to Kamado, and shares a meal with Akari and Laventon. The next day, a stranger tells Rei that Kamado is expecting him. Kamado tells Rei that his next task is to quell Electrode, Lord of the Hollow, in the Coronet Highlands. They are interrupted by Melli, Electrode's warden. Melli doesn't trust Rei to do the job, so Adaman has a battle with Rei so Rei can demonstrate his competence. Cyllene tells Rei that he will need the help of someone from the Pearl Clan, directing him to see Ingo (the stranger from earlier), at the training grounds. Ingo was also pulled into Hisui from another time and place, and lacks many memories of his past (actually, he appeared in Black & White, and Black 2 & White 2 as one of the Battle Subway leaders). Ingo is the warden of Sneasler, whose aid Rei will require to navigate the highlands.

At the Coronet Highlands, Rei meets up with Ingo at the entrance to Wayward Cave. They are interrupted by Melli, who says that the frenzied state is a blessing from almighty Sinnoh. He asks to give Rei another trial, but Rei refuses, and he leaves. When Rei and Ingo enter Wayward Cave, they find that their torches have been removed. Ingo successfully leads Rei through the cave. Ahead, Melli challenges Rei to a battle if he wants to pass. Afterwards, Melli says the battle is not over, but that he is simply tactically retreating so his partner Pokémon can recover.

Ingo leads Rei through the Ancient Quarry. Volo arrives and speaks to them. He asks if Ingo believes the space time rift is responsible for his memory loss. Ingo doesn't believe so but can't be certain. Volo asks if Rei saw anything on the other side of the rift (Rei's answer here potentially indicates he has suffered some memory loss too, as he doesn't mention Arceus). Volo says that he believes the frenzy causing lightning is coming from the other side of the rift, which he guesses is almighty Sinnoh's realm.

Rei and Ingo reach Sneasler's location, and Ingo asks Rei to battle him, in the hopes that it jogs his memory. Afterwards, Ingo calls Sneasler, which bonds with Rei and gives him the Toxic Plate. Ingo heads back to Jubilife Village, while Rei takes Sneasler to Moonview Arena. Melli battles Rei again. Afterwards, he refuses to provide information on what Electrode likes, but Adaman arrives and not only tells Rei but provides the food himself. Grudgingly, Melli fashions them into balms for Rei. Rei quells the frenzied Electrode, who gives him the Zap Plate. Melli is upset that Sinnoh's gift has vanished, but Adaman says it seems like Electrode was suffering and now no longer is. Ingo returns, saying he has regained some portions of his memory, and recalls his former world, where human worked alongside Pokémon, and some became Pokémon Trainers who strove to form deep bonds with their Pokémon.

Rei reports his success to Kamado, and shares a meal with Akari and Laventon. The next day, he meets with Kamado, Irida, and Adaman. The only lord left to be quelled is Avalugg in the Alabaster Islands. Kamado hopes that doing so will deal with the space-time rift. Leaving the village, Laventon worries about whether it is necessary to quell Avalugg, as it has so far not caused any harm to people. After a friendly battle with Akari, Rei heads to the Alabaster Icelands.

At the Alabaster Icelands, Rei meets Irida and Adaman. Avalugg's warden, Gaeric, is Irida's teacher, and is at Avalugg's Legacy. There, Gaeric questions Rei's motives for quelling the frenzied Pokémon, then tests him with a Pokémon battle. Afterwards, he gives his blessing, saying they will need Eternal Ice for the balms. Collecting this will require the assistance of Braviary, so Rei is pointed towards Snowpoint Temple to meet Sabi, Braviary's warden. Sabi suddenly shows up, but wants to 'play' with

Rei, leading him on a chase around the icelands, ending in the Snowpoint Temple. After Rei solves some puzzles, he defeats her in a battle, and then defeats Braviary in another battle, to earn its support and the Sky Plate.

Rei collects the Eternal Ice and heads to Icepeak Arena, having a brief conversation with Volo along the way. At Icepeak Arena, Gearic turns the Eternal Ice into balms, and Rei quells Avalugg. Avalugg gives Rei the Icicle Plate. Irida and Adaman show up. Though the space-time rift is still present, they are optimistic, and grow to be more accepting of the opposing clan's viewpoints.

Rei reports his success to Kamado, and shares a meal with Akari and Laventon. That night, he is woken by a loud noise. Not only is the space-time rift still present, but an ominous pattern has appeared in the sky. Rei summoned by Kamado, who has become suspicious of him. Irida and Adaman come to Rei's defence to no avail. Kamado gives Rei an opportunity to clear his name, but not as a member of Galaxy Team, banishing him from the village. Cyllene, Akari, and Laventon escort Rei to the Fieldlands Camp. Akari and Laventon are furious, but Cyllene tells them that getting banished for defending Rei will only cause him more pain. He orders Rei not to die, and ensures he has access to Survey Corps resources and his Pokémon. It is suggested that Rei seek out Lian from the Pearl Clan, who should still be nearby.

Rei seeks out Lian. He can't help, but suggests he talk to Mai. Mai can't help either, as the Diamond Clan can't risk war with the Galaxy Team. Volo finds Rei, and takes him to meet Cogita. Cogita says that it is her duty to guide Rei, in order to mend the space-time rift before space and time are thrown out of balance.

Cogita tells Rei that the space-rift acts as a portal to other dimensions. In one such realm, almighty Sinnoh dwells. She says both time and space play their role in creation, and that the Diamond and Pearl Clans are foolishly for trying to put one ahead of the other. She says three great lakes exist in Hisui – Verity, Valor, and Acuity. Each is home to a Pokemon that embodies an aspect of the mind. Rei must complete a trial for each, and take their gifts to the Shrouded Ruins, in order to receive the Red Chain.

Irida and Adaman arrive. They can't both help, or they risk drawing too much attention.

Note: Rei must choose which to go with. This causes some changes to the plot. For the purposes of this summary, Irida is chosen, with some differences noted when they arise.

This chosen leader will meet Rei at the lake, whilst the other keeps an eye on Kamado. The Lake Trials can be done in any order. At each lake, Rei uses the Arc Phone to open a cavern and then battles against a powerful alpha Pokémon. At Lake Verity, Mesprit asks Rei to relay his feelings at various points during his journey. At Lake Valor, Azelf challenges Rei to hit it with a balm, teleporting away each time, and asking if he gives up. This is the true test, and demonstrating willpower by continuing to try passes the trial. At Lake Acuity, Uxie tests Rei's Pokémon knowledge.

After the second trial, Volo reveals things have gotten tense in Jubilife Village; a Pokémon has been spotted on the other side of the rift, and Kamado has raised a force in order to subdue it.

After the third trial, Rei, Volo, the chosen clan leader, and Cogita meet at the Shrouded Ruins. The lake Pokémon appear, and forge the Red Chain. Cogita is relieved to have fulfilled her duty. Volo tells the group that Kamado has decided not to wait for their investigation to finish, and plans to climb Mount Coronet himself. Rei heads to the village to stop him, but he is already gone. He fills Akari, Laventon, and Cyllene in on the Red Chain. Cyllene reinstates Rei's rank, and orders him to head to Mount Coronet and fix things.

As Rei climbs Mount Coronet, he encounters Beni, who reveals himself to be a ninja – one that does the dirty jobs Kamado can't. After a Pokémon battle, Beni reveals that he and Kamado are afraid of Pokémon because they saw their hometown burned to the ground by a rampaging Pokémon. Beni asks Rei to save Kamado from himself. Rei continues on and confronts Kamado. Kamado has been told about the Red Chain, and Irida and Adaman attempt to persuade him as well. He decides to settle it with a battle. After Rei wins, Kamado concedes, and apologizes for doubting him.

At the Temple of Sinnoh, a voice speaks to the clan leader Rei chose earlier, telling the one who bears the Red Chain to catch it for the battle ahead. If Irida was chosen, Palkia appears. If Adaman was chosen, Dialga appears. Rei attempts to use the Red Chain, but it is broken in the process. Rei manages to catch the legendary Pokémon. Palkia/Dialga speaks through the respective clan leader, warning that their frenzied counterpart is coming. Dialga/Palkia appears, forcing the group to retreat to safety.

The group discusses what to do next. The chosen clan leader says that Palkia/Dialga told them that they must unite “the stone of creation's beginning”, “the chain of red”, and “the vessel of humankind's invention”. The latter two are identified as the Red Chain and a Poké Ball. Irida says Lian might have some idea what the stone is. Laventon asks to see the Plates Rei has collected. An inscription on the back of the Earth Plate indicates that the ore they are looking for is the same as the Plates, and Laventon believes that Lian will be a great help, since Volo had already been asking him about the Plates. Laventon refers to it as Origin Ore, for simplicity's sake.

Lian takes Rei, Irida, and Adaman to Grove, where he believes they can find Origin Ore. They find some, but the Miss Fortune sisters show up, thinking it is treasure. Lian mines the ore as Rei, Irida, and Adaman each battle one of the sisters. Afterwards, the sisters retreat. Irida says that the Coin she knew always did the right thing, even if she grumbled about it, and suspects that the sisters were worried about them, and wanting to help in their own way.

Rei takes the Origin Ore to Laventon. Back at Jubilife Village, Laventon is able to create the Origin Ball, with the component pieces. Rei returns to Mount Coronet, encountering Volo on the way up. With the assistance of Palkia/Dialga, Rei confronts its counterpart, who has taken on its Origin Forme. Rei is able to calm it down enough with balms in order to catch it with the Origin Ball. The sky clears and the rift vanishes, saving the world. The Arc Phone reminds Rei to seek out all Pokémon.

Post-Game:

Rei and Laventon meet with Cyllene, who asks about the progress on the Pokédex. Laventon says it is going well, but there are some areas where he doesn't know how much time and effort to invest, namely various myths and legends which may not even exist. They are interrupted by Volo, who enthusiastically offers his help, given his extensive research into the myths of Hisui. Cyllene orders Rei to work with him.

At the Heights Camp, Volo tells Rei the story of the ancient hero, who journeyed with his Pokémon to collect fragments of an all-encompassing deity, Arceus. Volo says that the Plates are these fragments, and suggests they hunt down the remaining ones. At the Gruelling Grove, Rei catches or defeats an alpha Vespiqueen, and finds the Stone Plate. Volo doesn't know about anymore Plates, and suggests they see Cogita. Cogita says that if they had more concrete information, the Diamond and Pearl Clans would not have mistaken Dialga and Palkia for Arceus, but offers leads to other myths in the hope that they help. This opens up a variety of missions, which can be taken in any order: Mesprit, Uxie, and Azelf can be caught or defeated at the Lakes for the Draco Plate. Heatran can be caught in Firespit Island, after which Rei gets the Iron Plate. Cresselia can be caught at Moonview Arena, after

which Rei finds the Dread Plate. Regigigas can be caught in Snowpoint Temple, after which Rei obtains the Blank Plate. Finally, Kamado can be rematched at Prelude Beach, after which Rei gets the Fist Plate.

After collecting these Plates, Rei and Volo returns to Cogita, who asks for some logs. When she is brought them, she reveals she needed them to make a new cutting board, and gives Rei the Pixie Plate – which she didn't realise was a plate and was previously using as a cutting board. Volo suggests they go to the Celestica Ruins. There, Volo shows Rei a broken statue of a Pokemon equal in power to Dialga and Palkia, but banished from this world: Giratina. It waits on the reverse side of the world, hoping to bare its fangs at Arceus. Volo says that from a young age he wondered why life why so unfair, and devoted himself to studying the mysterious of the world in order to forge a better one.

Rei meets with Volo at the top of Mount Coronet. Volo reveals that ever since he learnt about Arceus, he has been obsessed with meeting it. To that end, he sought out Giratina and had it tear open the space-time rift. Then, he manipulated Rei into collecting the Plates for him. Rei has seventeen of eighteen, while Volo holds onto the final one. Volo battles Rei, attempting to claim the Plates, but Rei wins. Giratina appears, and Volo commands it to strike down Rei. Rei defeats it, but it transforms into its Origin Forme. Rei defeats it again, and it flees. Volo gives Rei the Spooky Plate, and Rei's Celestica Flute transforms into the Azure Flute. Volo leaves, saying he has no desire to watch as Arceus meets with Rei instead of him.

Once Rei completes the Pokédex, Rei plays the Azure Flute at the Temple of Sinnoh, revealing a glowing staircase. At the top, Rei finds Arceus, who provides him with a supply of mysterious balms. Rei impresses Arceus in battle. Arceus is pleased that it brought Rei to this world and provides him with a blessing - a fragment of itself, to walk beside Rei in his travels, as well as the Legend Plate.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.

1.1

(i) Pokémon Trainers acquired via the **Recruit** option can now take up to six Pokémon with them as followers.