|  |  |  |
| --- | --- | --- |
| Name | Context | Color |
| Kurt |  | Blue |
| Walker (Charcoal Son) |  | Red |
| Pryce |  | Blue |
| Mejimi (ancient emperor) |  | Purple |
| Brigaders (spaceworld falkner) | Imperial guard | Purple |
| Hollis | Anarres | Green |
| Tammy | Anarres | Yellow |
| Sandra | Former Lady of Goldenrod (hisui allied) | Pink |
| Whitney | New Goldenrod Tower personality | Pink |
| Lanna | New Goldenrod organizer | Yellow |
| Elder Li | From Polished |  |
| Falkner |  | Blue |
| Kimono Girls |  | Varied |
| Kimono Lead, Rei |  | Pink |
| Ostene | Joel Osteen | Green |
| Kensey (Keynes) |  | Blue |
| Bobesh (Hobbes) |  | Red |
| Samsara |  | Black |
| Barbeau |  | Blue |
| Morty |  |  |
| Kanna | Sinjoh Leader | Gray/Blue |
| Amos | Redoubt Leader |  |
| Chuck | Finally fit |  |
| Jasmine |  |  |
| Clair |  |  |
| Adrinna |  | Yellow |

**Intro text – some at data/text/common.asm, engine/menus/intro\_menu.asm**

*(black)*

*Show Kurt’s sprite*

…

Whoa! I fell asleep again. Your grandpa is getting too old for this. What time is it?

Wow, I can’t believe I overslept. What day of the week is it again?

I see. And how are you presenting today? (m/f)

Today is a very special day. 20 years ago the latest Ilex Shrine was built, and today you will rebuild it with, eh, the charcoal boy. This is an Azalea tradition.

I know things aren’t as festive as they could be. Personally, I think this drought is related to the logging and mining nearb. Maybe it’s just my age, but I can’t help but feel that some of these new technologies aren’t good for Johto.

**KURT’S HOUSE**

*Appear in Kurt’s house. Walk to the left to Kurt*

Kurt: “Ah! There you are. We are almost ready to gather the wood from the shrine. Before we go out, I should give you this gift…”

*Give pokegear*

Kurt: “And some apricorns. You remember how to fashion them into balls, right? It’s easier to catch some pokemon in some balls.”

*Give three types of apricorns*

Kurt: “We’re still waiting on the charcoal boy. By the way, do you remember his name?

*Name the rival*

Kurt: “Will you go check on them to see what’s going on?”

**AZALEA TOWN (Add an exit to get to the Tinder Garden)**

*The SLOWPOKE now say “It’s a ceramic sculpture of a SLOWPOKE yawning. It’s mouth used to have a fountain, but now there’s only a water ring.”*

*If you try to leave through the town: “Player! It’s dangerous to go out in the forest without a pokemon. Aren’t you and the charcoal boy having a ceremony today?”*

**AZALEA GYM:** Empty except for BUGSY. Bugsy says that “  
Bugsy: <Player>! I have learned something interesting. Scyther genes are similar to slowpokes. Slowpoke has a branched evolutions. I wonder if Scyther also has a branched evolution? If you can show me, I’ll give you something nice.   
*Check for Kleavor*  
If do, get a TM **X-Scissor**

**POKEMART:** Cashier: unchanged  
npc1: The mart only stocks really expensive items ever since the weekenders started showing up.  
npc2: How come this place doesn't take PokePay?

**POKECENTER: NPC1**: It’s been so long since it rained. I think it has to do with all the slowpoke being driven out of the well.

**NPC2:** Hard to believe the charcoal boy is old enough to build the shrine. It seems like just yesterday he was losing his dad’s Farfetch’d.

**AZALEA NPC2:** Ah, player, you’re having a ceremony today. I remember mine, the whole village showed up to help me build the shrine. I hope you have a good showing at yours.

*After the forest scene*

Slowpoke well is so deep. I wonder if it comes up anywhere?

**NPC3:** Do you remember the legend of the slowpoke? (y/n)

n: Azalea town was founded a long time ago. There was a drought, a lot like this one I bet. The townspeople dug for water and a slowpoke crawled out, wiggled the dirt off, and yawned. That night it started raining and didn’t stop for thirty days. That’s why we revere the slowpoke.

y: At least some kids these days know their history.

**NPC by the well**: Fisher: No sense in holding on to this. I don’t think I’ll be doing much fishing any more. *Gives old rod* Pulls up fish like magic!

**CHARCOAL HOUSE SCENE**:

“You’re always losing things…Here it is. Why did you put it there? … Oh, Player. Good to see you. We will be right there.”

*Talk to rival* “Do you know what this ceremony is? I hope it means I can be more independent.”   
*Talk to Dad* “Hi, Player. Oh, wow, you made some nice looking Apricorns. That’s a handy thing to do. Sigh…if they keep logging, I’m not sure what we’ll do.”

*After the ceremony scene:* Dad: I shouldn’t have been so hard on him. I wonder where he is now? If you see him, will you give him this? *Give charcoal*

Text1: “It’s a diagram to extract oils from apricorns. The paper is tattered and torn.”

**KURT’S HOUSE:**

Kurt: Let’s head out back. The charcoal group is here, finally.

**TINDER GARDEN**

Kurt: “Surprise! Pryce and Oak are here. And they have a gift for you.”

Oak: “Now that you’re old enough, you should have this. It’s a PokeDex.”

*Give PokeDex*

Oak: “I brought one for both of you.” *Gives to rival*

Pryce: “You’ve grown up so much. Say, you’re the same age as the hero, 160 years ago, who united Johto!”

Kurt: “Let’s begin the ceremon.” “Ilex, we take this tree from you to honor the rest. Please cleanse us of impurities in ourselves and our relationships with the rest of nature.”

*Initiate celebi animation – three pokemon appear: Cyndaquil, oshawott, dartrix*

Pryce: “Was that Celebi?”

Oak: “My PokeDex doesn’t recognize two of them…”

Kurt: “Wait, I know these from an old book… These three pokemon were carried by visitors to Azalea from the Hisui region. Celebi must have brought them here for our us. Player, I think that Celebi wanted the young people to choose one of these MONs. You should pick one.”

“You want \_, the \_?” x3

Rival: “And I choose X”

Oak: “Wonderful. I think they both suit you.”

Pryce: “I didn’t think you’d get your first PKMN until later, but now that you do, I want you to have this.” *Gives TM Return*

Kurt, discreetly: “…Let’s hope he doesn’t lose this one in the forest again…”

Rival: Player, we have pokemon now. We should battle! *First rival battle*

Kurt: Excellent battle.

*Sound effect of buzzing?*

Kurt: What’s that? It sounds like they’re cutting down trees in south part of forest! That’s against the agreement! Rrg, I’m going to stop them!

*Kurt runs away*

Optional dialogue:

Pryce: People have rebuilt the Ilex shrine every 20 years for generations.

Charcoal guy: Those loggers from Goldenrod come in with steel-type Pokemon, cutting down trees so fast that we can’t compete.

Rival: Now that I have my own PKMN I can make my own way. No one has recognized my ability yet.

Oak: What strange pokemon. So exciting! I haven’t had a rush like that in a while.

05-15-24 **SLOWPOKE WELL B1F**

Person inside: “I’m guarding the well!” *after you defeat the devs in the forest* “Oh, you drove out the loggers? I guess I can let you go. Watch out, I heard a really angry SLOWBRO down there…”

In the entrance chamber: “Lots of people get hurt falling in here. I think if they just curled up to raise their defense they wouldn’t have a problem. Want me to teach defense curl to a pokemon?”

**ROUTE 33 (Done)**

Move tutor: “If you’re ever low on money, just use my trusty pay day! It can be learned by some cute pokemon, like Jigglypuff!”

Hiker outside (Anthony). “Do you have the strength to work in the cave?” “I sure don’t.” “Be careful in the cave. They’re mining.”

**AZALEA GATE**

Ilex gate-woman: I used a net ball to catch a bug pokemon!

Guard: watch out. There's news of a group stealing some of the forester’s equipment. If you see them can you steal it back? Use this TM. *Gives thief.*

**ILEX FOREST**

Five-six trainers, with these mons. They are Jr Trainers and Campers.

TM for Safeguard.

Kurt: “Sounds like they’re by the shrine. Let’s go see.”

Must fight five Jr Trainers, Campers. Kurt heals you after three.

“Isn’t this pokemon so cute!” Teddiursa, Meowth, Snubbull Lv 7 “Wow you’re strong!” “If I ever need more money, Meowth’s pay day comes in handy.”

“I found these pokemon while I was camping” Ekans Pidgey Yanma Lv 7 “Maybe they’re no good…” “I always carry antidotes when showing off Ekans.”

“When you go camping you need to put out your fire.” Wooper Pidgey Wooper Lv 8 “Doused!” “If you can’t put your hand on the ash, then it’s not cool enough to leave.”

“Bug pokemon are so cool!” Paras Venonat Paras Lv 8 “When these evolve you’ll be sorry!” “Is paras the mushroom? Or the bug?”

“Do you know about the steel type?” Magnemite Lv 5 “I thought that I would make a magneton…” “magneton

First Silph Co Engineer:

“My pokemon keeps our tech on!” Electabuzz Lv 12? (level up moves ok) “Lights out!” “Pokemon power our lives.”

Second Engineer:

“Are you part of the group that is harassing us? I’ll show you!”

Scizor Lv 13 / Cut, Focus Energy, Leer, Agility (~ LV 15 at this point)

“Hm, you aren’t dressed like them.”

Kurt: “This is a sacred place!”

Silph: “We need this lumber for Violet tower. They’re putting a new Pokemon in it.”

Kurt: “Your abomination has already cut down so many trees. Steel types don’t belong in Johto.”

Silph: “Steel types are natural. We will be going, but we will be back tomorrow – with the police.”

*Silphs leave* ***(Pick up here 05.19.24)***

Kurt: “It was only recently Steels were discovered in Johto. I wish we could go back and make it so they never did. … Hey, Player, what’s this?” *Kurt gives GS ball* “Oh - it's a special ball that can summon Celebi. That's our hope! But it needs an inscription. I wonder if there's anywhere with ancient writing for me to copy. Maybe I can copy symbols from the Ruins of Alph. Player, could you go there and get a copy of the unown report?

Kurt: “Hey Player, have you found a way to the Ruins of Alph? They’re just northeast of Azalea. You’ll have to sneak through Union Cave somehow.”

**GOAL -STOP CUTTING DOWN THE TREES IN THE FOREST**

**SLOWPOKE WELL INTO UNION CAVE**

Miners:

B1F South:

Hiker 1: “A mine is no place for a child.” Geodude x2 Onix “Dynamite!” “The first step is to blast the rocks.”

Hiker 2: “Are you sure you should be here?” Onix Rhyhorn Machop “Watch out for falling rocks.” “We crush and grind up the rocks.”

Hiker 3: “Whoa ho! A new recruit?” Rhyhorn Machop Wooper “Hey, I can’t crush any more.” “My Wooper uses water gun to keep the dust down.”

*TM for swift*

1F:

Scientist: “This is dangerous!” Grimer Weepinbell Gloom “At least wear goggles.” “Poison type pokemon help us leach the precious metals.”

Firebreather: “Hey, you’re the one that is causing us trouble.” Growlithe Vulpix Houdour “Hot hot hot!” “Fire pokemon help us smelt the metals.”

Scientist: “I’ll zap you for messing with us!” Magnemite voltorb chinchou “shorted out!” “Electroloysis purifies the metals in the end.”

B1F North:

Hiker 4: “Don’t take one more step!” Magmar Magmar Ponyta “The boss is ahead. He learned how to mine from his time in Sinnoh.” “My greatest wish? See the fire-steel type in volcanos.”

Captain: “You’ve gone far enough!”

Bastiodon: bulldoze / mirror coat / ??? / rest

Rampardos: tackle / screech / focus energy / rock smash

“You don’t look like the ones who came by earlier.”

*Pick up the TM for rock smash*

“Some group harassed us last week. We shut down for a couple days. We just got it back up when you came by.”

*Can go back and smash some rocks to get the bulldoze TM*

*Exit to the ruins of Alph*

*B2F: Available after surf:?*

**RUINS OF ALPH**

Exterior trainers:

Schoolboy: “We’re on a trip to visit the ruins!” “Devastating…” “I heard there’s a portal here somewhere.”

Schoolboy: “I know all about pokemon!” “You know more than me.” “I wonder how long it would take to get all the shiny unown.”

Fisher: “Would you like to hear a big fish?” “Flop.” “These ruins were built by visitors from a faraway land. Some say that they were portals to far-off places.”

*Enter the only room accessible to you*

Single attendant: “This wall used to be a shrine to a Pokemon. No one can determine what it was.”

*Solve the Celebi puzzle*

*Open the area behind the puzzle to get some prizes, including HIDDEN POWER*

*Optional* Text on the wall: “How does it taste, the fruit of the tree of knowledge of good and evil?”

*when you exit:*

"Wow! You solved the puzzle! Here, take this as our thanks."

*Get the unown report*

“We don’t do much with the unown right now. We’re focused on digging up a steel pokemon that summons rain.”

Optional dialogue: “You keep your pokemon in apricorns? Retro.”

Return to Ilex Forest through the cave.

**ILEX FOREST – the shrine**

Go back to ilex forest. Kurt is at the tree.

Kurt: “You have the unown report? Now we can ask Celebi for help, to go back in time and stop all these steel types from showing up. I’ll make the inscription, copying the icons…” **pick up here 05.29.30**

Rival: “Hey, what are you doing?”

Kurt: “Stay out of this. We’re going to get rid of steel types. It’s unnatural to cut down so many trees!”

Rival: “What? Steel types are my only way out of this town. I won’t let you do this!” *RIVAL BATTLE 2* “You’ll regret this. I’m going where I’m not a joke.”

*Celebi event animation Opens a warp tile, option to go back in time*

Kurt: "It worked! Player! If we go back in time, we can stop steel types from ever entering Johto."

Now, can interact with the shrine to go back in time at any time.

*Transports you back in time.*

**HOLLY’S HOLT - goal: prevent steels from entering johto, figure out how they were introduced**

*Can't go north because of a Cut tree.*

NPC1: Hi! Are you here to see the new shrine? It honors Celebi.

HOLLIS: Oh, hello traveler. Are you also from Hisui? We wish to give you a better welcome, but there are so many PINECO on the trees, the forest is overrun.

KURT: We’re here to stop the importing of Steel types into Johto.

HOLLIS: Steel types? Well, pineco gets a steel shell when it evolves. But they’re a problem before that! Hisuians said that there were some steel types brought in through the port west of the capital.

KURT: Player! I think tOf course, the steel types are being brought here through Olivine. We have to get there. We’ll need the CUT HM, though, to get past this tree.

NPC2: Would you like to learn about Celebi? Celebi is the forest, and its guardian. When the forest is threatened, Celebi will protect it. When the forest is damaged, Celebi will heal it. When we honor Celebi, we honor the forest.

NPC3: There are so many PINECO. When so many get on a tree, they destroy it. We can’t figure out how to remove them, so they are multiplying. That’s why the trees are all red.

**ANARRES TOWN (SOMEONE NEEDS TO GIVE MYSTIC WATER)**

*There is a lot of slowpoke.*

NPC1: Some say Celebi can time travel. I wonder how?

NPC2: The elder says Celebi exists at all times and all extents of a forest. As if it moves along the vines of a Tangrowth in time and space.

NPC3: "We work from sunrise until noon, when it gets too hot."

NPC4: "North of here they have their own temple, and honor their local ecology.”

Guard gate: Elder Hollis strictly controls how much is cut. To cut down a tree you must ask permission.

**ANARRES DORMS**

NPC1: “I heard Tammy invented a way to tutor new techniques. I remember the old days, when bug types had to settle for leech life as their only STAB move.”

NPC2: “The PINECO aren’t to blame. It’s natural they would glom on as many trees as possible. They don’t know that if they expand to the whole forest, they’ll have nothing to eat.”

NPC1: We use apricorns to catch Pokemon. They hold a pokemon as long as you continue to interact.

**ANARRES STOCKROOM**

NPC1: “Our ceremonies remind us that it’s natural to change. A season for Sitrus Berry Jam, a season to gather honey. Hey, I’m hungry! Share a berry?” *Gives Sitrus berry* “Different berries are good for different environments!”

NPC2: “We nearly hunted Farfetch’d to extinction in Johto, but there are still some left.”

NPC3: “Why does the Elder use bug pokemon? To remind us that nature isn’t just cute Pikachu, but also scary Ariados.”

**ANARRES Charocoal house**

NPC1: The trees smell so wonderful. I wish there was a way to capture their essence.

NPC1: "The elder is in charge of the work schedules. He always gives himself the easiest jobs..."

NPC2: “The elder is the only one that can use CUT. How will we save the forest if we can’t remove the sick trees?”

**MISTY BASIN**

NPC1: "A slowpoke yawn causes rain. Ten elders ago, there was a drought, and it broke once we revered the simple act of a slowpoke yawn."

*Four trainers, all upset about the Elder hoarding his knowledge and not giving it to others*

*1: Rowlet, Dartrix* “Why are you interrupting our meeting?” “We’re trying to save the forest.” “The Elder hoards the HM Cut for himself. It’s not right!”

*2: Clefairy, Jigglypuff* “Don’t tell anyone!” “Deflated…” “We’re going to confront the elder.”

*3: Murkrow, Misdreavus* “We’ll fight from the shadows if we have to.” “Whose side are you on?”

*Dusclops, Kirlia, Roselia*

*4: Tammy Furret, ??* “You’ve found our secret meeting. We’ve organized to confront the Elder. Oh? You’re also trying to get the HM? Let’s see if you’re strong enough.” “Wow, you are tough. You should join us.” “Tammy developed a method of hitting the trees to knock off Pineco.”

Tammy: “I have invented a way of teaching Pokemon a new technique, ramming a tree. It shakes off the pineco without damaging the tree. But the elder says it’s unnatural. I want to talk to him, but he just sits on top of the tower, doing nothing. Since you’re so strong, can you talk to him with me?”

**ANARRES TOWER**

*Blocked from entering until the gathering at the well is dispersed*

Guard: “The tower is closed until we figure out what’s going on in the well.” “Oh? You think the Elder needs to hear it?”

**Level 1**  - A younger sage, “Tammy”:

Amos: Are you here to talk to Hollis? I am too… but he won’t receive me.

*Eight trainers with bug types or slowpokes. Tammy follows.*

Trainer 1: ?? “The elder’s HM is so powerful!” “You might be cut out for it.” “The elder is so wise.”

2: 6x venonat “Bug types will swarm you!” “I can only carry six at a time…” “Six is not enough.”

Tower 2F

3: Venomoth “Behold my psychic flying type!” “What do you mean, that’s not its type?” “Venomoth is so cool.”

4: Pinsir “Some bug pokemon are really strong.” “You’re even stronger.” “Pinsir is mega-cool.”

5: Pineco Beedrill “Bug pokemon can be all-defense or all-offense.” “You’re a master of both!”

6: Vespiquen “I traded my pokemon with someone from Hisui!” “Maybe I should get a trade back…” “I wonder if this pokemon is related to Beedrill.”

Tower 3F

Hollis: “You’ve made it past my guards? I won’t let you tear down what I’ve built!” “Fine, I’ll listen to what you have to say.”

Tammy: “I’ve been thinking about the forest. You’ve managed it well, but the situation may get out of hand.”

Elder: “Hm?”

Tammy: “The forest is a shared resource for us all. It connects us to our past and our future. My technique will allow people to take part in managing it.”

Elder: “Hm. But how can we know that it will not be abused?”

T: “People learn how to use it from those who are responsible.”

E: “I appreciate your idea. It may take years for the forest to grow back to its original size. My HM is still too powerful, but I will let you teach others your technique.”

T: “Thank you! I’ll begin at once.”

*Tammy is in HH now and will move tutor you headbutt*

**CALM COAST**

**COTTAGE** Day-care center: “A Hisuian left me a Dartrix. It is interested in my wife’s Pidgeotto.” “Pidgey kept eating our berries. So we hired a boy from the city to guard our garden.”

Day care center wife: “Do you need a heal? Rest up.”

Trainers x7, talk about the changes to Gauldenrod, emperor’s changes

1: “I’m on the lookout for pidgeys!” “Gosh, it gets boring standing here.” “Can you tell the old guy I’m ready to go home?”

2: “I just got back from the bazaar!” “I lost? Now that’s bizarre”

3: “I’m trying to join the brigaders!” “Now I’ll never make it as a brigadier.”

3: Dewott “Our secret hiding spot! Get out!” “Watch out for my sisters.”

4: Azumarill “Let my rage flow through me!” “Crashed and burned.”

5: Poliwrath “Kame-hame…” “You got the last laugh.” “This spot is so quiet, it’s good for training.”

*Behind them is TM Roar*

Final trainer is Brigader. “Halt! Are you one of those rebels?” “I see. Please, go about your way.” “I’m on the lookout for three women who stole some of the pokemon from the stadium.”

Kurt (first conversation): So this is how Route 34 looked 160 years ago. Your father helped at the day care when he was young. Once, on the way back to Azalea, he was playing with an apricorn and accidentally caught a Snubbull named Pinky. His first pokemon! We took it to Goldenrod all the time to get haircuts.

**GAULDENROD**

Kurt, in the dorms: “Player. We need to get to Olivine, which means we will have to pass through Ecruteak. We need to find a way to get to Ecruteak. Maybe we can pass through whatever used to be at the national park?”

NPC: “We can buy so many items now! So convenient.”

Bazaar:

Berry salesman: “Berries berries!”

Apricorn sales: “Need an apricorn?”

TM Sales: “Upgrade your battle prowess for the stadium?”

“Hello! Rare pokemon for sale. Fresh from Hisui. Which one would you like?”

NPC2: “If you need some food, they offer it at the stadium. The emperor provides for us that way.”

NPC3: “Check out the bazaar. Traveling traders might have something new for sale.”

NPC1: “I used to resent the emperor taking over the city, but I appreciate the stadium.”

NPC2: “The stadium is so fun. Some trainer drones against the emperor, and then their pokemon get stomped.”

NPC3: “I stay away from the stadium. It gets people so riled up.”

NPC4: “I always forget my worries watching some battles at the stadium.”

NPC5: “The Tower has work for all sorts of people. After my dad broke his leg, they gave him a job cleaning statues.”

*Blocked from going North until the situation at the Tower is resolved*

**GAULDENROD GUILD**

Guild member: “I used to get a lot of business helping people repair their wood houses. If the emperor’s plan to import Steel goes through, then I’ll be out of work when everything is built out of metal.”

Guild: “Some of the guild members here are able to take something old and make it look fresh.”

NPC1: “We used to live a lot like Anarres. But now we have to pay taxes to the emperor. The brigade makes sure no one tries to talk about that, though.”

**GAULDENROAD DORMS** *people regretful of the harsh methods used by the resistors and in favor of the empire*

NPC: “I wish the protest wouldn’t be so violent. When they were blocking the gate, I saw a flareon brought out!”

NPC: “The underground movement doesn’t have a right to cause commotion.”

NPC: “Here, take a rest. The fighting on both sides wears me out.”

**GAULDENROD HOUSE**

NPC: “I’m glad the emperor came in. The navigators at the trader’s landing are not friendly, so we need to unify around him.”

NPC: “In my day, we had harder quests. The pass was not as trod. Thankfully we can look to the emperor as an example of strength.”

NPC: “The brigade’s uniforms and flags are so cool.”

**GAULDENROD STOCKROOM**

NPC1: “See that fence? Long ago, I went on my quest through the pass beyond them. I think the emperor will clear it out to make it easier.”

NPC2: “When I was your age, I went on my quest. We tell the children, bring back something ‘unown’ to the village…” *if you have an unown in your party* “Ah, you’ve done a quest? Here, take this item…” **give expert belt** “Congratulations on your quest. What will you do with your gifts?”

NPC3: “It was a rite of passage to go on an adventure and bring back knowledge. I got to a cave and had a fantastic vision, I saw the creator of the universe…”

NPC4: “We used to have a thriving craft guild. But the emperor ships cheap items, and the guild had to close.”

NPC5: “Not everyone came back from the quest. It was a dangerous rite.”

**GAULDENROD UNDERGROUND** *not allowed to enter until Sandra is kidnapped*

North gate 1: “Nothing to see here. Oh, you’re not a brigader? Please pass.” “We dug this tunnel in secret.”

South gate 1: “Nothing to see here. Oh, you’re not a brigader? Please pass.” “We dug this tunnel in secret.”

NPC1: “Are you from Hisui?” “You look so different.” “The elders have been trying to talk the emperor out of tearing down their tower. I don’t think it’s working.”

NPC2: “Let’s see if my techniques will work!” “Needs some refinement…” “There’s an aquifer under the stadium. That’s all I’ll say.”

NPC3: “My dad gave me these pokemon!” “Maybe I don’t know enough about them yet.” “I was supposed to take these on my quest but the mountain pass was closed.”

NPC4: “Are you a new recruit?” “Please, take a look around. You might teach the younger ones a few things. Also, take this, if you want to help us. *HM strength* You’ll need a blessing from the tower to use it outside of battle.” “I used to come to the tower with my Pokemon. But with Sandra gone, it’s not the same.”

*Scene*

“Hey! We’re ready to go!” “OK, let’s go! To the stadium, let’s free Sandra!”

*Find a BIG ROOT in the wall*

**GAULDENROD TOWER**

Brigader out front: “The emperor says we’ll tear down this tower and build a steel one in its place.”

Sage1: “Welcome to our tower. We honor the hearts of pokemon here.” “Respectable…” “I don’t see how this tower could ever be demolished.”

Sage2: “Have you come to see the Rainbow bird pokemon?” “I see something in you…” “This tower is how people learn to connect with pokemon. How will they connect if it is gone?”

SageX: “We find dignity in all pokemon. Do you?” “You have great trust in your pokemon.” “A contribution can be made by even the smallest jigglypuff.”

Sage3: “When you let your feelings flow through you, you can get through anything.” “Your flow is astounding.” “I heard that you organized against the Anarres elder. He was getting too power-hungry. I hope you will join our movement.”

Sage4: “The bell at the top of this tower was forged from intense heat. Can you handle it?” “You are tempered.” “If people learn to reject the stadium as a distraction then they will see how their attentions have been put to terrible things.”

Sage5: “My colleagues say that you have a strong connection to your pokemon” “Indeed, you are pure of heart… you should see the Elder Sandra.” “Sandra had been trying to coax the rainbow bird pokemon back to our roof for some time.”

Sandra: “Player, you have shown your connection to pokemon. Why are you here? … Ah, you seek entrance to the trader’s landing to stop steel types from entering Johto. Tell me, is it the steel types or something else that causes destruction? Ha, you will learn soon enough. Let me teach you how to read a heart!”

“Magnificent battle. With my blesssing you can use the HM Strength. I have much to tell you.”

*Interruption*

“Sandra! You must come with us, now!”

“What’s this about?”

“You’ll see! You are summoned by General Bobesh to the stadium at once!”

“Oh my… I have wanted to talk to him for a while.”

*Brigader and Sandra leave, Amos comes in*

Amos*:* Oh? I just missed Sandra then… I will have to await her return.

Sage5: I hope Sandra is OK. She had been talking with that group digging tunnels for some time…

*TM Roost is on the roof of the tower, entrance is behind Sandra*

**SERENE SPRINGS**

*Blocked from passing through the gate.* “We’re looking high and low for anyone connected to the Elder.”

B1: “Spotted you!” “You’d make a good candidate at the arena.” “I think I’d be a pretty strong fighter in the stadium.”

B2: “The stadium isn’t open! Turn back!” “I wish I could stop you…” “My boss will be so mad at me.”

B3: “I’ll shock you if you come any closer!” “Lost my potential.” “There’s a lot of hot springs in this area. I wonder if there’s any under the stadium.”

B4: “Focus, tightening…” “Mind blown.” “Want to know a secret? Sometimes we inflict a fighter’s pokemon with status before they have to battle.”

B5: “Begone!” “I need to alert the stadium brigade.” “There used to be slugma here, before we drained these hot springs.”

**STADIUM GROUNDS**

B1: “We drained a marsh to make this. We can take on a pesky kid like you!” “Swamped.” “This place was a haven for bug pokemon.”

B2: “Intruder!” “Your elder is in the stadium. I don’t think she’s going back…” “General Bobesh has a plan to change Gauldenrod traditions to favor the emperor.”

B3: “Don’t mess with me, I got mine from the stadium!” “Now I’m seeing red…” “We find really strong wild pokemon to battle trainers at the stadium.”

*Scene:* See Bobesh. Bobesh: “Sandra, you’re not seeing clearly. We are at war. The enemy is as dangerous to us as this poisonous toxicroak is to your fairy-type pokemon.”

B4: “Are you an escapee from the stadium?” “No, you don’t look like it.” “The gladiators are usually rebels against the emperor. We make sure they’re tired, so that they just sound crazy to the crowd in battle.”

B5: “I’m the last one! You won’t get past!” “I’ve been hearing some strange sounds from underground.” “Why do I smell sulfur?”

*Scene:* See Sandra. Sandra: “Bobesh – is that just an excuse for you to do to us, what they would do to you?”

**STADIUM UNDERGROUND**

1: “Are you the new recruit? We’ve almost finished clearing the rock in front of the aquifer. Soon, the whole stadium will be flooded. I think I heard the elder up there.”

2: “I don’t know if I can go through with this… if we hurt anyone, it will be hard to explain myself.”

*Strength puzzle*

**STADIUM BOX**

*Scope lens item*

**STADIUM GROUND**

Bobesh: “Who let you in?... Oh, what’s the use. You’re here to help? She’s chosen her fate. This toxicroak was brought from Hisui to negotiate. Her Fairy types stand no chance, so she will have to give up the tower.”

*You fight the toxicroak*

After the battle – Bobesh blocks the stairs, as some of the tiles change to water. (1 ring)

Bobesh: “Hey! Where did that water come from?” “I’m not letting you escape!” *End of battle more tiles changed to water* “Grr, I wish I could battle you again, but my fire types don’t like this water…”

Sandra: “Oh, hello Player. I’m having a nice chat with Bobesh.”

*Bobesh leaves*

Sandra: “Here, let me heal you.” *Heal* “I was never in any danger. A single confusion technique would KO that frog. I see something in your heart, child. Please, let’s talk in the box.”

**STADIUM BOX**

Kurt: “We need to get to Olivine port, to stop the steel from entering Johto. Is there any way to get there?”

Sandra: “You mean the Trader’s Landing? You would have to get inside the capitol. I hear that there is a path that goes there.”

Kurt: “Player. If we can find a way in to Ecruteak, we can get to the port and stop the shipment. I wonder if we can ask Celebi for help?”

Sandra: “Celebi? We used to build shrines from the blossom trees in this area. I think there is a blossom tree around here. I will meet you there.”

*Sandra leaves*

**STADIUM GROUNDS**

*Adrinna appears*

Adrinna: “Don’t be alarmed. My name is Adrinna, I’m an adviser to Emperor Mejimi. I saw you take down Bobesh. That was impressive, to do it yourself. No help from any of those airheads in the cave. I’ve seen the way you inspire. The way you bubbled up the hot springs, like a fountain of strength and creation. I’ll keep an eye on you…”

*Adrinna teleports away*

Sandra: “Celebi, in this place of superiority, help us to be humble and recognize that the highest branch and deepest roots are each important. We wish that the wind will blow the clouds to see more clearly how we depend on each other.”

*Warp to National Park – there is a warp tile back to “use ancient power” on.*

**MODERN NATIONAL PARK**

Kurt: “Player. Let’s see if we can get in to Ecruteak. There’s likely to be a shrine there somewhere, and then we can travel back in time to stop steels from entering Johto!”

Trainer1: “I love the fresh air of the park!” “I bring my boyfriend here. He needs to get out more.”

Trainer2: “Check out what I learned!” “I should do more experiments.”

Trainer3: “I can’t set up my tent! I’m so mad!” “Can you at least help me with the spokes?” “My girlfriend wanted to go camping, but she’s so squeamish of bug pokemon.”

Trainer4: “I found some good kindling for a fire!” “We’ve got plenty of stuff for smores.” “My boyfriend is going to love camping once we roast marshmallows.”

NPC1: “Check this out! Whitney is so cool. I love her new outfit.”

NPC2: “Secretly, I think Whitney is kind of fake.”

Quick Claw: “Are you a trainer? I’ve got the perfect item for you. *Gives quick claw* 20 percent of the time, it works every time.”

**PARK-ROUTE 32 GATE**

*No changes to bug catching contest stuff*

Attendant: “The drought in Violet City is as bad as in Azalea. Grass pokemon are having trouble getting their roots deep enough.”

**MODERN ROUTE 32**

Kurt: “Drat! They’ve blocked the route into Ecruteak… We’ll have to find another way around.”

Scientist: “We’re trying to get this pokemon out of the dirt, but it’s so big…”

Trainer1: “I’ve got a brand new strategy!” “Overcome…” “You should pay attention to abilities.”

Trainer2: “My poison types will corrode you!” “Now I need an antidote…” “I heard you can make antidotes from poison type pokemon. It’s a great example of Yin and Yang.”

**PARK-ROUTE 35 GATE**

Attendant: “We improved the bug catching contest. You should play.”

**MODERN ROUTE 35** *Trainers talk about darker side of Whitney*

Trainer1: “Are your pokemon cute or tough?” “Cute and tough!” “It’s not really a mystery why Whitney got a radio channel. She claims to stick up for cute pokemon, but all she’s just as menacing as Petrel.”

Trainer2: “Hustle!” “Bustle…” “I’m training to be as strong as Whitney.”

Trainer3: “Oh cool, a fellow Azalean!” “You’re as strong as Bugsy.” “I moved here to Goldenrod. It’s hard to be away from my family, though.”

Trainer4: “Have you heard what they found in the ruins?” “I wish I could have seen it.” “They’re saying that a new technique is going to bring rain.”

Trainer5: “Oh, the great outdoors!” “Now I’m not feeling so good…” “I love reading about adventures outside. I wish I could go on an adventure.”

Trainer6: “Did you know there used to be a spring here?” “I’m all dry!” “Museum maps show there was a hotspring here. It must have dried up a long time ago.”

**GOLDENROD-ROUTE 35 GATE**

Attendant: “Gosh, this job makes me so sleepy.”

NPC1: “Isn’t it weird that Whitney’s friends don’t have any cute pokemon?”

**MODERN GOLDENROD**

Kurt: We have to find a way in to Ecruteak. I wonder if we could walk along the train tracks to get around the roadblock …

NPC1: “Have you been to the museum yet?”

NPC2: “Want to do a fun experiment? Take a quote from Whitney’s show and ask them if she said it, or if Giovanni said it. You’d be surprised how often they get it wrong.”

NPC3: “My son works for Silph. I’m so proud!”

NPC4: “I wonder what things were like a long time ago. I bet people lived in perfect harmony with nature.”

NPC5: “I’m behind on getting a gift for my sister. I was up late last night listening to the radio…”

NPC6: “I love talking to other people about Whitney’s show, ReArming Voice. It’s a real community!”

NPC7: “Whitney has lots of people on her show. But sometimes she’s out of her depth.”

**GOLDENROD POKECENTER**

NPC1: “New technology is so amazing. But I wish I didn’t have to take out a loan to get a new pokedex every other year…”

NPC2: “With my new Bike I can deliver groceries so much faster!”

NPC3: “The Radio Tower has had to increase security even more. It’s just a magnet for crime.”

**GOLDENROD MART**

Basement

NPC1: “When my dad worked this job, he was so strong, but his back is wore out. Thank goodness for technology. Now, I can keep at it until I’m ready to retire.”

NPC2: “Want to know a secret? There’s a path from the underground to underneath the radio tower. But it was blocked off and kept a secret.”

NPC3: “I have to rent this pokemon from Silph. Some days, I don’t get out ahead.”

Floor 1

Attendant: “Welcome to the Goldenrod Tower!”

NPC1: “My dad says that I should try to fix this. But there’s a cheaper one here.”

NPC2: “Want to know a secret? Some of the drinks restore more HP than potions, if you do the math. Sounds like some clever marketing by the potions.”

Floor 2

NPC1: “Let’s see. I’m going to take a two day trip to the park, so I need potions, antidotes, balls, a radio, a sleeping bag, a toaster oven, a generator, a folding table, …”

NPC2: “If you don’t have enough, you can just get it on credit. Just keep track of your bike purchase, your potions, your pokeballs, your haircut, and anything else, so your credit score stays good.”

Floor 3:

Attendant1: Pure water from the depths of Slowpoke Well!

NPC1: “The attendants here rent their space. Isn’t it great? The best vendors get to stay!”

NPC2: “My mom sold X-items here part time for 30 years. But she took a buyout when Silph made everyone go full time.”

Floor 4:

Attendant1: A strong pokemon to round out your team!

NPC1: My friend always uses Chansey. I can never beat it, even with hyper beam…

NPC2: I’m going to evolve my Eevee into a Flareon!

**GOLDENROD FLOWER SHOP: GLORIA’S SMILE PLUMES**

NPC1: Sniff, sniff. You smell like a forest! Are you from out of town? You will know how to use this! *Gives berry?*

NPC2: We aren’t too affected by the drought. We grow everything in Silph hydro basins here.

GLORIA: Would you like to buy any berries? We have a wide selection:

Text1: Seeds property of Silph Co. Leased to GLORIA’S SMILE PLUMES.”

Text2: The berries are growing in a basin of water. The leaves are so green!

Text3: It’s the log book for the basins. Silph Co Hydroponic Berry Basins. Grow with less water! Rent-to-own. Three year lease. Financing available through Silph Trust, Inc.

**GOLDENROD GYM**

Pryce: “Player… what are you and Kurt doing here? … Ah, I see. Well you are probably asking the same of me. I came here to confront Whitney, but she is in the radio tower. Her gym trainers are still grinding away, though.”

*At the end, Lass Cathy will give you something.*

*Trainers are talking about building a commune or something*

**GOLDENROD STATION**

Attendant: “Explore in comfort! Oh… you don’t have a ticket.”

NPC1: “The trains run on geothermal energy from the underground. It’s so clean!”

NPC2: “This train travels between Kanto and Johto.”

NPC3: “I really like the new cars. The old ones were quite unsafe.”

**GOLDENROD MUSEUM**

Attendant: “Enjoy your visit to the museum, brought to you by Silph!”

NPC1: “I can’t believe that the national park used to have a stadium in it.”

NPC2: “I’m so proud that the people of Goldenrod united against the emperor!”

NPC3: “If I had to do the challenge, I could definitely bring back a lot of unown. I would have the whole alphabet!”

NPC4: “Ho-Oh is such a wise pokemon… A cycle of violence darkens the heart.”

NPC5: “I heard that Ho-Oh is sometimes spotted at the top of the Bell Tower nowadays.”

Exhibit 1: “Archeaologists have discovered that there was once a stadium in the national park. Sadly, it was built above a hot springs, and fell into the mud in a natural disaster.”

Exhibit 2: “Artifacts from Ecruteak began appearing in Goldenrod around 160 years ago. Ecruteak had sought the upper hand in negotiations, but lost it when the Burned Tower was struck by lightning.”

Exhibit 3: “A rite of passage in old Goldenrod was to travel over the mountain pass to the Ruins of Alph and bring back an unown. It was thought that some challengers would perish on the travel, but recent data has shown that it was more common to simply leave for Violet City, drawn by a different culture.”

Exhibit 4: “Goldenrod Tower was one of the Ho-Oh’s resting places, along with the Ecruteak Bell Tower. However, during Ecruteak’s time of expansion, Ho-Oh was repelled by the violence and fled. Only ten years ago was the rainbow Pokemon seen, following the ouster of Team Rocket by a young person from New Bark Town.”

**BILLS HOUSE**

Bill’s Dad: “Shh.. I’m trying to watch the game.”

Bill: “My dad is on DraftKingdra all the time. It was bad enough living so close to the casino…”

Bill’s mom: Here, take this. *Gives coin case* Don’t tell him I gave you that.

**CASINO**

*No change in dialogue. Check the prize pokemon*

**ROUTE 34** *will need to update the dialogue in this place*

**DAYCARE**

*Gift eviolite*

**GOLDENROD UNDERGROUND**

NPC1: “Do you think this tunnel has anything to do with Diglett’s tunnel?” “Being underground is so cool.” “The museum says this tunnel was carved by pokemon.”

NPC2: “Have you seen these pokemon from Sinnoh?” “I should have gotten stronger ones…” “New evolution methods are being found every day.”

NPC3: “I’m almoust out of cash… until I beat you!” “Broken down.” “Did you hear? You can get 20-1 odds on Whitney’s rollout hitting five times in a row in her next battle. That sounds pretty good!”

Rival (coming out of the Radio Tower): “Hey, Player. I see you finally made it out of Azalea. Whitney invited me on her show to talk about how Silph is actually revitalizing the forest. Silph is building a new world, player, and it’s time to get used to it. You and your grandpa are just relics!”

“Tch. Makes sense that you’d fight so dirty. See you around.”

**GOLDENROD UNDERGROUND B2F GEOTHERMAL GENERATOR**

NPC1: “Why am I here? I tried to follow Whitney’s advice to ‘roll in not roll out’. But it’s just not possible to do everything she does, without her resources.”

NPC2: “Yeah, Silph creates new tech, but you have to have *everything* in their system. Take the flower shop: they own the seeds, the hydro-pots, and the market! Is Silph working that much harder than Gloria?”

NPC3: “You fought the Silph loggers? That’s cool.”

NPCX: “Whitney says that she is making things easier for cute pokemon, but it seems like just having one person with cute pokemon isn’t enough for them to not get stomped.”

NPC4: “Whitney and Silph have all the channels. How can they say “free speech” when no one else can get a word in edgewise?”

NPC4: “This tunnel was discovered recently. Long ago, it was full of water, but now it’s just a conduit to get to the geothermal energy under the radio tower.”

Lanna: “Player… I think we have a similar goal. I heard how you took on Silph in the forest, and now you want to get to Ecruteak. Will you distract the radio tower guards while we turn off the power? When the power goes out, it takes a little while for the trains to automatically get off the tracks, so you’d be able to get to Ecruteak through the train route.”

y/n

n: OK. Please let me know if you change your mind.

Y: Thank you. Here we go… Now, player, this tunnel leads up to the radio tower.

We’re going to turn off the power. Please, try to distract the guards as long as possible, maybe try to get to Whitney. Remember, the train tracks will be clear of trains in a little while. Thank you, player.”

**RADIO TOWER 1F** *Night palette*

Outside Guard: “Do you have an ID?... No? Then you can’t enter.”

1F:

Silph1: “Hey! Who turned off the lights?” “I’m scared of the dark!” “”

Silph2: “Is this a bit for the show?” “No, that was real…” “How is security so bad at this radio tower?”

Silph3: “Stop right there!” “Can’t stop you any more…”

*Add a healing spot*

2F, writer’s room:

CooltrainerM: “What are you doing in the writer’s room?” “scratch that…” “My hunch says that they’ll have the power back on soon. Then they’ll catch you.”

CooltrainerM: “My pokemon will light up the room!” “No, you lit me up.” “You lit me up.”

Beauty: “Just because I have cute pokemon doesn’t mean I’m a pushover!” “You didn’t fall for my charm.” “It’s tough to work for Whitney. Very few get to where I am. That’s why I’m here, to prove that anyone can do it!”

CooltrainerM: “That’s it!” “Some endurance…” “Whitney’s up ahead. She sounded pretty mad that her show was cut short.”

3F: Whitney

“Congratulations, trainer. You’ve made it to the top. You know, I started out as a picnicker. I got stomped because my cute pokemon weren’t taken seriously. So I started my own gym and learned to stop crying. Did I lose a little charm and do a little more stomping? Maybe. That got the attention of Silph Air, and now my show is an inspiration to the cuties out there who want to flatten their foes with a defense-curl-boosted 5-turn rollout. And it looks like you’re in my way!”

After the battle: “I’m flattened… I haven’t felt like this in a long time. Is this what it feels like to lose? All those friendships because of how competitive I was. Maybe I should go see Cathy again, I wonder how her family is doing…”

*Lanna enters*

Lanna: “Player. There’s a fire escape here that will lead you right to the train station roof. Thank you for your help, good luck getting in to Ecruteak.”

*Map tile changes, warp right with a ledge drop sound*

**TRAIN STATION DEPOT**

NPC1: “Thank goodness we got all the cars off. The backup generator had just enough to get the gates closed too.”

Text1: It’s a diagram of the tunnel.

Text2: It’s a design for a new type of train car.

**ROUTE KA-JO** *Campers, etc. some are lost, some are knowledgeable, some are there because the power went out.*

NPC1: “Can you read a compass? If I win, you have to help me out.” “Now I’m even more lost.”

NPC2: “Hey, you’ve got some fresh pokemon!” “More fresh than mine.” “My pokemon are tired. We’ve been going in circles for hours.”

NPC3: “Whoa, rock slide!” “Ground to dust.” “Watch out for sliding rock. It might block your path.”

NPC4: “Do you have enough water?” “You’re doing great!” “Make sure you bring a liter of water per hour!”

NPC5: “You’re a light traveler!” “Not weighed down by anything.” “I like to camp out here. It’s easy to get into my own mind.”

NPC6: “Do you have a trail pass?” “You look more than capable.” “I’m just giving you a hard time. There’s no permit required here.”

NPC7: “Did you also come from Goldenrod?” “You’ve got a golden team!” “I left when the power went out. I’ve never seen the coast from up here before.”

NPC8: “Huff… puff… I challenge… you!” “I need to do more cardio.” “I didn’t realize how out of shape I was. I need to come out here more often.”

NPC9: “Into the unown!” “The ruins of Alph are just below. You should check them out.”

**KAJO CABIN**

*Heal bed*

NPC: “I was frustrated with Goldenrod, so I moved to this cabin in the hills, away from it all. I sent my son to the acquifer to gather some water, but he’s lost. Won’t anyone go out to look for him?” “Oh, won’t someone find my son?” *When you have it* “Oh! My son owes his life to you. Please, take this. *Life orb* Maybe we’re all dependent on each other, in one way or another.”

**ROUTE 31** *Rewrite the trainer dialogue.*

**ROUTE 31 POKECENTER**

**RUINS OF ALPH**

*Bronzong puzzle, solve it, the bronzong doesn’t disappear but you can pass through to Violet city. Blocked from going North until you beat Falkner.*

NPC: “The bronzong they’re trying to uncover will be put in to the tower in Goldenrod to perform a rain dance.”

**MODERN VIOLET** *Sprout tower renovated. Drought is bad, so roots aren’t working.*

*Needs a custom palette to make the water more brown.*

NPC1: “The drought here is getting so bad, the bellsprout roots couldn’t support the tower. Thank goodness Falkner was able to renovate the tower.”

NPC2: “People think Falkner is a self-made Gym Leader, but he got started with his dad’s pokemon.”

NPC3: “They want the Bronzong to the top of the tower to call a rain dance. But its’ not working. To me, it seems like they are just hurting it…”

NPC4: “Falkner pushed out the sages to build his weather tower.”

NPC5: “Falkner has been trying to fix the drought for as long as anyone, and was drawing attention to it long before it was mainsteam.”

NPC6: “The elders were pushed out of their tower, but they still take their responsibility seriously. They have a strong connection to tradition, even if their tower is taken from them.”

**VIOLET POKECENTER** *Talking about the changes to sprout tower*

NPC1: “Without rain the sprout tower was getting too wobbly.”

NPC2: “The tower can see for miles away. Until the rain dance, Falkner blows all the clouds over our city with his bird pokemon.”

**VIOLET MART** *Talking about adjusting to the drought*

NPC1: “My ground-type pokemon love playing in the mud.”

NPC2: “Lots of goods have been found in the muck. You should check for yourself.”

**VIOLET TRADE HOUSE**

NPC1: Do you have a politoed? Will you trade it for my Mr. Mime?

NPC2: There’s no substitute for the smell of freshly fallen rain.

**VIOLET GYM**

Pryce is inside.

Pryce: “Player… it seems that the gyms of Johto are becoming irrelevant. Their quirks aren’t revered or the gym leaders don’t recognize any equals. A growing distrust. I came here to reason with Falkner, but he’s built his own walled tower.” *Pryce gives something*

**SAGES SCHOOL**

Not a sage: “Falkner has a huge following. He was one of the first to realize that there would be a big drought in Johto. But now, it seems like he’s just trying to build a tower higher and higher to his own world in the sky.”

NPC1: “Can you work together with your pokemon?” “Yes, they are working together.” “Most doesn’t realize bellsprout roots are good for the ground. The drought was an excuse to push us out.”

NPCX: “Can you find a silver lining?” “Your heart is untarnished.” “The rain clouds Falkner gathers… They are misappropriated when he pushes them all to us in vain.”

NPC4: “Our roots run deep!” “Bottomed out…” “Our grass types couldn’t stand up to Falkner. But still we take our job to honor pokemon seriously.”

NPC5 (elder li): “You would like to see Falkner? His heart is corrupted. All he thinks about is pushing himself higher. When he tasked us to guard his tower, I saw an opportunity, to curate his challengers. Sadly, people have lost sight of what it takes to build something great: an immaculate foundation. Are you pure of heart? Show me, trainer!”

“I see. Your heart is pure. You may pass through. Please, show him how he can reach the pinnacle of his character. Also, please take this. *TM flash”*

**VIOLET METEOROLOGY TOWER** *Top floor HAS A BRONZONG , trying to ring it*

Bottom floor: “To keep the wind from blowing the tower over, there are holes in the wall. You’ll feel some severe drafts on the next floor.”

Trainer1: “Can we get much higher?” “Can’t get any lower.” “I feel like I could fly from up here.”

Trainer2: “It’s exhilirating to fly on a bird pokemon!” “What a thrill!” “It’s hard to have more fun than flying.”

Trainer3: “You want to challenge Falkner? You’ll have to get through us first!” “Wow, you’re more powerful than a Sky Attack.” “Wow, you’re more powerful than a Sky Attack.”

Trainer4: “I’ve been with Falkner since he started this project!” “Ouch, my wings!” “We’re building a tower to the sky to direct clouds to Violet City.”

Trainer5: “If my calculations are correct… you’re going to lose!” “Rounding error?” “There are gaps in the tower so that wind can flow. The bird pokemon appreciate it as well.”

*Top floor should have the GATE tilset!*

Falkner: “I’ve seen you coming from Ilex Forest, player, traipsing through Johto causing mayhem. But you won’t stop me. We are nearly done excavating the Bronzong, and then I can ring its bell and call a rain dance. I’m ensuring there is water, at least for someone. There might be costs – the ancient sprout tower, for example. My exaltation? A byproduct. Player – I won’t let you stop me!”

“Player, the way your pokemon worked as a team … I see I was just working for myself. The way I push clouds to our city and my scheme to call a rain dance will only worsen the drought for other parts of Johto. I need to find a way to work with nature instead of exploiting it. Please, take this TM.” *Gives Aerial Ace* “I will tell my archeaologists to stop the digging on Route 32. Please, accept my apology.”

*Violet city only routes past the ruins of alph Lugia chamber – no gate to route 36*

**RUINS OF ALPH**

*Solve the Lugia puzzle to pass through to Ecruteak*

NPC ater you solve: “Wow, even Lugia was known to the builders of these ruins. They must have known about its tempestuous nature.”

**ROUTE 36**

Trainer 1: "I'm looking for the Bell Tower.” “My bell was rung!”

Trainer 1: “I like to come here when I can’t sleep.” “Zzz… time for a nap.”

Twins Sarah and Sara: “Go, my pokemon! Goh, my pokemon!” “No, they’re down… Noh, they’re down…”

**MODERN ECRUTEAK**

Rival (when you approach the burned tower): “Player! I saw you coming out of the radio tower. Are you connected to the luddite anarchists? They just want to limit us, while Silph will set us free. Player, do you remember when I built a still to extract the aromatic oils from apricorns – and your grandpa wrecked it! No, I won’t let you get in my way any more. Player, I challenge you!”

NPC1: I can’t wait to watch the kimono girls’ show!

NPC1: "Look at that view! Tin Tower is so majestic. Imagine the history behind it!"  
NPCX: “Let's take a photo to remember this moment."

NPC1: "This city used to breathe tradition. Our ancestors are probably turning in their graves with all this fluff. We need to hold onto our roots, not turn everything into a show for tourists."

NPC: “I heard Silph has an interest in acquiring the theatre. They want someone named Ostene to run it.”

**ECRUTEAK POKECENTER**

NPC1: "Come on, grandpa! This is what people want nowadays – entertainment, excitement. We're just adapting to the times."

NPC1: "Adapting or forgetting? There's a thin line.”

**ECRUTEAK GYM**

Pryce: “Player: This gym used to be a way for us to honor spirits, reflecting on our histories. Now, very few visit, and most go to the more exciting theatre. I tried to convince Morty to keep it open, but he has moved on to the Burned Tower, hoping to find the legendary beasts.”

**ECRUTEAK MART**

NPC1: "The theatre used to put on shows about how blessing nature would bring you blessings. Silph puts Ostene in charge, it’ll be very different.”

NPC1: "I really like Ostene. He must be very wise to be so rich.”

**ECRUTEAK HOUSE**

NPC1: "Back in my day, this was a haven of rememberance. We gathered to honor our ancestors."

NPC2: "Change is inevitable! We can't live in the past forever. Just because the town has changed doesn't mean we've forgotten our roots. We're just shaping our future while honoring our past."

**BURNED TOWER**

1F:

Trainer1: Boo! Did I scare you? Now I’m the one who’s scared… Are you looking for the legendary beasts?

Trainer1: There’s a lot of treasure on the ground here. I found a strong trainer! Check spots between the rocks for items.

B1F: Morty: “Hello, I’m Morty, the former gym leader of this town. Do you know the legend of the burned tower?... Well, after it burned down, Ho-Oh revived three pokemon that had died in the fire before leaving, each one related to the events. If we could see these pokemon, we might understand our history better.

*If you show all three to him, get a ???*

Scientist1: “The three pokemon are clearly ‘legendary’ in a literal sense, but their battle prowess isn’t that much more than tyranitar, which we consider rare, not revered. These pokemon might be of some use to us!”

Sage1: “The three pokemon are meant to inspire awe… To put them under the microscope would only remove the mystery, and might even give you a false belief that you can control them!”

Sage: Morty’s friend Eusine has been missing for some time. I wonder where he is.

**ECRUTEAK THEATER – needs 3F**

**1F**

Ostene: Oh, hello… isn’t this show boring? It needs to be brought back to life.

Silph: We think Ostene can draw some big crowds. His message isn’t so different than the Kimono’s message.

NPC1: This theatre is great. The story is so immersive!

NPC2: The Kimono girls are so graceful.

NPC3: The show is a special about the burned tower.

Kimono 1 (Leafeon, Level 29): “Our story starts deep in the forest, long ago!” “Much like the hero, you have a balance with your pokemon.” “The hero of old hailed from Azalea town. The hero united the town during a time when the forest was threatened. Say… you are from Azalea, no?”

Kimono 2 (Flareon): “Trial by fire!” “Your strength comes from trusting your pokemon.” “When the nearby town of Goldenrod was cast into pieces by the power-hungry emperor, the hero showed them their similar needs.”

Kimono 3 (Espeon): “Stay one step ahead!” “You knew my plans, just like the hero.” “The hero slipped into the Western Capital, and learned of the emperor’s plans without his knowing. At that time, the towers were still home to Lugia and Ho-Oh, but Ho-Oh was growing restless from the emperor’s drumbeat of war.”

**2F**

Kimono 4 (Vaporeon): “Strike like a hurricane!” “Blown away, as Olivine was…” “At that time, a harsh storm kept boats out of the harbor. Now, the emperor could only expand to the east.”

Kimono 5 (Glaceon): “Crystallize the plan!” “Though they move slowly, glaciers use their size to carve away mountains.” “The hero met made a coalition north of the Lake of Rage to organize against the emperor.”

**3F**

Kimono 6 (Umbreon): “Strike in the dark!” “Deep in the caves of Mount Mortar, the emperor’s forces were foiled.” “Back then, Mount Mortar’s volcanic activity was a lightningrod for the emperor’s self-aggrandizing. So the emperor’s reach was cut off from the south, the west, and the east.”

Kimono 7 (Jolteon): “Impressive to have made it this far. Do you know the ending of the story?” “Crash, lightning!” “Flames filled the tower, undoing the emperor’s work. The legendary pokemon refuse to put it out. Your pokemon are so strong, you should visit the bell tower to find out why…”

*Tower is open*

**ECRUTEAK ROUTE 37 GATE**

Attendant: Moomoo farms isn’t open. They’re trying to track down their cattle.

**ECRUTEAK ROUTE 42 GATE**

Attendant: Tremors were been detected in Mount Mortar. It’s blocked off until further notice.

**BELL TOWER GATE**

Sage1: “Have you come to learn about our history? Most people prefer to visit the Kimono girls.”

Sage2: “We have but one of the two towers left. We must guard it day and night.”

Sage3: “You look very familiar. Maybe I saw you at the theatre?”

Sage4: “Is that… a rainbow wing? How can it be? The rainbow pokemon was caught ten years ago… Still, it is the rule. You may pass.”

“However, I can’t grant you access. Please find the Kimono Girls at the theatre, and they will let you through”

“Please, go forward. The kimono girls will see you on the bellchime path.”

**BELLCHIME PATH**

Rei Kimono (Sylveon): “I sensed your arrival when you passed through the south gate. You have come very far from Azalea town looking for a way to save your heritage. You have already brought people together in Goldenrod and calmed the gales in Violet, and now you seek the blossom tree here… Hahaha, so many similarities… Eh, you want to know the ending of the story? I’ll tell you if you can beat me!”

“When the lightning struck, the legendary pokemon could have put out the blaze. But Ho-Oh was unimpressed by the heart of the people of Ecrueak, and refused to come back. Lugia fled as well. After the tower burned down, Ho-Oh briefly returned to revive three innocent pokemon to roam the land, where the could inspire people to revere the natural world.”

“Player… I have a feeling you know what happened that night in the tower that kept Ho-Oh away. I am honored to have battled you.”

Kurt: “Oh! Celebi! Player, we can use this tree to warp back in time to Ecruteak, so that we can stop the emperor from getting steel from Olivine. Maybe we should try to join forces with that hero who was disrupting everything.”

*At the end, a warp point to ancient ecruteak*

*Belltower 1F stairs are not accessible until you get the clear bell.*

**WESTERN CAPITAL / EMPERORS GARDEN**

Emperor Mejimi: “MEJIMI: How goes it in Gauldenrod, Bobesh?” “BOBESH: My liege – the collosseum… it was… destroyed by a sinkhole.” “MEJIMI: A sinkhole?” “BOBESH: Yes. Fortunately, no one was around to be hurt.” “MEJIMI: I see.. I trust you will be back to restore order. Kensey – how are things in the west? We need those metals.” “KENSEY: We have traded for one hundred tons of Tin. Soon we will learn how to smelt it. The Hisuians have been very willing to teach us.” “MEJIMI: And in the east?” “KENSEY: They are still unaware of our plans.” “MEJIMI: Good. Adrinna, please review their plans, I’ll speak to you later.”

*Mejimi exits left, while Bobesh, Kensey, and Adrinna move on to the right.*

Bobesh scene: “ADRINNA: You lied to the emperor.” “BOBESH: A white lie.” “ADRINNA: Your venue was a place for minds to rot, and yours did too. We are soon to be at war, don’t you see? We need strong individuals, not mindless drones.”

Kensey scene: “ADRINNA: Is it true? We make trade with the barbarians?” “KENSEY: We traded a few rare pokemon and safe port for the metal for the tower.” “ADRINNA: Amazing…” KENSEY: There are now hundreds on our dole! The brigade has greatly improved our skills.” ADRINNA: “But how will we remain dynamic?” KENSEY: I’ll be overseeing that. ADRINNA: I’m sure you will.”

Adrinna scene: “Player? What are you doing here? Fufufu… No doubt just enjoying the garden, eh? Don’t worry, I’m not going to squash you. No, I’m going to give you a gift. Please accept it: I found it on the ground near the towers. *Gives Silver wing* Now, once you’re done in the capital, please relax. Maybe you’ll want to go to the beach…”

**WESTERN CAPITAL**

NPC1: Hisuians helped build the East tower.

Hisui1: The Bell Tower is nearly complete. I’m attracting Steelix to ground the bell tower. I think a navigator is building the West tower.

NPC3: We’ve never had towers as tall and mighty as the ones being expanded now… Hail the emperor!

NPC4: The tower in Goldenrod is also tall, but is entirely wood. These towers’ metal is much stronger.

NPC5: The navigators from Traders’ Landing have their own way of building towers.

NPC6: The moat around the city protects us, because we don’t trust the navigators from the West. You need the Elder’s HM to cross it.

**WC DORMS:**

NPC1: Let me get this straight… We are using the navigator method for the West tower? What’s wrong with the Hisui method we used on the Bell tower?

NPC2: The navigators have already made a permanent port in Kanto, I heard.

NPC3: Once we start to use the navigators methods then our culture will be lost.

**WC STOCKROOM:**

NPC1: The navigator ships are so big and strong. If we can’t build up like they do, then we will be run over.

NPC2: It would take us decades to catch up to the navigator technology.

NPC3: Lots of projects are controversial in their time. The West tower will come to be viewed favorably.

**WC CEMETERY:**

NPC1: The emperor has not been to visit in some time. People are starting to notice.

NPC2: When I was a boy, I wept as the last emperor died. On the day of the funeral, Ho-Oh graced us with its presence, and a single feather fell into the casket. When our current emperor was born, everyone said he had a striking resemblance to his grandfather. Thank you for listening… you should have this for your troubles. *Receive Sacred Ash.*

NPC3: If Mejimi says we must exalt him to ward off the invaders, I will flee to Hisui, because I won’t help him. *This one disappears once you reach the glacier*

**THEATRE**

Kimono1: With my kimono, I dance like tongues of fire! Sizzling. Watching a fire burn can be enchanting. Make sure you don’t get burned. *Monferno, Magmar, HArcanine*

Kimono2: With enough water, you could grow a whole new world. Ethereal. Remember – too much water, and any plant will drown. *Prinplup, Fegatr, Jynx*

Kimono3: Feel your hairs rise, compelled by the static charge! Magnificent conduction. When the lightning strikes, you must ground yourself. *Luxio, Ebuzz, HElectrode*

NPC1: The generals are said to be inspired by the dancing of the Kimono girls. *After beating them* Wow, you beat the Kimono girls? I’m impressed. Take this. *Gives Wide Lens*

**BRASS TOWER FIRST FLOOR (burned tower)**

NPC1: This tower is being adorned with new metals from overseas.

NPC2: The tower is so shiny!

NPC3: On two days per year, you can watch the sun set through the Tin Tower from the top of the Brass Tower. The people who live at sea have a similar tradition, I think.

NPC4: Sorry, no one is allowed on the next floor. That is where the emperor resides.

**TIN TOWER (no change in layout)**

*Scene:* Amos walking to the door: “Hey, you look familiar. Have I see you before? … Oh yes, in Gauldenrod and Anarres. I see you are traveling all over. I would love to stay and chat, but I have to be going now.”

**1F**

NPC1: This tower was built with help from the Hisuians.

NPC2:Ho-Oh often perches up at the top of this tower when the emperor is around.

NPC3: This tower was built to revere our ancestors.

NPC4: The sages up above guard the access in and out of the city with their Surf HM.

**2F**

Sage1: Our sacred duty, protect Ho-Oh! You may pass, but beware of what you may find ahead.

Sage2: Ancestors, give us strength! You have a strong heritage. You should see the Elder.

Sage3: The seasons may change, but the cycle stays the same! And with my poor training, my outcome the same…

**3F**

Samsara: “You would like to prove yourself to earn the Surf HM? Please, show me if your soul is pure enough!” “Indeed, your connection with your pokemon is nearly as strong as the emperor’s was. You can be trusted not to abuse this HM for personal gain.” “You have a rainbow feather? Quite beautifulI think the emperor has one like that.”

**CATTLE CULL**

NPC1: Hey, you just missed the festival! Party crashed. We have a festival twice a year to mark the shifting season.

NPC2: Which do you prefer? Land or sea pokemon? You prefer strong ones! We were supposed to move back to the islands this week, but the emperor is blocking all of our ships.

NPC3: Island life rules! Washed ashore. When we live on the coastal hills, we can grow lots of crops, but it’s a lot of work. I’d rather stay on the islands all year…

NPC4: Hey, you’re in the road! I was flattened. This road is being built to transport things from the landing to the capital. I think it will help us sell crops to the capital as well.

*Route 39*

NPC5: What’s that smell? You get used to it, don’t worry. Now I’m the stinker. The emperor has said that we aren’t allowed to go back to the islands anymore, so I think I’ll try to raise some Miltank here.

NPC6: My husband said he could rodeo a Tauros. I don’t think he could even ride a Furret. It’d be nice if my husband was a little stronger.

NPC7: Have you been to the islands? I really miss those islands. / When we left six months ago, I didn’t even get to say goodbye.

**TRADERS’ LANDING**

Cutscene: Kensey: I trust you have everything you need to start your imports? Perry: We have a ship due any day now. As we get bigger ships, we will need a lighthouse. Kensey: Of course. We are constructing one as we speak.

Kurt appears. "A shipment you say? You know, Lugia can summon storms. If we summon Lugia, we might be able to cause a storm that would prevent shipments. These old days, Lugia is in the Tin Tower. But in our time, in the whirl islands! We should bring it back and cause a storm. Player, we need to find a way to the whirl islands in our time, then bring Lugia back.”

NPC1: I can’t stand these new people coming off the boats, the navigators. The port blocks our best path back to the islands.

NPC2: A month or two ago, this boat demands to make a landing. Now they are unload all sorts of things. I don’t trust them.

NPC1: Barbeau had to let Kensey intervene. Our boats would be overrun by the navigator boats, and the season to go back to the islands was coming up.

NPC2: Barbeau is a master of maneuvering through the sandy areas between the here and the islands.

NPC6: So long as I unload two pallets per day from the ship I can pay off my rental pokemon. Now I just need that other ship to come in…

**STOCKROOM**

NPC1: The navigator Perry was talking about a ship that was due back soon. I wonder why it isn’t here.

NPC4: On clear days you could see all the way to the west: another land mass. But there’s a lot of coral on the way.

NPC3: They’ve been trawling sand and rocks near the beach, breaking up the mangroves. I’m not sure how the coastline will look in a few generations.

**DORMS**

NPC1: Twice a year we change our locale for better weather. Plus, I get tired living a certain way.

NPC2: The times we live at the landing are so organized. We have large tracts of land to grow crops and hunt. But everyone had to work hard.

NPC3: The half the year we lived on the islands was so relaxing. Abundant fruit and fish and you could explore the caves. If you listened closely, I think you could hear other islands through the caves.

**HOUSE 1**

NPC3: Have you seen my sons? They said they couldn’t stand to be on land for another six months. *After they come back* It’s so great to have my sons back. They said they saw someone like you. Please, take this as a token of my thanks. I found it on the shore. *Gives Brightpowder*

NPC1: For now, we will have to figure out how to live on land year-round.

NPC2: (look kind of like chuck) I’m learning from Barbeau how to break up the coral. They’re not rocks, so I can’t use rock smash…

**HOUSE 2**

NPC1: I bought a few pokemon from someone at the port but I can’t take care of them all. Would you take one off my hands for me?

NPC2: I didn’t want any pokemon at first, but once you have one, they’re your best friend.

**TAVERN**

NPC1: Kensey paid me and my pals 1000 each to help boats come in. But now, noone wants to talk to us.

NPC2: We were guides when it was time to travel back from the islands. But now, no one will listen to us.

NPC3: Kensey said he needed us to help the ship through the shallow area around the islands. We said we needed to talk about it.

NPC4: I don’t want to do this work if it’s just going to hurt people. It’s hard to see how Kensey’s changes will make things better.

*Cutscene with Amos coming out of the Tavern* “Oh, you again? Ha, seems like you are always where the trouble is. What’s your name? … Player? … Bon voyage, Player.”

**BARBEAU’S HOUSE (GYM)**

*Cutscene* Barbeau: Kensey – I’ve told you, they won’t do it. Kensey: Make them! Take away their ration! Barbeau: That’s inhumane! Kensey: We have to keep this humming. Do you know how much we owe the navigators soon? Barbeau: I’m trying my best. Kensey: Their work stoppage is a serious threat. This is your responsibility!

*Kensey leaves, looks back at you*

Hey, you look familiar… *Kensey leaves*

Barbeau: Are you here to look for work at the port? … No, you just want to see a shrine? We used to have one. I’m running late at the docks, so if you want to see the shrine, meet me on the other side of this fence. Then I’m going to the docks.

**SHRINE @ LANDING**

Barbeau: Here it is, the shrine… We used to offer a blessing to the rain here when we would land for the monsoon season. It went: “From the ocean’s expanse, rising high; form clouds to fill the sky. Then falls down, nurtures the Earth, and back to sea for its rebirth.”

*Teleports player to New Olivine*

**OLIVINE**

***Blocked from entry***

***NEW JOHTO* SEA ROUTE 40**

*Blocked from traveling into the city by two people who are arguing*

NPC1: Jasmine is right! We should desalinate and send it to Johto!

NPC2: No, Chuck is right! The Super-Intelligent Slowking will figure something out for us, and needs all the water!

*Trainers*

NPC1: I heard there’s a shipwreck around here. Are you looking for it too? You wrecked me!

NPC2: Don’t let the salt water in your eyes! Now I’m salty!

NPC3: It’s a big swim to Cianwood! There’s not much in Cianwood anymore.

NPC4: Even when things are stressful, it’s good to stay active. That was a good match! You’re staying strong!

NPC5: You would get a lot stronger if you didn’t ride your pokemon. You don’t need to get any stronger.

NPC6: This route rules! (Hoenn pokemon – Kirlia, dusclops, roselia) 10/10!

***NEW JOHTO* SEA ROUTE 41 (that contains the whirl islands)**

NPC1: Are you going to explore the whirl islands? You spun me around! My dad told me something scary lives in there. But that’s just a fairy tale.

NPC2: I’m so tired swimming back to Olivine… Can I please get a ride? Harsh! I went exploring but the only thing I found was a couple weird guys.

NPC3: Hey, a long time ago someone like you swam to the islands. Wow, you are as tough as them!

NPC5: Careful, there’s an undertow! You’re a strong swimmer. The ocean currents are really strong out here.

NPC6: Watch out, the sea-wall is coming down! I’m the one that went down. Chuck tried to build this sea wall to keep the rising ocean level. But he didn’t finish in time.

**WHIRL ISLANDS**

Descend into the bottom. Strength puzzle to block water. Outside of Lugia’s room, Kurt will ask you:

“Player, Lugia is inside. You’ll need to catch Lugia. I can hold on to one of your pokemon to make space in your party.” *Takes one – how to do this?*

If you KO Lugia: “Don’t worry, player, Lugia will return soon. Why don’t you go check now?”

After you catch it: “Player, you did it! Now, let’s go find a way back to the past, to bring a storm that will block the shipments. Maybe in Cianwood?”

**CIANWOOD CITY**

**GYM**

TM01 dynamicpunch at the end. More strength puzzle.

**MEDICINE SHOP**

Empty, but you can find some herbs etc inside.

**MOVE MANIAC**

Everyone here has gone, but I won’t leave, because then we will have forgotten the island completely. Do you need me to teach your pokemon a move?

Eusine is at the top of the city.

Eusine: “Do you know where we are?... Long ago I saw Suicune here. I had been after its purifying aura for ten years, and one day, a child caught it. So now Suicune must be with that person. Do you have any legendary pokemon with you?”

No? Please, if you show me that Pokemon, I can tell you more about this tiny cove…

Incredible. Please, show me all its glory!

Eusine: Rhyperior / Misdreavus / Meganium / Electrode, sleep and para hacks. After battle, heals the player.

Incredible… Do you feel that? The north wind is rising, I can feel it from afar. Player, would you please pray to Suicune with me? … North Wind swift and bold; In your presence nature unfolds. We beckon you with hearts to keen, for you to make the waters clean.

**CIANWOOD COVE**

A few items on the shore: Kings Rock, Light Clay

**SHELTERED SHORES**

NPC1: We snuck out here, but there’s just no way I can make it work on my own.

NPC2: It takes dozens of people to set up the shelters. Even when we are in our more isolated phase we still are dependent on each other. We have to head back to the Landing.

*(Interior of Whirl Islands has a few items, no change from the GSC layouts)*

**RUSALKA RUINS**

March 2 - The mission to secure the port city on the strait was a success. We overwhelmed their forces in a small battle. I am proud of our contingent of 108 men and women.

March 4 - We negotiated a peace. The terms were our free passage, and we would offer them our most refined herbs. His queen begged him not to accept.

March 7 - The queen decided to come with us, bringing a gift, a gemstone: trapezoidal, with two pockmarks like eyes, and a crack down the middle. She says it honors the human spirit.

March 8 - She talks of unique species inside a sea cave with four entrances. She convinced captain to stop there. Oh, how I miss my family.

March 10 – Cave exploring. Good news - we discovered new species. Bad news - four crew members became lost. Fortunately the queen was found, being attacked by biting Golbat. We will go in tomorrow with supplies.

March 11 - A wretched miasma last night. The twenty people keeping watch all disappeared. How is it possible? The queen's gemstone grows brighter this morning, or is it a trick of the light?

March 12 - I decided to send a rescue mission for the missing crew. I will accompany the eight of them.

March 13 - While I was gone, there was a freak storm that destroyed our sail. We will wait outside the islands and attempt repairs.

March 18 - The repairs are nearly done. To boost morale the queen offered to perform a dance for us. She dons a blue dress with a white flower. I will not be attending, I am too tired.

March 19 - When I woke this morning, we found the upper decks completely empty and one of the rowboats missing. No signs of a struggle. The queen and everyone who attended the performance are vanished. We must hope that they return soon, as we are running low on supplies.

March 24 – Desperate: The remaining crew decided to try to get the boat to the coast. We were due back to the Johto Trader’s Landing today.

March 28 – Curious currents sent us to this bay, now we are hopelessly moored. In the middle of the night a strange fog is rolling in. But I hear what sounds like a paddling boat. Could it be a rescue mission?

**ARDUOUS ANCHORAGE**

NPC1: Where did this rain come from? Stay out of the docks!

NPC2: I’m used to poor conditions, are you? You’ve got a hardy team.

NPC3: Don’t go any further! Do you have landing papers? That’s not what I expected.

NPC4: I can’t let you past! I’m going to stop you! Grr, I wish I could have stopped you…

**TRADERS LANDING PORT**

Barbeau: Player – what are you doing? I told you this port is off-limits. KENSEY: Barbeau, you know this person? BARBEAU: I met them prior, showing them the shrine. KENSEY: Did that have something to do with this sudden downpour? BARBEAU: I… I don’t think so. KENSEY: Well, prove it! Dispatch this trainer, who is wrecking our port! BARBEAU: Player, you’re finished!

*Fight Barbeau*

BARBEAU: Was that Lugia? How could the forces of nature turn against me so quickly?... I thought I knew how to control them, but I was only working beside them… *Player is healed*

KENSEY: Pathetic. Player, I won’t let you stand in the way. I will show the world what can happen when we all row in the same direction!

*Fight Kensey 1*

KENSEY: Grr.. you won this time. But you won’t stop us – we have enough materials from the navigators to set up a mine in Mount Mortar.

*Kensey leaves*

Barbeau: The storm and port might have delayed things for a bit, but we will still need to have a plan when the next navigator boat arrives. I heard that Elders from Anarres and Gauldenrod are on their way… I should go pray at the shrine until they arrive.

**TRADERS LANDING**

*Cutscene in front of port*

KURT: Player, we stopped the ships, but it they’re going to be mining steel in Mount Mortar. Can we find a warp shrine in our time in Mahogany? Stopping that mine is our best chance to keep steels from taking over Johto.

*Use any shrine to warp forward in time – but there are ledges that block from going back*

**MODERN OLIVINE**

*Blocked from going North from Olivine due to a stolen part*

*Hidden ability cap on the beach*

Policeman: The city is under lockdown until we find the missing part.

NPC1: "Sometimes the lighthouse is struck by thunder. I said that I saw a beast on top of the lighthouse. Daddy says I'm making up stories."

NPC2: “I saw in the museum that the first people to live in this area lived in Olivine.”  
NPC3: “That can’t be true. When they built the sea wall in Cianwood, they found artifacts showing people lived on the Whirl Islands!”

NPC4: “Even with the port closed, Olivine is still bustling. The Super Intelligent Slowking brought a big investment from Silph.”

**OLIVINE CENTER**

NPC1: When Silph increased capacity at the desal plant on the docks, I thought we were going to send water around Johto.

NPC2: My dad works with the Slowking all day. It helps him with designs.

**OLIVINE MART**

NPC1: Since we have the power unlocked by Slowking’s intelligence I’ve been able to solve puzzles that looked impossible.

NPC2: I tried talking to the slowking once. It was fun, but after a while I preferred a real person.

**OLIVINE CAFÉ**

NPC1: I didn’t think Slowking would be this useful, this fast. Silph made a big investment when it started predicting the weather.

NPC2: It’s hard to believe the best use of our limited water is to put toward the Slowking Intelligence.

NPC3: You look tired. Fresh water, on the house.

**OLIVINE TRADE HOUSE**

NPC1: I read in a book that if you use leaf stone on voltorb it can evolve into a grass-type Electrode.

**OLIVINE HOUSE 1**

NPC1: Sigh… I used to go to the shore with my daughter. But now it’s unsafe because of the intake for the desalination.

**SILPH DESAL PLANT**

NPC1: We need that part to get the desalination plant up and running.

NPC2: This is the intake for the desalination plant. We pump the water up to the lighthouse.

**OLIVINE GYM**

*Cutscene that triggers opening of the tower*

Pryce: Jasmine, Olivine is a wreck. What’s going on?

Jasmine: Chuck was dredging Cianwood shore to make a seawall, and he discovered a Slowking, tangled in tentacruel. Pryce: Horrifying!

Jasmine: The slowking was still alive. It gains intelligence by absorbing poison from its head. Until now, no one had scaled up the dose. Pryce: Then what?

Jasmine: He convinced me to use a loan from Silph to upgrade our desalination plant to harvest more tentacruel for Slowking. Pryce: Couldn’t all that water address the drought?

Jasmine: I know it isn’t right … But I am paralyzed by pain thinking of that poor pokemon …

Pryce: Jasmine! You have to do something – this missing part is the best chance we have.

Jasmine: Ok. I will! I’m going back to the lighthouse!

*Jasmine runs out*

**LIGHTHOUSE**

“The lighthouse is closed until we find that missing part.”

*Outside the lighthouse in Olivine there should be one of the underground people that you saw in Goldenrod*

1F: 3 Trainers

Lanna: Player… I haven’t seen you since Goldenrod. Some friends told me Silph was taking over their town too, so I had to help. Oh, the pump is missing some parts? What a tragedy. Say, player. I have a secret mission for you. Take this, and give it to the Slowking. *Gives Key Item Secretpotion*

NPC1: Everyone can benefit from Slowking. You should try it! I need more benefit. You just have to know what to ask Slowking.

NPC2:

2F:

NPC1:

NPC2:

3F:

NPC3:

4F:

2 Black Belts:

5F:

2 Black Belts:

6F:

*Books with Slowking quotes*

Slowking: Irony against ‘society’ has become an end in itself – no one can say why that is wrong, because then they would look soppy in the ironic space – our patricide was thrilling, but now we are orphans.

Slowking on love: If you have reasons to love someone, you don’t love them.

Slowking on threats: All that you touch, you change. All that you change will change you. The only lasting truth is change.”

*Surf towards Slowking*

*On platform, move to Slowking and give secretpotion*

Jasmine: Chuck, this has gone on long enough. This operation is diverting useful water we could be sending to other parts of Johto.

Chuck: You’re worried about water? Slowking Intelligence is solving problems in medicine, engineering, and philosophy we never could. Secretpotions and seawalls for everyone.

Jasmine: To get there, you’re destroying our values!

*Chuck turns to you* Hey, how did you get up here? And why is Slowking looking at you like that?

*Warp to Slowking’s Dream*

“Player… welcome to my mind, where I perceive a new universe every second …”

*Static slowking. Initiate battle with Slowking, which knows Psychic, Nasty Plot, Water Pulse, and Slack Off, holding a toxic orb*

Jasmine: “Oh, the slowking attacked you… are you alright?” *Jasmine heals you*

Chuck: “Do you realize what you’ve done? Slowking was going to push us into the future.”

Jasmine: “What can be done? It attacked him, and now it is gone.”

Chuck: “I worked 24 hours a day, and now you’ve ruined it. I’m going to ruin you! Wrah!”

*Defeat Chuck, make sure his team has a couple counters for slowking.*

Chuck: My pokemon, pummeled to dust like a waterfall pummels the ground… Is this what it feels like to be pushed aside?

Jasmine: It’s OK, Chuck. We will find a way.

Chuck: I’m going to tell them to call off the search for the part. At least we can use the increases to the desalination plant to push out more water.

**Rooftop**

If you climb the lighthouse in the present with Lugia in your party, you get to a top floor and can encounter Raikou.

**OLIVINE GYM**

Jasmine: “Player. Thank you for what you did at the lighthouse… I forgot that kindness is active, not passive. I forgot that I can have a role to play. Will you show me how you take action?” I see. You have an active spirit.

**ROUTE 39**

*Miltank farfetchd puzzle*

*You can send it to the rancher, or you can send it to Suicune*

Rancher: Can I get your help? We have a missing Miltank. It needs to come back real soon now.

Rancher (if send to him): Thanks partner! We’ve been looking for this cow.

*If miltank is sent over the cliff*

Suicune encounter

Rancher: Hey, I saw you help that Miltank escape. I don’t take kindly to that! I told all my family to get you! *Ranchers with pokemon of* Rapidash / Miltank / Tauros / Houndoom / Granbull

Rancher1: Bring back our miltank! We just want our cow back.

Rancher: What gave you the right? Might makes right?

Rancher: I just showed that cow at the fair! It’s kind of sad to sell the cows after you show them.

Rancher: We don’t take kindly to thieves! Just stay away from the rest of them.

**ROUTE 38**

Scientists are hiding in little coves

NPC1: We’re taking video of the conditions at the farm. It gets boring, want to battle? That wasn’t boring!

NPC2: “Should this really be called a steak out? Battle me, just to spice things up.” “Sizzling battle.”

NPC3: “We set free a bunch of farfetch’d a few years ago. That was a coop d’etat.” “That’s a battle that will stick with me.”

**ECRUTEAK CITY**

*Cutscene at the gate*

Kurt, Morty and Pryce: Pryce: “Player. Kurt has told me that you have one of the legendary birds.” Morty: “It’s been so long since a piece of history has been in Ecruteak. I’ve heard that Ho-Oh is now residing on top of the Bell Tower, and with Lugia here, I’m reminded of what this town can be.” Pryce: “Thank you, player.” Kurt: “Is there any shrine near Mount Mortar? We need to visit it.” Pryce: “There used to be one near the Lake. But things are not good there…” Kurt: “It’s urgent” “Pryce: Very well. Please, visit me in Mahogany town, and I will tell you more.”

*If you go to the Ruins of Alph at this point to solve the last puzzle, then there is a secret item called “Pumice Harp” that opens Entei’s chamber in Mt Mortar.*

**BELL TOWER**

Top floor: Silver: “So you want to be recognized by Ho-Oh. I’ve had a winding path learning to love and trust my Pokemon. Every day, I learn a new way to express my gratitude. Please, teach me how you show your appreciation!”

Silver team: Feraligatr / Gengar / Alakazam / Weavile / Crobat / Ho-Oh (Lv 45)

I see… Please, go ahead and see the rainbow pokemon…

**ROUTE 42**

***Also Entei’s Chamber***

Rival of Father: Player, have you seen Rival? … I see. We had some good memories at the Lake of Rage, so I thought I might have found him there. I’ll have to keep looking.

NPC1: I’m headed to see rare pokemon at the lake. Do you have any? Wins are rare for me.

NPC2: My boyfriend wanted to save money on lab-grown diamonds, so we’re here. It’s not going well. Battle me? Are diamonds really forever?

NPC3: I hope her birth stone is pumice. There’s no diamonds anywhere here! Ground to dust.

NPC4:

**MODERN MAHOGANY**

Pryce: Good, you made it. I regret that I’m not strong enough to help you get to the shrine at the Lake. Well, the pit. The lake was drained for water. I think it’s just peat. When you get there you’ll find two trees north of the lake where the shrines used to be. You and Kurt will have to find your way that way…

North gate attendant: Are you sure you want to go? The whole area is a mess of peat.

**MAHOGANY GYM:**

Pryce: Congratulations on the puzzle. Now, show me if you are as skilled in battle!

Impressive. I am proud to give you this badge.

**MAHOGONY HIDEOUT:** Lanna is there. She says that there is going to be a planned blockade around Ecruteak while they plan a rally in the theatre.

**MAHOGONY HOUSE**

Earth power move tutor

**MAHOGANY POKEMON CENTER**

NPC1: I miss the Lake.

NPC2: Pryce has kept the gym open at great cost. I think it does wear on him to be the one that everything depends on.

**ROUTE 43 (to LoR)**

NPC1: I’m training here to be the best trainer I can be. You bested me.

NPC2: I want to fill up my pokedex before some of these species go extinct! I was extinguished.

NPC3: The pokemon here are incredibly strong! You’re just as strong!

NPC4: They say the lake was formed by rampaging gyarados. That’s why I train here! You thrashed me.

Gate Attendant: We don’t have many people come through. It smells bad though… maybe you should take this as a souvenir of your time. *TM Sludge Bomb*

*‘scary’ encounter with ursaluna*

**LAKE OF RAGE** *Several silph scientists have left the company and are disgusted at what they have found*

*Path to the shrine is blocked by Ursaluna*

NPC1:

NPC1:

NPC1:

After defeating Ursaluna: The shrine, Kurt will meet you there. “Player, this is the shrine. Did you see those cute Teddiursa? Anyway, I’ll recite the blessing I wrote…”

“In swamp's embrace, where reeds sway and sigh,

Clay molds the hands that dare to try.

In shaping earth, we're shaped anew,

The mud whispers secrets, old and true.”

**HIDDEN POWER HOUSE**

I used to be quite a trainer in my time… this served me well. *Gives TM Earthquake* Try pairing that with a rock move to hit almost anything.

**LAKE OF RAGE HOUSE**

NPC: My husband used to talk a big game about catching big magikarp but he’s turned into a scaredy-cat with the mud creature.

NPC: I can’t see to the bottom of the muddy crevace, but I hear something down there, something that thrives in the swampy arena.

**TRANQUIL TARN *a number of these people have gyarados***

NPC1: Hello! You look funny. You don’t look like the other Johtonians. Do you battle like them too? Even better! I learn something new when I travel to other regions.

NPC2: This is such a calm lake. Let’s battle, so I can try out my techniques!

NPC3: The glacier runoff forms a lake. Will you melt? No I melted! The glacier runoff forms a lake.

NPC4: This is my home turf! I can’t lose! Maybe it’s not just my home turf. When I was younger, my mother brought me here, and she was brought here by her mother in turn. I regret that I wasn’t able to do the same for my children.

NPC5: This is the perfect place to concentrate on a battle! You reached Nirvana. I never felt much like I belonged in my hometown. When I had to do my quest, I just kept going, and found my people here.

NPC: Every year, we recognize the glacier, and every year, it is reduced to puddles. What do you re-commit to? I see your dedication.

**SINJOH CROSSROADS**

*Scene: Kanna and Amos:* Amos: Kanna, are you sure about this plan? Kanna: This is your best chance. If all goes according to plan, then the timing couldn’t be better for you.

*Kanna and Amos walk North*

*Scene: Adrinna and Kanna talking outside the glacier.*

Adrinna: Kanna, you know I am right. If you do not join us, then your people will be rolled over. Kanna: When these navigators leave, I think the emperor will plow us over. We are leaving… and maybe never coming back. Adrinna: No need to raise your voice… Let us talk in the glacier.

NPC1: The Elder’s HM can allow you to climb waterfalls.

NPC2: We make this trip every year. But the way Kanna is talking, maybe not again.

NPC3: I heard he emperor no longer recognizes that two pokemon created space and time.

NPC4: The emperor’s troops insist we join with them to repel the navigators. But we cannot recognize the emperor as inherently superior.

NPC2: Gyarados aren’t native to Hisui. We are still trying to learn about them. They seem to have some relation to the useless magikarp…

NPC1: I don’t trust that they’re giving away the Gyarados for free. Something’s fishy…

Legion1: Adrinna has been showing people how to use Gyarados in battle.

Legion2: Once people get a taste of battling with a truly powerful pokemon, they never go back.

**SINJOH DORMS** *Hisuians and some fleeing Johto*

NPC1: I used to live in the capital. When I didn’t recognize the emperor I knew I would have to leave.

NPC2: This year’s gathering has gone poorly. I’m not sure we will ever return.

NPC3: Elder Kanna knows the strength of Basculegion over Gyarados.

**SINJOH ELDERS HOUSE** *Two people talking about leaving*

NPC1: Kanna is wrong. This blue leviathan is beautiful…

NPC2: I think Adrinna’s group has a point about recognizing strength. It is a universal language.

**SINJOH STOCKHOUSE**

NPC5: The glacier is sacred. Every year it appears as a sovereign, and every year it relinquishes its power.

NPC: When the glacier melts, basculin will swim upstream to the glacial pool. If they make it to the end, they will ascend to a Basculegion.

**GROTTOED GLACIER**

Hisui1: Hey, I remember you. You must turn back! / We’re serious, something big is going on.

Hisui2: You should not go any further! / You insist to go on?

Hisui3: Wait, are you trying to interrupt the trap? / If you go further, there could be trouble.

*Heal*

Legion1: Hey, stay back. Don’t interrupt Adrinna’s business! / Just don’t interrupt them.

Legion2: When you free yourself from weaker kin, then iron can sharpen iron! / Good luck. You’re just going to make Adrinna mad.

Cutscene:

Kanna: Adrinna, do you know why I brought you here? Adrinna: This glacier is special. Kanna: Underneath are the remains of a mighty Basculegion. Adrinna: … Kanna: When basculin swim in unison up a stream, not all of them make it. Adrinna: So only the strong survive! You agree. Kanna: Not so fast. When they reach the end, it is cloaked in the souls of its fallen school. In working for the common good they achieve something great. Adrinna: … Kanna: This one here was full of 1000 souls. It seeks to build its friends up. You, Adrinna, want to tear down anyone before they gain strength. Now, I will let it dismantle you! Basculegion, attack!

*Basculegion changes color from black to red, then moves towards Adrinna, but turns and attacks player*

*Wild Basculegion: Waterfall – Rest – Double Edge – Ominous Wind*

Adrinna: Player… very well done. *Heals player*

Kanna: Are you some imperial guard, protecting him?

Amos: I’ve seen Player throughout the region, usually amidst some trouble caused by the emperor. They can’t be trusted!

Kanna: I cannot allow this! I’m stopping you right now!

*Fight with Kanna*

Kanna: Begrudgingly, I must give you this HM, as you have defeated me. But I cannot give you my respect.

*Amos walks away*

Adrinna: Kanna, now you must know that I am right. And I many Hisuians agree, enjoying the Gyarados I gave them. You know, I raised them myself.

*Rumble*

*Rumble*

Kanna: What’s that noise? It sounded like it was coming from the tarn. I have to go!

*Teleport to front of Glacier*

NPC: Kanna! The Gyarados… we couldn’t control them, they thrashed about in the tarn! It is carved to an enormous bowl…

Kanna: Tell everyone we are leaving. And tell anyone who will listen to avoid <player>. We will gather at the redoubt first.

Legion: Adrinna, we’ve made progress. Nearly to the innermost chamber.

Adrinna: Excellent…I’ll head there now.

*Up on the waterfall*

Kurt: Player, I’m so sorry with how things turned out down there. But we can still get to Mount Mortar and stop their mining steel.

**EMPIRES EXTENT**

NPC1: I’m going to visit the capital. Everyone from Johto is so strong. Will you show me?

NPC2: Kanna is wrong. We need to be stronger! Your strength…

NPC3: I can’t stand how the emperor acts. I’m going to try to join the Hisiuians. One last battle?

NPC4: The emperor wants to set everyone free, but it’s only freedom for him. Freedom belongs to you and me!

**EMPIRES EXTENT CAVERN PAST**

*Ruins of Alph room. A single character is inside. You can push some boulders out front to change the map in the future.*

NPC1: “I’m building this cavern to show the dangers of relying on brute strength. I hope that it remains accessible.”

**ROUTE 43 CAVERN**

*If you enter, it will take you to the Dragon’s Den, where Clair is, with an Elder and a Chansey Overworld sprite to heal you*

Elder: Clair, you must learn to trust your pokemon. You cannot yourself use hyper beam…

Clair: Eh? How did you get here? … No matter. I will prove that I have grown as a trainer! *Kingdra / Gyarados / Tentacruel / Dragonair @ Eviolite / Kangaskhan* You… how are you able to work in such harmony with your pokemon? It is like they move before you command it…

*The elder there will warp you back after you defeat Clair*

**EERIE HAMLET**

*Path to the mine is blocked by Legion*

Guard: “You don’t have a permit to enter the mine. You can’t enter.”

**EERIE HAMLET DORMS**

NPC1: Were you working at the mines? Please, have a rest.

NPC2: I saw a bunch of Hisuians enter the house. How can they all fit?

**EERIE HAMLET STOCKROOM**

NPC1: The mart here sells lots of weird things, since we’re so far outside the reach.

**REBEL’S REDOUBT**

***1f*** *Ninja hideout*

NPC: Hey, it’s you, from the glacier. I should kick you out the door right now.

Kurt: Not so fast! We have to explain… We didn’t mean to ruin your plan. We need your help – if we don’t stop the mine, Johto will be paved in steel!

NPC: Why should we trust you?

Kurt: We have come a long ways trying to stop our forest being cut down by those who know nothing about it.

NPC: …

Kurt: Their tools go so fast, they can cut down the whole forest before they realize what they’ve done. The steel – that is the problem!

NPC: You know, we have steel pokemon here. So I can’t totally agree. Still, I find your speech moving… Please, maybe the elders will have something to say.

**B1F**

NPC1: Smoke… shadow… strike! Struck out.

NPC2: Can you make it through our hideout? Fufufu, good luck.

NPC3: Fear will blind you – show me if you can see! You see very well.

**B2F**

Hollis: I remember you – you helped me realize the error of my ways in Anarres. Please, show me what else you’ved learned. You make good use of techniques. *Door opens* There are three others in the lower level. Prove yourself to them and Kanna will see you. Amos needs to see that you are committed against imperial rule. Then he will talk to you.

*After defeating the other three*

Amos: Player… I had my doubts about you. You ruined our chance to strike the mine. … And your grandfather is bent against steel. But there is a more unnatural invention in your forest. After all, it is human nature to create. What is the unnatural thing? Ah, no more riddles. Let me see if we can depend on you!

Exhilirating. The forces from Johto are willing to fight with you against the mine.

Barbeau: “How could anyone chart their own path, with these towers as a panopticon for everyone in Johto?” *cut?*

Let us go. *All walk to the mine*

**B3F**

Sandra: Oh, it’s you, who took on the spectacle of the stadium. Show me if you’ve gotten any stronger. I will vouch for you to Amos. Want to know a secret? Amos grew up in Gauldenrod. But he defected from his journey.

Samsara: I remember you – such a connection you had. But is it strong enough for what comes next? I would be honored to connect with you. I first met Amos at funeral ritual, alone. He had a natural connection to the dark… If I hadn’t helped him, who knows what he may have done.

Barbeau: Player, who gave us a breath of fresh air at the Landing? I must confirm what animates you. You should talk to Amos. When there was a landslide that wiped out our crops at the Landing, Amos organized an aid effort from the capitol. Later, when there was an epidemic in the capitol, we gathered medicine from the islands for them.

**SMOKY SUMMIT**

Enter Mount Mortar. Legions are fighting cooltrainers.

**East house:** NPC: Hey! I wasn’t slacking, I was just, um, filling up before the battle… Here, take this and don’t tell on me just because I lost focus. *Gives focus band*

**West house:** A bed to sleep in. Notes: “The tunnels get warmer and warmer. We hear a strange cry when the drills stop, unlike any other pokemon. Sometimes we find bits of recently melted steel behind our carts, even though we aren’t smelting.”

Legion: Get out of the mine!

Elder1: Player, get to the mine!

Guard1:

Guard2:

Guard3:

Guard4:

**CLAST’S CRADLE**

**3F:**

NPC1:

**2F:**

NPC1:

NPC2:

**1F**

NPC1:

NPC2:

NPC1:

NPC2:

**B1F:**

Adrinna: I knew you would join me. Your army was able to break through, but it is too late. This pokemon here can generate enough steel for the whole region. I had such hopes that you would join us. Now I have a job to do – crush you like a pebble!

*Battle with Adrinna*

Adrinna: “Fufufu… you’ve stopped us for the moment, but we at least have enough metal for the exterior Brass tower. I’m going to head there now. I think the emperor is going to give a big speech.”

Kurt appears: Player, excellent work dispatching Adrinna. *Heals player* Amos wants a word with you outside the volcano by the blossom tree. Do you need to access any of your pokemon or items?

(If yes, pull up computer menu)

*Fade to black*

*Warp outside the tree – prevent sequence break*

**SULFUR STY**

Amos: Player… thank you for joining me. I’m sorry that I was so difficult earlier. The emperor is profoundly weak right now, cut off from resources from all sides. We have a chance to show Johtonians a different path forward, to work together repelling the navigators. Will you pray with me? …

Endless plains disorient like a blank canvas

We need totems to show us where to climb

An act of creation: a higher purpose

The red ink fades to black with time…

*Warp to Route 42*

**ROUTE 42**

*The Ecruteak theatre is closed until you defeat Rival here.*

Rival: “Player! I heard you were involved in Olivine with the loss of Slowking. Your gramps has told you stories to convince you that all technology is bad. Well, I’m not interested in those – I want stories that set people free, stories that show the barriers aren’t real. Stories that let people take charge … and take as much as they can! *Final Rival battle* Player… how can you control pokemon so well? Its like you don’t have to control their every move, but they still understand what is best in the battle… Maybe there is another way. Maybe there is a way in which what I take doesn’t destroy someone else… I’m going back to Azalea. I was no good at chopping wood but I can get some help building my still to extract Apricorn Oils.

Kurt: “I never realized how much I underestimated him, just because he was so bad with an axe. I was worried that his still would destroy all my Apricorns, but maybe we can split the harvests with him – otherwise, he’s handicapped for no good reason…

Player, we still need to find a way into the Emperor’s Brass Tower. Maybe there’s a way we can do so in Ecruteak.”

**AZALEA CHARCOAL HOUSE**

Rival: We’ve discovered that Green Apricorn oils are an effective anaesthetic.

Charcoal dad: This house smells amazing when the charcoal is roasting and steam comes off the still.

**ECRUTEAK CITY**

NPC1 (outside theatre): We’re not letting them take our theatre!

NPC2: Oh, player. Good to see you again. We have to do something. We’re staging a demonstration here at the theatre to prevent Silph from taking over the theatre.

**THEATER**

*Cutscene with Ostene and Pink Kimono*

Ostene: You won’t get a better offer. This studio is a goldmine, and I’m offering you a shovel.

Kimono: Please … this studio is a bastion of expression. People come here connect with their heritage.

Ostene: What does your heritage contribute? The richest people in Johto listen to me. You can continue to perform… if it’s my music you dance to, so to speak.

Kimono: Recognizing our spiritual connection to other parts of nature, we fill our patrons’ spirits. You only fill your coffers.

Ostene: Do you see the rings on my fingers? My deeds are karmically favored. I’m not asking anymore. Do you under-” *Turns to player*

Kimono: Oh, Player! So good to see you. Did you ever learn how the Burned Tower came to be?

Ostene: You know this kid? I’m going to use you as a warning. Scram! *Defeat Ostene*

*Silph and Kimono leave through a door. A Silph Executive walks to the player*

Silph Final: Magnezone, Persian, PorygonZ, some psyhic type, …

Ostene: Tch… lucky break. This isn’t the end for me! *Ostene leaves*

Kimono: Player, thank you for ridding us of him. He needs to hear a story about what happens to people like him. Speaking of which… do you want to know how things really happened at the Burned Tower?

(y/n)

Kimono 2: You have to finish the story… *Kimonos dance, send you to Ecruteak Past*

*Warps you to Ecruteak City in the past*

**ECRUTEAK CITY**

NPC: All the Hisuians have left. It sounds like the Emperor is going to give a speech.

**ROUTE 37(?) to the south (WHISPERS WAY)**

*Blocked by two guards, could enter after the Mount Mortart event.*

“The emperor has requested no one visit the Alph Temples.”

**ALPH TEMPLES (TIMELESS TAPESTRY)**

*Abandoned, with a single Hisuian there to tell you that they were built to communicate stories and explain relationships between people, pokemon, and other pokemon, and other parts of nature*

*The emperor has ordered the tombs shut*

NPC: “We stayed behind to finish these glyphs. People should be able to learn their heritage.”

NPC: “Let’s see… we just closed up the portal to the Sinjoh Crossroads, so now we just have to remove the one for spying inside Brass Tower. Then it will be self contained.”

NPC: “They didn’t ground the Brass Tower, like we did the Tin Tower. It’s going to collect electricity the first time there’s a big storm.”

*The only portal remaining goes to the Brass Tower. Kurt is inside, waiting for you.*

Kurt: Let’s do this.

**TIN TOWER**

*The guard out front has disappeared.*

1F: Kurt, bottom floor: Player … the emperor is on the top floor. This might be our best chance to convince him to stop.”

2F (unable to escape rope out): Bobesh: Eh, Player? Come to stop us? You know, everywhere we retreat from, disorder springs. Soon our power will be known to all with this tower. We just need to quash the chaos, starting with you!

I’ve been beaten, again… I have no right to stop you. But you’ll never reach the emperor.

3F: Kensey: You oppose the tower? Do you know how many worked on it, how much we learned in making it? Of course not. This is a symbol of our benevolence. Fufufu… I won’t let you stop our dreams!

My plans for a productive society, foiled again… Where did I go wrong?

4F: Adrinna: I knew you’d come and defeat the two pests below me. Your spirit is impressive. You inspire those around you, so why do you want to be shackled to them? You show them what’s possible. For THEIR own good, you should pursue your own interests. Embrace your individuality! Will you join me? (y/n)

Y: *Go to fight Kurt on the next floor, underlined*

N: No? Then I’ll have to strike you down, where you belong!

Defeat, again … How is it you worked in harmony… was I wrong to pursue my own ambitions? Do I feel empty, because there is no one to share my joy with?... Player, I hope you will forgive me. Please, the emperor is on the next floor. I am leaving…

5F: *Mejimi and Ho-Oh and Lugia*

“Citizens of sacred Johto… I stand above you to tell you I have become one with the legendary Ho-Oh and Lugia. I am your conduit to the heavens who will guide us through this uncertain time. We have always worshipped the natural world, and now, your reverence for it can be channeled through me. To question me is to question the air you breath, the ground you stand on, and the water you drink!

*Steps back*

*Ho-Oh flies away*

Citizens… A challenger has come. Watch, with your own eyes, that my strength is matched by the might of this tower!

“No… it cannot be… beaten by you? The one who organized so many rebellions against us?”

*Flash*

*Rumble*

Guard: “Emperor! The tower is struck! Get out, as fast as you can!”

*Fade to black*

*Celebi cutscene*

*Celebi cutscene*

*Transported to Kurt’s house*

Kurt: Player! Good news… A popular movement has overturned the logging rights of the forest. Unfortunately, there is a huge surge of interest in joining the next ceremony. But I would take those problems any day.

*Roll credits*

*If you choose to join Adrinna*

“Citizens of sacred Johto… I stand above you today to tell you that I have ascended mortality and have become one with the legendary pokemon Ho-Oh and Lugia. I am your conduit to the heavens who will be responsible for guiding us through this uncertain time. We have always worshipped the natural world and we seek lived in balance with it, and now, your reverence for it can be channeled through me. To question my status is to question the air you breath, the ground you stand on, and the water you drink!

*Steps back*

*Ho-Oh flies away*

*Kurt enters:*

Player… My heart aches as I stand here, not believing what I see. My own flesh and blood, against all of our history? Against our future? I spent my life trying to give you to have the same security I had. But not just for you – for all who will live in Azalea afterwards. Even the charcoal boy. I regret how I humiliated him … Player. It fills me with pain to come after you like this, but I must keep Johto from turning away from itself!”

*Defeat Kurt*

I have no words and no regrets… I hope, for everyone’s sake, that your path leads to something good. Goodbye, player….

*Kurt leaves*

*Rumble* Adrinna: Whoa… what was that? Oh, my Jolteon absorbed a nasty lightning strike. Player, let’s get going.

*Fade to black*

*Celebi cutscene*

*Appear at the North side of Tinder Garden. Walk South, and witness a scene:*

*“Wow, I haven’t seen a tree like this before. Is this a blossom tree?”*

*“They used to be all over Johto. Their trunk has a beautiful red color, and the bark is said to smell like home.”*

*“It must be one of the last of its kind.”*

*“…”*

*“Well, let’s get to it.”*

*Change the block to a cut tree*

*Fade to black*

*Roll credits*