

Pokemon GBA Cross-Game Pokemon Map Randomiser
(or, GBAXG)
Gauntlet By Cthulhu Fartagn

The Story Thus Far

You are, of course, familiar with the world of Pokemon. Some people keep them as pets, and others battle alongside them. Some people research them and the myriad ways they express themselves upon the world and the phenomenon they can cause. As for you? …Normally I'd give you a choice in things, but for now, you're a Pokemon Trainer. You should know the drill. Catch them all, become the very best like no one ever was.

This is not that world. This is… fairly different. Time and space are more than a little out of whack. But I'm still going to insist that you make your way through those challenges. Eight badges, the Elite Four, a team of villains, and become the Champion. It'll be fun, I promise. A slightly more challenging variation of something I'm sure you've done several times before. That said, there are two things I won't be giving you. The first is all your collected perks, powers, abilities, and items. You're down to body mod for this one. The other? This.

+0cp

So. Go on a Pokemon journey and do your best to see things through. While randomly teleporting between the three regions. The gauntlet is considered over when you either give up and quit, or defeat eight Gym leaders, four E4 members, and a Champion - and they don't need to all be from the same region. Oh, and Steven. Good luck.

You start out in Pallet Town, where Professor Oak has a handful of gifts for you. A bit of travelling will see you in Viridian City, where you will be quite stuck until you deliver a parcel from the local Pokemart to Prof Oak. He'll give you a few more things, and it is at that point that your drawbacks will kick in and things will begin to become strange.

Drawbacks

Since you start with nothing, you'll need these to buy much of anything.

+0cp - Doors (Mandatory)

One of the fundamental premises of this particular challenge is that all of the doors in the Kanto, Johto, and Hoenn regions have been mixed up. You could walk out the front door of your house and end up in a volcano. You could walk out the back door and be underwater. If you jumped out the window, you might find yourself in a nearby Pokemart. Or facing down the Champion, who is likely very surprised to see someone with no badges in their domain. By default this only applies to the standard set of doors and occasional teleporter that you might find in a Pokemon game, but if you specifically want crawling out the window to be an option then those can be included in this.

> +100 cp - And Doors And Doors
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> But, we can make things worse. See, those doors? They may be random, but they're fixed. They don't change. If you walk through one and find yourself somewhere you don't want to be, 90% of the time you can backtrack. Well, if you want to suffer a bit more, we can change that. You have two options, and can take this twice if you wish. The first is that the doors are not equivalent - walking out the front door of your house may leave you in a volcano, but turning around and walking back through that same door won't take you back home. Instead, you may end up in the Battle Frontier. Secondly, the doors may change. Every time you beat a major battle such as a Gym Leader, E4 member, the Admin or Leader of a villainous team, or of course the Champion, the doors will shuffle themselves and you'll need to reset your mental map.
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> > +200 cp - And Doors And Doors And Doors
> >
> > Throughout all of this, there is a fundamental assumption that has been in play. The randomization of the doors is not malicious. There is a clear path forward, you simply don't know what it is and have functionally no hints as to what it might be other than to stumble forwards blindly. This is no longer true. The connections between the doors are truly random, and may be unsolvable. Closed loops will menace you, and esoteric means such as one way doors and cutscene warps will be a constant problem as well as your only salvation.

+100 cp - Wild Pokemon

The Pokemon available to you are now mixed up as well. You may find Pokemon from the desert area of Hoenn inside Johto's national park, several Pokemon that are only available while diving in the middle of Viridian Forest, and perhaps a patch of tall grass in Kanto filled with nothing but Feebas. Their relative level of power is the only thing that won't be random, as it will be appropriate for the area you find them in - though, the order in which you reach those areas means it might as well be.

> +100 cp / +300 cp - Delta Pokemon
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> In addition to where you find them, you'll find that the typing of those Pokemon have also been shuffled around, which may or may not result in some very strange combinations. For +100 cp, these typings will be consistent and repeatable - while a Zigzagoon might be Fighting type and evolve into Linoone, a Water/Grass type, all Zigzagoons and Linoones will be that will. For +300

cp every individual instance of the Pokemon that you catch and fight will be randomized as well. You could have a team of six copies of the same Pokemon and have no type overlaps.

+100 cp / +300 cp - Wild Fakemon

But we can do better than just that. On top of where you find them being a complete toss up, the moves and abilities those Pokemon have access to are also dependent upon a roll of the dice. For +100 cp, take their entire list of moves they learn through level up, egg moves, tms and hms, and shuffle them all up. Enjoy trying to make a decent setup from whatever comes out. For 300 cp, do this for every individual instance of that Pokemon you catch. Or, if you prefer, you can instead simply put every move ever into the bag and hope something good comes out. In any of those cases, abilities are already that way. You can't really be random with only three or four options, after all.

+100 cp / +200 cp - Trainers

Turns out you're not the only one struggling to put together a decent team these days - while most trainers have a tendency to have at least one or two Pokemon from the nearby routes, it isn't a hard rule - and now, it isn't a rule in any sense of the word. While mandatory battles that would block your progression will be 'fair-ish' with this, expect any kind of optional battle to be batshit insane, such as Youngster Joey and his top percentage of Mewtwos. That said, Gym Leaders and such will still have Pokemon that are mostly of their correct type. If you took both Delta Pokemon and Wild Fakemon, this drawback is worth +200 simply because of the sheer level of chaos it causes you to have to deal with.

+100 cp - Gym Leaders

So, remember what I just said about Gym Leaders at least having Pokemon of their type? Well, that's not true anymore. They'll still have Pokemon who are consistently of a type, just not the one you'd probably expect. Stop me if you've heard this one - there's this guy in Hoenn named Wattson. He runs a power plant. Uses electric fences in his Gym. He's the grass type Gym Leader. You get the idea, right? This also applies to Team Aqua and Magma, who will primarily use Pokemon of a new type, as well as Elite Four members. And also Champions, but not all of them have a dedicated type to begin with. Those ones will probably be especially painful.

+100 cp - Item Placement

You will find that the locations of items are now included in the chaotic mess that is this world. This included both items that can be found out and about in the wild, purchased from shops, or gifted to you. A Pokemart may sell rare candies, and Gym Leaders may hand out repels after you defeat them. And wild Pokemon who occasionally hold a berry as you catch them will instead be holding… A Pokeball. If you head by one of the Game Corners - if you can FIND one of the Game Corners - you may see them offering Charmander, Totodile, and Treecko for game coins… and then not actually selling those coins. Those are actually at the Pokemart, but they're one of those things they only sell after you have three badges.

+100 cp - Fake Items

There are certain Pokemon that highly resemble a Pokeball. Most of the time, their presence is fairly rare. Voltorb is only found within electrical plants, both in Kanto and in Hoenn. Foongus also exists, but isn't your problem unless you take a specific other drawback. In any event, you'll be finding Voltorbs quite a bit more often, as they have been included in the randomization of items that can be found laying around on the ground. Any item you might see hidden behind

a small tree now has good odds to be replaced by a potential battle. Good luck figuring out which is which before actually trying to grab it though.

+100 cp - Twice Crowned
By default, the gauntlet is considered finished when you defeat eight Gym Leaders, four members of the Elite Four, a Champion, and Steven. You could beat three leaders from each region, the Elite Four from Kanto, and then fight Lance again as the Johto Champion and that would be fine. However, we can make things worse for you. Each time you take this drawback increases the requirements. Eight, four, and one becomes sixteen, eight, and two, as well as Red atop Mt Silver or perhaps Mewtwo in Cerulean Cave. Or even twenty four, twelve, and three, as well as both of those fights - which is to say, all of the major battles available in the three regions. Strictly speaking, you may only take this twice, as there are only three regions. With that said, there is another option that can change that.

+100 cp / +200 - Gotta Catch Them All
And then we have the other main goal of playing a game of Pokemon. Not only do you have to do the above listed things, but you also have to actually complete the Pokedex. Depending on how things have been going for you, this will either be fairly easy or nearly impossible. Then again, there are always one or two Pokemon in each game that are a right and proper pain in the ass to get your hands on, so I suppose that's no different now. If Four Region Randomizer is taken twice or more, this becomes worth +200 cp simply because of all the extra work you'll have to do.

+200 cp - Four Region Randomizer
While three is the default number due to how the game this is based on was originally made, it doesn't need to stay that way. You may not be satisfied with just three regions. If you're willing to make things ever bigger and more confusing, then we can just sort of… keep going. Sinnoh, Unova, Kalos, Alola, Galar, and Paldea. Each time you take this, the next game is thrown into the mix. Fair warning, this is going to get very big very fast. If you take this all the way to Paldea, then you'll find that game has the least warps due to the shift towards open world exploration. Which should make things mildly easier.

+100 cp - Not Canon But Cool
…Look. You're playing nine pokemon games at the same time, and you still want more? You are an absolute glutton for punishment. But sure. With this option you can start throwing Pokemon Fangames into the mix. Want to screw around in the Tandor region? Or maybe Torren, or Reborn? Or hell, what about Midara? If you want to suffer that badly then far be it for me to stop you. As long as there's a normal pokemon league present, then that's good enough for me.

+100 cp - Gift Pokemon
Even if you make it so that the locations, natures, and moves of the wild Pokemon are random, there still exists a way to get specific mon. After all, you were handed one of them right at the start - fire, water, or grass. Sound familiar? With this, however, that is no longer true. Any Pokemon you might find or be given in any way other than battle will be shuffled away as though subject to the base levels of Delta Pokemon and Wild Fakemon. Or worse, if you took those higher levels. Admittedly that might not matter, as you're usually unlikely to get more than one of those gifted Pokemon, but with the randomization it does need to be said.

+100 cp - Manual Moves
Once more I rip away a potential bastion of sanity from you. Hidden Machines, Technical Machines, and the various Move Tutors are now switched around. Strictly speaking there are still three whole sets for you to choose from, a fairly large number, but the actual moves that are held within them… Yeah, no. Enjoy being handed a Technical Machine for Softboiled, a move that is only teachable to one single Pokemon line. Hopefully the rest of the ones you stumble across are more useful. Or you could always take the drawback that scrambles the kind of moves pokemon can learn.

+300 cp - No Experience
This one is exactly what it sounds like. You're Pokemon don't gain any experience. They can't level up. They can't learn new moves. Kinda painful, right? In short, you're going to be stuck using whatever wild Pokemon you can find, at whatever level you can find them at. I do have some good news for you though - there are a few level 70 Legendaries floating around that you can make use of. If you can find them. As a mild side bonus, if this is taken with Gotta Catch Them All, wherein you need to complete the Pokedex, the use of Rare Candies will allow you to evolve Pokemon after a number of battles appropriate to them having leveled up anyways. They just won't actually gain a level. They will get mildly stronger, on account of higher base stats, but they won't increase in level. If I didn't give you that, doing the Pokedex might honestly be impossible.

+100 cp - Ultra Noncanon
A significant portion of this game can be cleared through nothing more than spamming repels until you find a strong enough Pokemon to solo all of the Gym Leaders and whatnot that you need to fight. And while that is perfectly valid, it's also something I'm going to call rather boring. To that end, whenever you pass through a warp, you have a low but not insignificant chance of being assaulted by an Ultra Beast of some kind. Could be one of the big ones, could be a smaller one. It's almost like your casual distortion of space is attracting them or something. This battle cannot be avoided by Repels, will always be strong enough to be a pain in your ass, and cannot be captured.

> +200 cp - Paradox Problems
> What, dealing with Ultra Beasts isn't enough for you? Well congratulations, we can throw Paradox Pokemon into the mix. This effectively triples the number of Pokemon that can show up to randomly be a pain in your ass. As before, these battles will occur whenever you step through a warp, cannot be blocked by Repels, will always be strong enough to be a pain in your ass, and cannot be captured. To make matters worse however, there is now a fairly high chance for the battle to be a double battle, and for them to work well together.
>
> > +300 cp - Crash To Desktop
> > What's one step further than Pokemon that don't exist in this dimension? Pokemon that shouldn't exist at all. Welcome to the world of clickbait youtube titles like 'I designed the most overpowered pokemon to ever exist' or 'how to make the most broken pokemon ever'. My personal favorite was the one that used As One to merge whatever ability they wanted with As One, which was merged with whichever other ability they wanted and As one, which was merged with… well, you get the idea. Enjoy getting that dropped on your ass on a semi-regular basis! And no, you still can't catch them.

Perks

You may discount one perk of each price tier. 100s are free when discounted.

100 cp - Excellent Memory

With everything you ever knew about Pokemong being mutilated like this, it will probably be pretty hard to keep things straight. So I'd like to offer you this to help out with that. Simply put, you have a good memory for things in general and are especially good at directions. Left at the Pokemon Center, through the third door in Meteor falls, through the left door to Goldenrod Radio, up the stairs in the Route 11/12 Gate, walk down from the Viridian Forest Gate down to Pallet Town and enter Oaks Lab... and that's the nearest Pokemon Center. It sounds complex, but all things considered it's not that bad. Well, no, it's kind of a mess, but at least it's a mess you have an easy time memorizing.

100 cp - Fun From A Stone

With all of the things that can potentially go wrong or even be wrong, it can seem pretty difficult to get much of anything done. Imagine walking through your first door into a cave, hopping a one way ledge, and then discovering you're now trapped in victory road. Yeah. That would be pretty unpleasant. Maybe even enough to make you rage quit. Well, thankfully you're made of sterner stuff than that. You can take massive losses in stride, and maybe even think that the absurdity of what you've just died from to be fairly funny. It's an interesting mix between highly stubborn and able to just go with the flow, and I hope it helps.

100 cp - Perfect Pokeballs

You're here for the challenge of dealing with three regions, not the experience of being a trainer. So the whole 'lower their health, inflict a status, and hope the pokeball catches' thing is just kind of... not in style right now. To that end, any Pokeball you hold is now the equivalent of a Masterball. They will, without fail, catch any Pokemon you throw them at, something that should speed up gaining new party members. The only exceptions are things like the Ghost in Pokemon Tower, as that can’t be caught in the first place. This also applies to other forms of monster collection, though it will be more 'exceptional' rather than just 'perfect'.

200 cp - A Good Feeling

Walking face first into a high level area that you can't back out of is pretty unlucky. Kinda funny, but not actually useful. Thankfully that sort of thing is fairly rare, at least for you. At the end of the day you don't need to be smart or strong to win this game. They'll help some, sure, but the way things math out, you could genuinely walk through every door in the three regions before finding everything you need to win. Which would suck, but is possible. Luckily for you, you're the one thing that can prevent that - you're lucky. You've got a vague sense that can be used to tell whether something is a good idea or not for your current goals. It's nothing so useful as a compass or a map, but it should help out.

200 cp - Warp Home

During your time here, you may get stuck in places you'd really rather not be. Or maybe you'll just get straight up lost. If your memory is even slightly faulty there's good odds you could end up somewhere totally unintended. Well, I have at least part of a solution for you. From here on out, you can now teleport back to your home, which as of right now is assumed to be in Pallet Town. If nothing else, being able to consistently get your bearings with this should help out immensely. Also, I assume your mom will be happy for you to visit her. Most Pokemon protagonists don't do that, you know.

200 cp - Pokefan
So, you've played Pokemon before right? I'd hate to think of what it would be like to just throw someone into this mess and they have no idea what a Pokemon is or what's going on. That would just be mean. So even if you didn't have any experience with this world beforehand, I'm going to go ahead and give that to you. A game or three played through, some time spent watching challenge videos on the internet, maybe a couple of times that you got sucked into going on a wiki walk. You're not a hardcore fan of the series, but you should know enough to get by well enough.

400 cp - Horny Nutjob
Fair warning up front and out of the way first thing - this won't help you at all. It is in fact nothing but a drain on your resources. All of the Pokemon are now cute girls. You can choose how precisely this manifests, whether they're all just vaguely humanoid while still being animalistic, proper monstergirls, or just look like regular people in cute outfits that may or may not actually be part of their skin. And if all of them are cute girls or this is an equal opportunity for girls who want cute pokeboys. You can make this choice again at the start of each jump for how it will affect the local monster population, if there is one and if you want them to fall under the effects of this. Hope this was worth it to you.

400 cp - From Crystal To Dust
Something I haven't touched on as of yet is the fact that there is some variance in the three regions. Specifically, this is a mix up of Emerald, Fire Red, and Crystal Dust. Not Crystal. Additionally, Kanto is only present once, not twice as should be implied by the presence of a Johto game. Depending on your perspective, this is either a feature or a bug, and it is something you now have control over. Would you rather play Fire Red, Gold, and Ruby? Or Leaf Green, Silver, and Emerald? Where possible, you now have the option of choosing which version of canon you will be ending up in. Given the presence of a fan made remake in that mix, this has the potential to include outright non-canon variations of those worlds. For now, though, it's simply a matter of version differences.

400 cp - Fast Forward
Pokemon games take a long time to play through, even if you're speeding them up as much as possible. And we're not here for the experience, we're here for the challenge. So I have a handful of things that you might find useful. First off, people will now talk as fast as you can perceive them talking and still hold a conversation. Secondly, in the event of people asking you to deliver things, merely touching the package will automatically do so, with you immediately receiving any payment or return deliveries. Thirdly, you can straight up operate at something like four times your normal speed. Add all that together and things should go fairly quickly. Fourth, you have a pair of running shoes. You're welcome.

600 cp - Just A Game
By my default assumption, you're going to wake up in Pallet Town, be given a Pokemon and have to deliver a parcel for Professor Oak, and then everything is going to go wrong. As in, you will be physically present within the world of Pokemon. Likely in a somewhat game-ified version of the world to account for the various logic - and lack of it - that would be needed to make this challenge actually challenging. But if you'd rather not run around like a chicken with your head cut off looking for the first Gym Leader, you can instead opt to actually play the randomizer this is based on. You'll still have to deal with all of the challenges and drawbacks you took, but at the very least playing a game is simpler than traversing three nations.

600 cp - Hard Reset
What, is being able to warp back to your home not enough for you? ...Well, I suppose it makes sense. Certain choices could screw you over if you aren't careful, so even with that power you could still end up in a dead end. If that's the case, then you might be interested in this. Before, the only real way to fail the gauntlet is to give up. Even if it's unwinnable, as long as you keep pushing it won't just randomly end. You probably won't win, but that's a you thing. Or, you could buy some extra lives. In the event that you do somehow end up in an unwinnable situation you can now hard reset the entire gauntlet. You'll still be stuck with your choices and build, but your progress, and all the randomizations, will be reset. Hopefully that's enough to give you a fighting chance.

600 cp - No Such Thing As Random
In a computer, random numbers don't really exist. In pokemon especially - everything you see that you think is random is instead a series of numbers listed in sequence. Mind you, there are over four billion options on the low end, but if you were to, say, flip coins four billion and change times, you would eventually notice a repeating loop. Every time the game calls for another randomization, be it the move a Pokemon chooses, whether it hits, the damage it does, whether a side effect occurs, or what its nature, ability, and stats look like. Which is to say quite a few calls can be made in a very short period of time. That said, you are now a mathematical genius. Now that you know the world is running on a loop, if you're here for long enough, you should be able to start predicting, or even manipulating it.

Items

You may discount one Item of each price tier. 100s are free when discounted.

100 cp - Prima Game Guide

Alright, now I know what you're going to say - this seems useless. And, to an extent, it is. After all, what's the point in buying a map when all the roads lead to different places than what they say they do? Well, there's more in these books than just maps, because you now have official guidebooks to the first three regions. Strictly speaking Crystal Dust doesn't have one as it isn't official in the first place, so instead that one is just an annotated copy of Crystal's book. Item locations, Pokemon appearance rates and just where they appear, daily or weekly events, and various other things can be found within their pages. A great resource for those who don't have the games memorized… and who didn't take the drawbacks that would invalidate this information. Maybe if you meet Lorelei, you can get her to sign them?

100 cp - Basic Item Kit

Your ability to get your hands on various items isn't entirely gone, though it may be severely impaired depending on certain choices. To that end, I'd like to hand you a small starter kit of sorts. Five pokedolls, five escape ropes, and five revives. It probably sounds like a bit much, but honestly given the situations you can potentially end up in, this is the bare minimum for a go-bag to get yourself out of the trouble you inevitably find yourself in. And, because it does represent getting you out of trouble, you will get a new set of them every other month. Not the fastest, but if you need more than that… Well, just these wouldn't be enough in that case.

100 cp - Comfy Bed

So, on a Pokemon journey, the chances of a trainer going back home at basically any point is just about zero, or so low as to not be worth mentioning. It's so very rarely worth it to do so after all. With that said, you may desire to go back there just to not have to deal with all this madness for a short while. And while you're home, you'll be sleeping in your bed instead of just wherever or in the back of a Pokemon center. So I'm gonna make it a stupidly comfy bed that you can't have nightmares while sleeping in. It also has a mild healing effect that causes your Pokemon team to be restored whenever you sleep in it. Does that make the most sense? No, but it does so anyways.

200 cp - This Game

What's that? You somehow haven't had enough of the local nonsense and want to take it with you after you leave? Well alright then, I can oblige. This is a setup to play the gauntlet as an actual game, potentially with up to all nine regions and several fanmade regions thrown into the mix, with options for every drawback listed above in the settings menu and a few others besides. Such as whether or not the various regional gimmicks exist and are functional outside of their default region. For the sake of simplicity, there's a slight downgrade and all of this is presented in a pseudo-gba format, but the option to play it in newer game engines and art styles does exist.

200 cp - Your Pokedex
So, you've been to another Pokemon jump before, right? Most people don't start delving into this kind of thing until they've played the original at least ten or twenty times and the predictability of it all is just starting to get boring. If you haven't, then this might be useless for you. But if you have… For starters, you'll receive a Pokedex with accurate information on the local species, including any randomizations they've been through, for any Pokemon you've caught previously. Secondly? You can have up to six of those Pokemon as your team for the Gauntlet. They'll be reset down to the level you met them at, and will lack any perks or other alterations much like how your own powers are currently missing, but being able to pick and choose your team should be worthwhile. If you haven't been to any other Pokemon jump, you may instead assemble a team from gift Pokemon, such as the three starters you have access to and any other Pokemon that would normally be handed out for free.

200 cp - Three Moms And One Dad
Let me tell you about a weird little thing. Because the three games are being squished together into one, you're technically the protagonist of all three. Which means not only do you live in Pallet Town with your mom, you also live in New Bark town with your mom. And in Littleroot Town with your mom. Are you noticing a trend yet? In any event, congratulations, you now have three houses in three different regions. Possibly three moms as well. Don't question how that works, they love you anyways. As for their practical use, any form of rest and recuperation you do here is enhanced to be much more effective, such as the use of the Comfy Bed. One of them will also send you a small handful of berries on a regular basis, which could be useful.

400 cp - Advanced Item Kit
And now we move up in the world with some stuff to make things a little easier. You have three options with this, and can purchase it multiple times if you wish. The first is a collection of Technical Machines, specifically 50 of the things, appropriate for the Kanto, Johto, or Hoenn regions at your preference. Hidden Machines are included in this. The second option is a larger supply of healing items - a set of twenty Full Restores, twenty rare candies and ten each of the various X-stats and Vitamins, including PP Ups. The third opinion is, perhaps, the simplest. 999,999,999 Pokedollars. You can buy quite frankly whatever you want, assuming you can reach a store that sells it. These sets will all replenish on a monthly basis.

400 cp - Tracking Software
Having a book that has all the information in it is good, but that information being shuffled around ruins quite a bit. Luckily, you have this. This is a custom program that can be loaded onto almost anything, from a bog standard Pokedex to a Pokegear or Pokenav, or even a more normal cellular phone. As for what it does, well, it can scan various things, from game cartridges and disks, to books, and it will automatically generate protocols of the most viable way of doing various things. More importantly, it will reconfigure itself as you travel about - pass through a door and move from Hoenn to Kanto, and it will record that transition. Why memorize when you can automate?

400 cp - Hint System
There are something like 800 doors between the three regions, and that's discounting quite a few of them for simply being straight shots - like most Pokemon centers, you go in one door and out the other. Neither might lead where you think it will, but ultimately those two places could be directly connected and you wouldn't notice. It's rooms with three doors where things get complicated. In any event, this is a hint system. You can choose a person you want to find, and it will tell you the nearest outside door to that person. Brawly might be in Petalburg town, while Sabrina is in Ecruteak. From there, just find the right door to go through and there you go. This can be used once every ten days.

600 cp - Options Menu
Some of these things are default, and some of them are extra things that would be nice to have. I'm kind of charging you for them anyways because I'm mean like that. So, let's fix that - at least partially. For the duration of the jump, if you buy this item, you instead gain a 400 cp item and 400 cp perk of your choice. Unfortunately, you will not get to keep them unless you buy them the normal way. Post gauntlet, however, this will instead turn into an actual options menu that will allow you to enable or disable your powers based on certain categories - all your luck perks, all your beauty perks, so on and so forth.

600 cp - Forced Warp
Hints are great, but they also suck. You still need to get to the place in order to make use of them, and there might be something between you and them - something requiring an hm you don't have, for example. To that end I'd like to offer you something even better. A door that leads where you want it to lead. Once every ten days you can choose a person or an object that you desire, and this door will recalibrate to lead directly there. Of course, turning around and heading back through won't lead you back through this door - instead, you'll be at the mercy of wherever that door was going to send you. In short, it's a door to places, not a door back from them.

600 cp - The Kanto, Johto, And Hoenn Regions
I'd like to get something out of the way before we go any further - this won't help you clear the gauntlet. In fact, it's probably the most expensive waste of time in this document. I'd like to offer you Japan. Or, well, the Japan of the world of Pokemon, which is largely but not entirely composed of the Kanto, Johto, Hoenn, and Sinnoh regions. Plus a bit more, such as the Sevii Islands and a few other smaller regions. As stated, this will offer you very little in the way of mechanical benefit beyond potentially being allowed to keep whatever utter nonsense you've inflicted yourself with in order to afford it. If you want the doors to stay random, they will. Otherwise, however, it is simply a very large piece of land. This option may be repurchased for the other mainline regions, but they must be purchased separately instead of as a group the way the first four regions are. And of course, depending on the options you took, you may find the regions here looking very different from their normal iterations. Perhaps Misty, the Dark type Leader, will be the boss of Team Rocket?

Companions

200 cp - MissingNo. The Rayquaza
Well this is weird. It's less of a Pokemon and more of an anomaly in space and time. Like a badly pixelated version of Rayquaza that had been turned into one of those 15 block puzzles. It knows all the appropriate moves and has the same stats and typing of a Rayquaza, it just… very much isn't. Apparently it came into existence from you doing certain things out of order, hitting the story triggers incorrectly causing this to happen before that and for Rayquaza to be in multiple places at the same time. The end result was a bit of a glitch in the fabric of the universe, resulting in this… well, calling your new friend an abomination probably isn't very nice, but it is true. On the plus side, they're still able to throw down with the real Rayquaza if need be, so that level of power should go fairly far.

The End

You have, I hope, completed your goals. Eight Gym Leaders. The Elite Four. A Champion. And Steven. Plus anything else you signed up for, of course. I can't imagine it was easy, especially if you went all in. Still, it's over now. Congratulations.

I'm fond of handing out rewards in scenarios like these, so - for starters, you may take any number of Pokemon you caught here with you, either as followers or as companions. I leave the choice up to you. Additionally, and quite naturally, you may keep any items that you found. They will be held inside of a bottomless bag that will automatically sort anything you place in it, and will occasionally change shape to be more stylish at your own preference. Lastly, you may choose up to six of your Pokemon, who will receive your choice of a custom Megastone, Gigantamax capability, or a Tera type of your choice.

I hope you enjoyed both the experience, and the rest of your chain.

Go Home
~~Stay Here~~
Move On