

Pokemon Scarlet And Violet Walkthrough



Scarlet players will have the opportunity to catch and ride Koraidon. Violet players will be able to catch and ride Miraidon.

First things first, pick your starter!

Sprigatito TYPE: GRASS	Fuecoco TYPE: FIRE	Quaxly TYPE: WATER
Category: Grass Cat Pokémon Height: 1'4" Weight: 9 lbs. Ability: Overgrow	Category: Fire Croc Pokémon Height: 1'4" Weight: 21.6 lbs. Ability: Blaze	Category: Duckling Pokémon Height: 1'8" Weight: 13.4 lbs. Ability: Torrent



This pokémon game is set in the region of Paldea, after a good amount of talking through the beginning of the game you will find there are three main story-lines or Quests to accomplish, and they can be done in any order at any time. The game allows you to just go explore the world at your own pace. This can be a little confusing though since it doesn't give you a lot of direction about where to go next or who to fight in what order, so I'm going to break it down by each Quest line by the order in which they might be easiest to hardest to fight (you don't have to fight them in the order I suggest, I did it completely out of order and was fine, though it was tricky.) I also suggest hopping between the three stories as you go, since many of them might be close to each other, either on the map or in level, so don't worry about going from one story to another, it's all about having fun.

Now all that talking in the tutorial stuff is done.

Some quick tips:

MAP

When you open your map, you might notice it can spin around, which is very disorienting. To prevent this, press the right analog stick and it will make the map always point north, which helped me a ton to STOP getting lost all the time.

Go to as many pokemon centers, and mysterious towers as you can, unlock fast travel

Fast travel is unlocked immediately in the game. All pokemon centers are fast travel locations. Also if you see a mysterious tower while you're walking around, it's probably also a hidden fast travel location, if you climb to the top of it you could unlock a spot to fly to. Also there might be a little gimmighoul there to collect coins from.



You have to talk to the other trainers to battle them!

Unlike in past games, where they just had to look at you to fight, you now have to go up and talk to the trainers to fight them. I still suggest battling everyone, since you get really nice rewards from the pokemon representatives at the pokemon centers if you battle a certain number of trainers in an area. If you're not sure if you've fought someone or not yet, they will have a yellow text bubble over their head if you have not fought them, if you have they will remain quiet.



Pick up items:

You will notice pokeballs or shiny things in the world, regular items, things to pick up, EVERYWHERE. Don't worry too much though, since they do respawn, so don't worry too much about missing out on this rare item or that special TM. They really are everywhere, but it's also free stuff and money and money is hard to get in this game.

Use your picnics:

Something I didn't understand until way later in the game is how useful the sandwich buffs can be. For example, if you want to level up faster, or make sure you capture that legendary, you can eat a sandwich to help with that.

A technique a ton of people use, is in the far northwestern corner of the map by the Team Star-fairy member, Chansey can spawn, and Chansey gives a lot of exp if you KO it. People will eat a Ham Sandwich (#80) to increase *Normal* encounter rates, to see a lot of chansey's to power level their pokemon for the Elite four at the end of the game.

All Sandwich Abilities: - Sandwich duration - 30 min.

- Egg Power: Increased chance to find Pokemon Eggs
- Catching Power: Increased chance that captures will succeed
- Exp. Point Power: More Exp. Points gained
- Item Drop Power: More materials found after battles
- Title Power: More likely to find Pokemon with titles
- Sparkling Power: More likely to find Shiny Pokemon
- Humungo Power: More likely to find large Pokemon

- Teensy Power: More likely to find small Pokemon
- (Type) Encounter Power: More likely to find (Type) Pokemon
- Raid Power: Earn more items in Tera Raid Battles

Egg Power will be important when you want to start breeding since in this game, you breed by having a ditto, and one other pokemon in your party in a picnic and you check the small picnic basket next to the table every so often to see if you have any eggs, if you have many eggs they will just go to your boxes. (Egg power 2 got me about 30 eggs in 30 min).

What is the difference between LP and Cash?

Not much, you can use either in shops, but you can only use LP to make TM's at the TM machine. I also considered using it as a way to make extra cash, if you used all the pokemon ingredients you get and the LP and then sold some high level TM's then you could make a lot of cash. But in the end should you use LP or cash at the stores, use either, or whichever you have more of. I found I spent a lot of my LP in early since I seemed to have more of it and I couldn't make any TM's anyway. It was a good way to keep me well stocked up on lots of pokeballs and greatballs.

Tera Raids:

Similar to Max Raid Battles, Tera Raids are how you get more LP and also how you can get some pretty strong unique pokemon. You will see a glowing crystal in the distance, they also appear on your map.

Intro to the Game

Do the tutorial, get your first pokemon, meet your new best friend/rival. Then the game backs off a little and lets you explore, I think I spent way too long just exploring in this first zone, but it was just so fun, so I'll point out some things you can collect in this first zone!

Possible team pokemon: Fidough, The new Paldea Wooper, Houndour, Fletchling, Ralts, Ghastly will appear at night. All these are pretty good to get early and fire pokemon can be tough to get early. There is also Charcadet, the new fire pokemon of this game you can get right after you finish talking to everyone in the school. So try to think about how you might want to build your team, since you will probably want someone with fire, water, electric etc. Especially since the first two gyms are weak to fire.



Path of Legends Missions

Titan Pokemon are important!

Defeat the Titan pokemon whenever you feel you are strong enough, they can be tough but by defeating the 5 titans you will unlock new abilities for your miraidon/koraidon which will make it so you can actually get around the world easier. So they are a hugely important part of making progress in the game. I would prioritize defeating the Titans when you feel strong enough.



Titan #1 - Klawf - The Stony Cliff Titan



Recommended Level: 15 - 20

Klawf is a rock-type.

Klawf is weak to grass, water or ground.

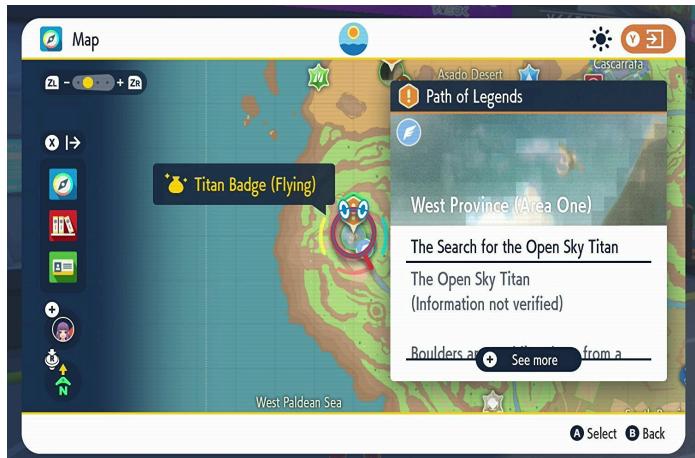
By defeating Klawf you unlock the ability to dash on your mount pokemon.



You will find Klawf in South Province (Area Three), just east of the main city Mesagoza, where your school is.

Explore the region, level up a little and eventually you will see a very large crab on a wall and when you want to fight it, approach it and you will take on this first challenge in a 2 part fight!

Titan #2 - Bombirdier, the Open Sky Titan



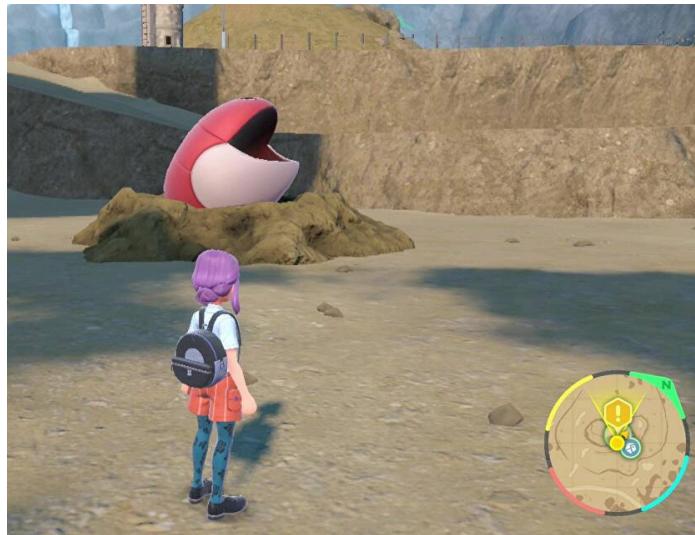
Recommended Level: 19 – 23ish

Bombirdier is Flying/Dark Types.

Bombirdier is weak to Fairy, Rock and Electric.

By defeating Bombirdier you get the ability to swim across the water on your mount pokemon.

Titan #3 - Orthworm, the Lurking Steel Titan



Recommended Level: 28 – 32ish

Orthworm is a Steel type pokemon.

Orthworm is weak to Fire, Fighting or Ground type moves.

Orthworm is shy, you will have to chase him around the mines a bit until he will eventually fight you.

Luckily, Orthworm is very large and easy to find. Upon defeating Orthworm you will get a high jump ability.

Titan # 4 - Scarlet - Great Tusk/Violet - Iron Treads



Recommended Level: 44-50

In Scarlet Great Tusk will be Ground/Fighting Type.

In Scarlet counter with Bug, Flying or Grass type pokémon.

In Violet Iron Treads will be Ground/Steel type.

In Violet counter with Fire, Fighting, Ground or Water type pokémon.

These huge Donphan like mammoths are rolling around the desert to the west of the map, if you're like me and find yourself exploring around for hours just for fun without any real plan or purpose and stumble into this guy while you're still in your early level 20's you *might find yourself with a full party whiteout!*

Upon defeating Great Tusk or Iron Treads you will get the very useful ability to glide.

Titan #5 - Tatsugiri - The False Dragon Titan

Recommended Level: around 55+

Dondozo is a Water type.

Tatsugiri is a Water/Dragon type.

Counter Water with Grass and Electric.

Counter Dragon with Fairy and Dragon moves.

This one is a little fishy you could say, it's odd. You will find a small island filled with tatsugiri pokemon, sushi pokemon. They will all be talking and if you talk to them they will fight you. You are looking for one in particular! The one you need to find is going to say "Taitaaan" It is on the tip of the small island in the picture on the right.

Upon defeating the LAST titan you will be able to climb walls, meaning you can pretty much go anywhere you want.



Gym Challenge Mission



Here is a simple run down of the gyms.

<u>Town Name</u>	<u>Leader name</u>	<u>Type</u>	<u>Level</u>
Cortondo Gym	Katy	Bug	14-15
Artazon Gym	Brassius	Grass	16-17
Levinicia Gym	Iono	Electric	23-24
Cascarrafa Gym	Kofu	Water	29-30
Medali Gym	Larry	Normal	35-36
Montenevera Gym	Ryme	Ghost	41-42
Alifornada Gym	Tulip	Psychic	44-45
Glaseado Gym	Grusha	Ice	47-48

Gym #1 - Cortondo Bug Gym - Katy

- Nymble (Bug) - Lvl 14
 - Tarountula (Bug) - Lvl 14
 - Teddiursa (Normal) - Lvl 15
- ~Tera into bug type



Weakness: Fire, Flying, Rock

You will find out pretty quickly that all the major fights in their game will end with the final pokémon the person throws out being terastalized. So even if a teddiursa is a normal type pokémon it is now a bug type because it terastalized into a bug type and is weak to the same things bugs would be weak too. So treat it the same way you would a bug type.



Gym #2 - Artazon Grass Gym - Brassius

- Petilil (Grass) - Lvl 16
 - Smoliv (Grass/Normal) - Lvl 16
 - Sudowoodo (Rock) - Lvl 17
- ~Tera into grass



Weakness: Fire, Flying, Ice

If you've picked up a Fletching, Charcadet or have the fire starter Fuecoco, they are going to be putting in some work by this second gym.



Gym #3 - Levincia Electric Gym - Iono

- Wattrel (Flying/Electric) - Lvl 23
 - Bellibot (Electric) - Lvl 23
 - Luxio (Electric) - Lvl 23
 - Mismagius (Ghost) - Lvl 24
- ~Tera into Electric



Weakness: Ground

Despite the ground weakness, Iono is tricky. Wattrel is flying and isn't affected by ground moves, and Mismagius is a ghost type with the ability, levitate and thus is immune to ground moves as well. So bringing a ground type isn't a bad plan, but maybe bringing a pokémon with ground moves is enough to take out luxio and bellibot, then using rock on wattrel to hurt it's flying type. The Mismagius is just going to be tricky, dark is good against ghosts, but it will terastallize into electric, so just do what you can.



Gym #4 - Cascarrafa Water Gym - Kofu

- Veluza (Water/Psychic)- Lvl 29
- Wugtrio (Water)- Lvl 29
- Crabominable
(Fighting/Ice)- Lvl 30
~Tera into Water



Weakness: Electric, Grass

Meowscarada is perfect for this gym, another great option is Wattrel, or its evolution. Pawmot, Raichu, Magneton, you get the idea, anything electric, or if you've been a fan of Smoliv, it's her time to shine!



Gym #5 - Medali Normal Gym - Larry

- Komala (Normal)- Lvl 35
- Dundunsparce (Normal)- Lvl 35
- Staraptor (Flying/Normal)- lvl 36
~Tera into Normal

Weakness: Fighting

Larry is a new fan favorite gym leader! Since we haven't had a Normal type gym leader in a long time. His Staraptor is particularly dangerous, since its flying moves will destroy any fighting type Pokémon you bring out. It is suggested you use a move to poison or burn the Pokémon so even if it gives you trouble Will-o-wisp can be doing damage as you try to figure out a way to deal with it. Rock can be useful, or just a Pokémon with fighting moves.



dangerous, since its flying moves will destroy any fighting type Pokémon you bring out. It is suggested you use a move to poison or burn the Pokémon so even if it gives you trouble Will-o-wisp can be doing damage as you try to figure out a way to deal with it. Rock can be useful, or just a Pokémon with fighting moves.

Gym #6 - Montenevera Ghost Gym - Rymn

- Banette (Ghost)- Lvl 41
- Mimikyu (Ghost/Fairy)- Lvl 41
- Houndstone (Ghost)- Lvl 41
- Toxtricity (Electric/Poison)- Lvl 42
~Tera into Ghost

Weakness: Dark, Ghost

Dark type Pokémon are key here, but those who picked Fuecoco should be able to burn and hex their way through while Sprigatito users should be able to remember Night Slash if you forgot that move and rip this gym apart. Myself, I used one of my many dog Pokémon and crunched my way to victory.



Gym #7 - Alifornada Psychic Gym - Tulip

- Farigiraf (Normal/Psychic) - Lvl 44
- Gardevoir (Fairy/Psychic) - Lvl 44
- Espathra (Psychic) - Lvl 44
- Florges (Fairy) - Lvl 45
~Tera into Psychic

Weakness: Ghost, Dark, Bug

Another tricky gym leader, Farigiraf is Normal/Psychic. Where Ghost moves might have been effective for most psychic types they will just pass right through being immune to Farigiraf, hit it with Dark or Bug.

Similarly, Gardevoir is Fairy/Psychic, so Dark types are going to be in trouble against her.

Poison Type moves would be Super effect, but be careful with poison type pokemon since the psychic type moves will obliterate them.

A good option here is Bisharp, Iron Head is a strong ability and Knock off and Night slash are some dark moves he learns you can use in the fight.



Gym #8 - Glaseado Ice Gym - Grusha

- Frosmoth (Ice/Bug) - Lvl 47
- Beartic (Ice) - Lvl 47
- Cetitan (Ice) - Lvl 47
- Altaria (Dragon/Flying) - Lvl 48
~Tera into Ice

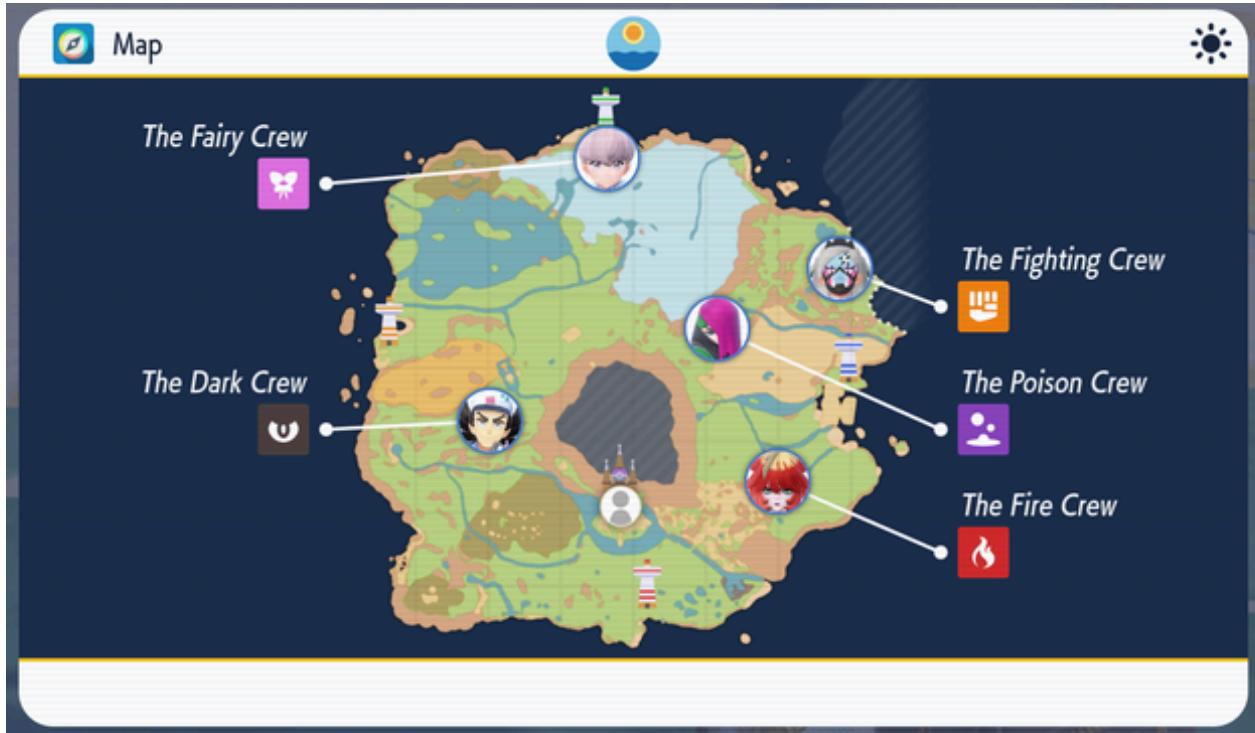


Weakness: Fire, Rock, Steel, Fighting

Cetitan is a HP sponge and has high attack. On top of that it has the ability Thick fat which allows it to absorb 50% of all fire attacks, and is equipped with liquidation to take out your fire pokemon! Consider using rock, steel or fighting against Cetitan instead of fire since it is ready for your fire pokemon!

The last and toughest is Altaria, which would normally be x4 weak to Ice is then terastallized into Ice. How to deal with this cloud-bird, if you still have a Bisharp those steel moves will shine here. Tinkaton with her large hammer will also smash her way to victory!

Starfall Street Mission



Type	Name	Level
Dark Crew	Giacomo	21
Fire Crew	Mela	27
Poison Crew	Atticus	32
Fairy Crew	Ortega	50
Fighting Crew	Eri	55
The Boss	???	63

Dark Crew

Here's how the Star Barrage works.

Anytime you are about to challenge these team star fortresses, you will have to complete a 30/30 challenge. In which you send out your pokemon to auto-battle by pressing R on the controller. Make sure your top 3 pokemon will be well matched against whatever type you are there to fight. (Dark, fire, poison, fairy or fighting) You have 10 minutes to defeat 30 pokemon in autobattles, which is so much time, you should be fine.

After you defeat the 30 pokemon you take on the leader of the fortress, in this crew it's Giacomo, of the Dark crew.

Note: Each boss might have a Revaroom, but they change type for each boss.

Boss Fight - Giacomo

- Pawniard - Lvl 21
- Revaroom - Lvl 20

Weakness: Fighting and Bug



Fire Crew

Boss Fight - Mela

- Torkoal - Lvl 27
- Revaroom - Lvl 26

Weakness: Water, Ground, Rock



Poison Crew

Boss Fight - Atticus

- Skuntank - Lvl 32
- Revaroom - Lvl 32
- Muk - Lvl 32
- Revaroom - Lvl 32

Weakness: Psychic and Ground



Fairy Crew

Boss Fight - Ortega

- Azumarill - Lvl 50
- Wigglytuff - Lvl 50
- Dachsbum - Lvl 51
- Revaroom - Lvl 50

Weakness: Steel, Grass, and Poison



Fighting Crew

Boss Fight - Eri

- Toxicroak - Lvl 55
- Passimian - Lvl 55
- Annilihape - Lvl 56
- Lucario - Lvl 55
- Revaroom - Lvl 56

Weakness: Flying and Ground



The Big Boss - Cassiopeia

Battle vs. Clive (Director Clavell?!)

Recommended Level - 63 (Or Higher)

Level	Pokemon	Type
Lvl 60	Oranguru	Normal/Psychic
Lvl 60	Abomasnow	Grass/Ice
Lvl 60	Gyarados	Flying/Water
Lvl 60	Polteageist	Ghost
Lvl 60	Amoonguss	Grass/Poison
Lvl 61	The starter no one picked!	Grass/Water/Fire

This is a particularly hard fight, being the school Principal you can imagine Director Clavell is pretty good at pokemon battling. You will need a well built team to go up against him, hopefully you have something with a good Fire Type since two of his pokemon are very weak to fire. Gyarados will fall quickly to Electric. Oranguru and Polteageist will crack up to Dark types.

The final pokemon is always the biggest problem, since he's going to terastallize it, making it even tougher. Good luck!



The Real Cassiopeia

What!?! That's right, one more fight!

The Real Cassiopeia is none other than Penny!

You might have figured it out, but Penny's team is pretty special. It's made up entirely of eevee-lutions.

Recommended Level: Still 63 (or Higher)



Level	Pokemon	Type
62	Umbreon	Dark
62	Flareon	Fire
62	Vaporeon	Water
62	Jolteon	Electric
62	Leafeon	Grass
62	Sylveon	Fairy

Cassiopeia asks to meet at night, you can go to the school yard right away and the game will just skip to night for you. She asks you to meet at night because her pokémon know the move moonblast which is a fairy-type move only use-able at night.

Since Penny has a good spread of pokémon you will need an equally good spread to counter her, and something to deal with her sylveon which she will terastallize into a Fairy type. Steel or Poison would be super-effective.



The Lab on Poco Path

A Challenge from Arven

After defeating the 5 Titan pokemon you will be asked to meet Arven at the Lighthouse where you met your legendary mount pokemon. Then Sada/Turo (the professor) will ask for your help. This is how you can begin your journey into Area Zero, or The Great Crater! Arven will need to be convinced you are strong enough to go into the crater so defeat him in a fight to show him you can handle anything in that big scary crater.



Recommended Level: 63

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 58	Greendent	Normal
Lvl 61	Toedcruel	Ground/Grass
Lvl 62	Garganacl	Rock
Lvl 60	Scovillain	Grass/Fire
Lvl 59	Cloyster	Water/Ice
Lvl 63	Mabosstiff	Dark

For Greendent you can use anything Fighting. Cloyster and Garganacl will also be weak to Fighting. Although, Garcanacl is also weak to Grass, Water, and Rock-type attacks, while Cloyster is weak to Rock, Grass, and Electric-type attacks.

Against Toedscruel, you'll want to use Flying, Ice, or Bug-type attacks. Have some Awakening on you to be safe, in case Toesdcruel uses its Spore attack to put your Pokemon to sleep. Scovillian is also weak to Flying or Rock-type attacks.

The Mabosstiff will terastallized to Dark, so get ready to hit it with Bug, Fighting or Fairy moves.



Victory Road

The Pokemon League - Defeating The Elite Four

How to Find the Pokemon League

It's located in the back of Mesagoza, in the Northwest corner.

You are looking for a gate and tunnel pictured below behind some buildings.



Follow the grass to the pokemon center, fight the trainers if you want to.

When you enter the gym-like building in the back the challenge is on, so be ready!

Prepare with these types of pokemon:

For the first battle: Grass, Ground, Ice and Psychic-type

For the second battle: Fire, Ground, Fighting, Dark, Ghost and Electric-type

For the third battle: Rock, Electric, Ice, Dragon, and Fairy-type

For the fourth battle: Ice, Fairy, and Dragon-type

For the fifth battle: Dark, Ghost, Electric, Fighting, Fire, Ground, and

Water-type

I know it looks overwhelming, but you don't have to have all those types, just having some different moves works well, like ghost moves on your dark type or fighting or ground types moves, even if the pokemon is not that type is enough.

The Champion Assessment

There are 10 interview questions you have to answer correctly to pass the test to fight the Elite Four!

1. How did you get here?
 - a. All answers are correct
2. What **Academy** are you enrolled in?
 - a. **Scarlet: Naranja Academy**
 - b. **Violet: Uva Academy**
3. What brings you to the Pokemon League today?
 - a. To become Champion
4. What do you intend to do if you become a Champion?
 - a. I want to become even stronger
 - b. I want to battle Nemona
 - c. I want to find treasure
 - d. Every answer is “correct,” but remember which one you choose
5. Which of the eight Gyms gave you the most difficulty?
 - a. Choose any, use the gym chart! To know what town/leader name!
6. What is the name of **Gym Leader** you faced there?
 - a. I picked Alifornada, Tulip, Psychic
7. What **Type** of pokemon did the gym leader use?
 - a. Lots of people had trouble with Medali, Larry, Normal
8. What was the category of the pokemon you chose to be your first partner?
 - a. Water, fire or grass?
9. Remind me, what do you intend to do if and when you do become a Champion?
 - a. Repeat Answer #4
10. Do you like pokemon?
 - a. Yes.



Congratulations! You made it through the test!

Once you pass the test you will never have to do it again. Even if you are defeated by the Elite Four, you do not have to do that test again.

Enter the door behind Rika to begin the pokemon battling!

Note: There is a break between each Elite Four member so you can heal and switch your pokemon between your boxes (if you have more than 6 pokemon), so use that break before diving into the next fight, save your game and then begin the fight again with a fresh team!

Elite Four Member - Rika

Rika is a Ground type specialist.

Ground is weak to:

Grass, Flying and Bug

You will want to have a grass type pokemon with you. Everything should fall easily to a grass type, just have something with water for the camerupt.

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 57	Whishcash	Water/Ground
Lvl 57	Camerupt	Fire/Ground
Lvl 57	Donphan	Poison/Ground
Lvl 57	Dugtrio	Ground
Lvl 58	Clodsire	Ground



Elite Four Member - Poppy

Poppy used Steel type pokemon.

Steel is weak to:

Fire, Fighting and Ground.

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 58	Copperajah	Steel
Lvl 58	Corviknight	Flying/Steel
Lvl 58	Magnezone	Electric/Steel
Lvl 58	Bronzong	Steel/Psychic
Lvl 58	Tinkaton	Fairy/Steel



Poppy is fairly straightforward, bring your type advantages, be ready for her Tinkaton to crystalize and you'll be fine.



Elite Four Member - Larry

He's back! This time using Flying Type pokemon.

Flying Types are weak to:

Rock, Electric, and Ice Type Pokemon.

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 59	Tropius	Grass/Flying
Lvl 59	Altaria	Dragon/Flying
Lvl 59	Staraptor	Normal/Flying
Lvl 59	Oricorio	Fire/Flying
Lvl 60	Flamigo	Flying/Fighting



Larry's Team has a shared weakness to Rock pokemon, so you would do well to have someone with a stoney disposition. Between this Member and the next having an Ice type might be wise.



Elite Four Member - Hassel

You might recognize your Art teacher if you've been going to your classes! It's your teacher Hassel! He's a Dragon specialist.

Dragon is weak to:

Ice, Fairy and Dragon Types

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 60	Noivern	Flying/Dragon
Lvl 60	Flapple	Grass/Dragon
Lvl 60	Haxorus	Dragon
Lvl 60	Dragalge	Poison/Dragon
Lvl 61	Baxcaliber	Ice/Dragon



Garchomp was very good, but Tinkaton would also rock this one.

Any Ice Types would be very good also. You have many good options, just be ready since Hassel can hit hard. Dragons hurt.

Before the last fight Rika will kindly patch up your pokemon before you face Geeta.



Chairwomen of the Elite Four

Geeta

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 61	Espartha	Psychic
Lvl 61	Kingambit	Dark/Steel
Lvl 61	Avalugg	Ice
Lvl 61	Veluza	Water/Psychic
Lvl 62	Glimmora	Rock/Poison



- Espartha is weak to Bug, Dark, and Ghost-type Pokemon.
- Kingambit is weak to Fighting, Ground, and Fire.
- Veluza is weak to Electric, Dark, and Ghost-type.
- Gogoat is weak to Flying, Fire, and Ice-type attacks.
- Glimmora will be the last Pokemon that Geeta throws out, and she will Terastalize it into Rock. Water, Grass, Steel, Fighting, or Ground type attacks work here.

After you've defeated Geeta, you're the newest pokemon Champion something Nemonia is so excited about she wants to battle you right away! To wrap up this story line you can go fight pneumonia where your journey began in Mesagoza Central Plaza! Bring it on Nemonia!

A Challenge From Nemonia

Victory Road Finale

Nemonia is also a Pokemon Champion, and much like you, defeated the Elite Four, so can you prove you're the very best?

Recommended Level 65-66



<u>Level</u>	<u>Pokemon</u>	<u>Type</u>
Lvl 65	Lycanoc	Rock
Lvl 65	Pawmot	Electric/Fighting
Lvl 65	Goodra	Dragon
Lvl 65	Dundunsparce	Normal
Lvl 65	Orthworm	Steel
Lvl 66	Starter Pokemon	Fire/Water/Grass



- Lycanroc is weak to Fighting, Grass and Ground types.
- Dundunsprace is also weak to Fighting.
- Pawmot is weak to Ground, as well as Fairy and Ice.
- Goodra is weak to Dragon, Ice and Fairy.
- Orthworm is weak to Fighting, Fire and Ground.



So if you have a good Ground, Fairy and maybe someone with a strong Fighting move like Close combat. It will take you a long way.

The Way Home - Zero Gate



The final mission in the main game is to enter Area Zero.

Beware: Spoilers Ahead

You can find the Zero Gate Northwest of Medali, you can climb up to a small gate or climb up and over the mountain there. And enter a large domed building to find your trio of friends preparing to enter Area Zero with your Legendary pokémon together.

Here you trek down deeper and deeper into Area Zero discovering the 4 Research stations.

At each Research Station there will be a single fight with a wild pokémon



that your friends will help you out with.

If you find you need to heal you can use the bed in the research stations to heal your pokemon for free at any time like a pokemon center.

There is no map in this area, just keep heading downward, almost in a natural spiral-like pattern and you will find all the stations and eventually down into the crystal-like caverns which is the final 4th station.

Upon finding the last station is pretty destroyed you might feel that things are pretty suspicious with the professor. Continue down to the bottom and fight your way, with your friends, into the Area Zero Lab!

Enter the Lab and find out the truth about Arvens Mom/Dad. While in the lab, pick up the pokeball on the floor for an important item, the Boost Energy.

The Professor will explain they would like you to turn off the time machine, but if you do that they will be forced to fight you. You have to place the book Arven gave you earlier on the pedestal in the middle of the large shining room to turn off the machine. Do so, but be ready for a big fight!

The Professor will be using all paradigm pokemon from whichever game you are playing, Violet/Scarlet. Which on a first-time playing is pretty rough since you don't really know the type match-ups against those pokemon yet since they're all new and not what you are probably expecting since it might look like Steel but there is no steel among them. Or it might look like a Tyrannitar but it's not. So you have to re-learn all these past/future pokemon.



Scarlet - Battle Vs. The Professor Sada

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>	<u>Weaknesses</u>
Lvl. 66	Slither Wing	Bug/Fighting	Fairy, Fire, Flying and Psychic
Lvl. 66	Scream Tail	Fairy/Psychic	Poison and Steel
Lvl. 66	Brute Bonnet	Grass/Dark	Bug, Fairy, Fighting, Fire, Flying, Ice and Poison
Lvl. 66	Flutter Mane	Ghost/Fairy	Dark and Ghost
Lvl. 66	Sandy Shocks	Electric/Ground	Grass, Ground, Ice and Water
Lvl. 67	Roaring Moon	Dragon/Dark	Bug, Dragon, Fairy, Fighting and Ice

You will want to have a pokemon with strong **Flying, Poison, Dark and Fairy** moves on your team. Start the fight with your Flying pokemon first to take out Slither Wing. Use your poison on Scream Tail, Poison or Fairy (or anything) on Brute Bonnet, Dark on Flutter Mane. Possible a Ground, or if you chose the Grass or Water starter on Sandy Shocks. Then finish Roaring Moon with your Fairy.



Violet - Battle Vs. The Professor Turo

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>	<u>Weaknesses</u>
Lvl. 66	Iron Moth	Fire/Poison	<u>Ground</u> , Psychic, Rock and Water
Lvl. 66	Iron Bundle	Ice/Water	Electric, Fighting, Grass and Rock
Lvl. 66	Iron Hands	Fighting/Electric	Fairy, <u>Ground</u> and Psychic
Lvl. 66	Iron Jugulis	Dark/Flying	Fairy, Electric, Ice and Rock
Lvl. 66	Iron Thorns	Rock/Electric	Fighting, Grass, <u>Ground</u> and Water
Lvl. 67	Iron Valiant	Fairy/Fighting	Fairy, Flying, Poison, Psychic and Steel

This fight you will need good **Fairy**, **Psychic**, **Ground** and **Rock** moves. You should be able to cover all the pokémon between these four types. Start with your Ground type since Iron moths are super weak to Ground. You do not exclusively have to use these 4 types, if you have something else that works like Fighting or Electric instead of Rock, for Iron Bundle, use that! This is only supposed to point out the most common weaknesses. Iron Thorns is also super weak to ground so you can use that to your advantage.

After defeating the professor, that's not all!

A Miraidon/Koraidon then appears to fight you.

However, all your pokémon are locked in their pokeballs, and you are unable to fight! What can you do!

Try the only pokémon you have left... Your very own *Miraidon/Koraidon*!



Listen to your friends as they will call our helpful hints as to what moves to use to keep you going in the battle, like endure if you're about to be hyper beamed.

Eventually you will be able to Terastalize your *Miraidon/Koraidon*, and win the battle!



Catching Legendaries

After the credits you can return to the academy and talk to Director Calvell and receive your Master ball. You will also unlock the extra mission to defeat all the Pokemon gyms an additional time, and then compete in a school-wide tournament.

When trying to catch Legendary pokemon, I recommend turning Auto-save OFF in your Options, if you knock out the legendaries you will get a chance to catch them again. However if you want to save yourself some money on expensive pokeballs, or you might have a bad run. You can always restart without worry if you just turn off autosave, do a hard save before you are about to fight the legendary and then you can turn the auto saves back on when you are happy with your new legendary.

I would also recommend, if you haven't already, making a pokemon designed to catch other pokemon, one which knows two moves specifically, False Swipe and a status Effect move, like Yawn, Hypnosis, Thunder Wave etc. You earn the ™ False Swipe from Professor Jacq after you have done your first biology class with him and have 30 pokemon in your pokedex then there will be a red exclamation mark in the biology lab for you to go talk to him. Some good candidates in Scarlet and Violet are Gallade, Breloom, Bisharp/Kingambit, Scizor, Haxorus and Persian. They all can learn False Swipe and several other good status moves.

With your Master Ball in hand, go catch yourself a second Miraidon/Koraidon. You will always have the one you use as a bike, but the one you fought is just waiting for you down in the bottom of Area Zero, behind the Area Zero Lab where you fought the Professor. The games mascot pokemon is nature and 'best' IV locked with Miraidon being modest nature and Koraidon being adamant.

There are four legendaries besides Miraidon/Koraidon. To gain access to them you must free them from their prisons, since they were long ago sealed for being destroyers of this land.

If you do your classes at school you will learn all about it and get a side-quest about it from the History teacher.



Wo-Chien (Snail)

<u>Stake</u>	<u>Location</u>
Purple Ominous Stake 1	Artazon: Just southwest of the Artazon gym on top of a red hill.
Purple Ominous Stake 2	Los Platos: On a cliff south of the Academy and northeast of the Los Platos (East) Pokémon Center.
Purple Ominous Stake 3	South Province (Area One): Southeast of the Academy near the bridge that connects South Province (Area Three) to South Province (Area One).
Purple Ominous Stake 4	South Province (Area Three): East of the Academy, between Mesagoza and the main path. You'll find it on top of a tall red mesa.
Purple Ominous Stake 5	South Province (Area Four): Southwest of the Los Platos (East) Pokémon Center on top of the cliff facing the lighthouse.
Purple Ominous Stake 6	South Province (Area Five): On top of a hill northeast of the Los Platos Pokémon Center.
Purple Ominous Stake 7	East Province (Area One): Northwest of the trail leading from Mesagoza to Artazon, at the edge of a cliff with grass.
Purple Ominous Stake 8	South Province (Area One): On the southeast part of this area on top of a cliff.
Wo-Chien Shrine	South Province (Area One): Fly down from Stake 8 and you'll see a big purple door at the Southeast part of South Province (Area One).



<u>Level</u>	<u>Pokemon</u>	<u>Type</u>	<u>Weakness</u>
Lvl. 60	Wo-Chien	Dark/Grass	Fire, Ice, Fighting, Poison, Flying, Bug (x4), Fairy

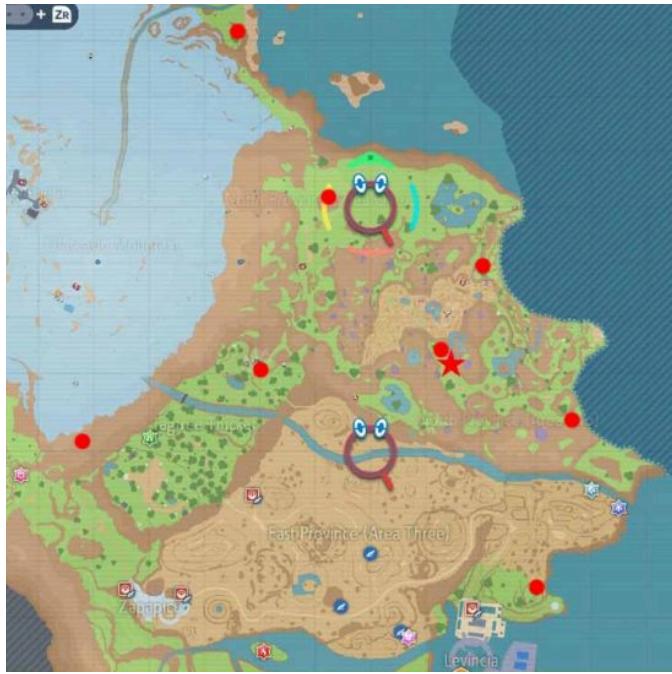
<u>Level</u>	<u>Pokemon</u>	<u>Type</u>	<u>Weakness</u>
Lvl. 60	Chien-Pao	Dark/Ice	Fire, Fighting (x4), Bug, Rock, Steel, Fairy



Chien-Pao (Snow Leopard)

<u>Stake</u>	<u>Location</u>
Yellow Ominous Stake 1	South Province (Area Six): On top of a hill that is south of the six white towers near the path.
Yellow Ominous Stake 2	West Province (Area One): On a cliff jutting out from the mountain northwest of Cortondo.
Yellow Ominous Stake 3	West Province (Area One): On top of a tall mesa that is northwest of the West Province (Area One) - Central Pokémon Center.
Yellow Ominous Stake 4	West Province (Area One): On a cliff southeast of the ruins. Fast traveling to the West Province (Area One) - North Pokémon Center will get you close.
Yellow Ominous Stake 5	South Province (Area Two): At the base of a cliff that is northwest of the Pokémon League headquarters.
Yellow Ominous Stake 6	Cascarrafa: Behind a tree on the southern side of the city.
Yellow Ominous Stake 7	South Province (Area Six): On a cliff overlooking the river that flows into the sea.
Yellow Ominous Stake 8	South Province (Area Six): Inside a cave that's east of the main path between Cortando and the sea.
Chien-Pao Shrine	South Province (Area Six): Climb up a cliff to the southwest of Asado desert and interact with the big yellow door.





Chi-Yu (celestial eye goldfish)



<u>Level</u>	<u>Pokemon</u>	<u>Type</u>	<u>Weakness</u>
Lvl. 60	Chi-Yu	Dark/Fire	Water, Fighting, Ground, Rock

<u>Level</u>	<u>Pokemon</u>	<u>Type</u>	<u>Weakness</u>
Lvl. 60	Ting-Lu	Dark/Ground	Water, Grass, Ice, Fighting, Bug, Fairy



Ting-Lu



For Chi-Yu

<u>Stake</u>	<u>Location</u>
Blue Ominous Stake 1	North Province (Area One): On a grassy cliff to the south of the river that flows out from Glaseado Mountain to the east.
Blue Ominous Stake 2	North Province (Area One): On a cliff between Glaseado Mountain and a smallish lake.
Blue Ominous Stake 3	Tagtree Thicket: Next to a tree on a cliff north of the river
Blue Ominous Stake 4	Glaseado Mountain: On a grassy cliff between two trees just south of the mountain.
Blue Ominous Stake 6	North Province (Area Two): Next to some ruins on the far east side of the map, north of the river.
Blue Ominous Stake 7	North Province (Area Two): Next to a tree on a cliff that is to the northeast of the North Province (Area Two) Pokécenter.
Blue Ominous Stake 8	Fury Falls: On one of the cliffs that leads up to a jagged black point.
Chi-Yu Shrine	Province (Area Two): In a cave south of Stake 8, between the river and Team Star's base.

For Ting-Lu

<u>Stake</u>	<u>Location</u>
Green Ominous Stake 1	West Province (Area Two): North of the Asada desert on top of a rock near several stone columns.
Green Ominous Stake 2	West Province (Area Two): In the middle of some grass along the river south of Casseroya Lake.
Green Ominous Stake 3	West Province (Area Two): On top of a cliff near a tree on the south part of where Casseroya Lake meets the sea.
Green Ominous Stake 4	Casseroya Lake: On top of a tall island on the south side of the lake.
Green Ominous Stake 5	Casseroya Lake: On top of the largest island's eastern side.
Green Ominous Stake 6	West Province (Area Three): On a green cliff where the river meets Glaseado Mountain
Green Ominous Stake 7	North Province (Area Three): On a snowy mountain slope on the most eastern tip of Glaseado Mountain.
Green Ominous Stake 8	Casseroya Lake: On a cliff next to the northern river that empties into the sea.
Ting-Lu Shrine	Casseroya Lake: A large yellow door north of Casseroya Lake with a small path leading to it.



All pokemon Centers are also Fast Travel locations, but some special Landmarks must be unlocked by traveling to them and looking at the sights or climbing a mountain or reading a sign. Some are also at the top of the Watchtowers.

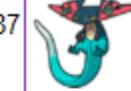
Watchtowers are where to go find gimmighoul's in their chest form and how you will get many coins from them or catch one to eventually get yourself a Gholdengo.

Let's talk about some of these Special new pokemon!



Version Exclusive Pokemon

Scarlet					Violet				
128		Tauros Paldean Form (Blaze Breed)	Fighting	Fire	128		Tauros Paldean Form (Aqua Breed)	Fighting	Water
246		Larvitar	Rock	Ground	200		Misdreavus	Ghost	
247		Pupitar	Rock	Ground	316		Gulpin	Poison	
248		Tyranitar	Rock	Dark	317		Swalot	Poison	
425		Drifloon	Ghost	Flying	371		Bagon	Dragon	
426		Drifblim	Ghost	Flying	372		Shelgon	Dragon	
434		Stunky	Poison	Dark	373		Salamence	Dragon	Flying
435		Skuntank	Poison	Dark	429		Mismagius	Ghost	
633		Deino	Dark	Dragon	692		Clauncher	Water	
634		Zweilous	Dark	Dragon	693		Clawitzer	Water	
635		Hydreigon	Dark	Dragon	766		Passimian	Fighting	
690		Skrelp	Poison	Water	875		Eiscue	Ice	
691		Dragalge	Poison	Dragon	885		Dreepy	Dragon	Ghost

765		Oranguru	Normal	Psychic		886		Drakloak	Dragon	Ghost
874		Stonjourner		Rock		887		Dragapult	Dragon	Ghost
		Armarouge	Fire	Psychic				Ceruledge	Fire	Ghost
		Great Tusk	Ground	Fighting				Iron Treads	Ground	Steel
		Scream Tail	Fairy	Psychic				Iron Bundle	Ice	Water
		Brute Bonnet	Grass	Dark				Iron Hands	Fighting	Electric
		Flutter Mane	Ghost	Fairy				Iron Jugulis	Dark	Flying
		Slither Wing	Bug	Fighting				Iron Moth	Fire	Poison
		Sandy Shocks	Electric	Ground				Iron Thorns	Rock	Electric
		Roaring Moon	Dragon	Dark				Iron Valiant	Fairy	Fighting
		Koraidon	Fighting	Dragon				Miraidon	Electric	Dragon

Pokemon and Evolution

Pokemon who require stones to evolve:

- Eevee + Fire Stone = Flareon
- Growlithe + Fire Stone = Arcanine
- Capsakid + Fire Stone = Scovillain
- Eevee + Water Stone = Vaporeon
- Shellder + Water Stone = Cloyster
- Pikachu + Thunder Stone = Raichu
- Eevee + Thunder Stone = Jolteon
- Magneton + Thunder Stone = Magnezone
- Tadbulb + Thunder Stone = Bellibolt
- Eevee + Leaf Stone = Leafeon
- Petilil + Sun Stone = Lilligant
- Sunkern + Sun Stone = Sunflora
- Eevee + Ice Stone = Glaceon
- Cetoddle + Ice Stone = Cetitan
- Crabrawler + Ice Stone = Crabominable
- Jigglypuff + Moon Stone = Wigglytuff
- Floette + Shiny Stone = Florges
- Murkrow + Dusk Stone = Honchkrow
- Misdreavus + Dusk Stone = Mismagius
- Kirlia (male) + Dawn Stone = Gallade
- Snorunt (female) + Dawn Stone = Froslass

Pokemon who need other items to evolve:

- Sinistea (Antique Form) + Chipped Pot = Polteageist
- Sinistea (Phony Form) + Cracked Pot = Polteageist
- Applin + Sweet Apple = Appletun
- Applin + Tart Apple = Flapple
- Charcadet + Auspicious Armor = Armarouge - Scarlet
- Charcadet + Malicious Armor = Ceruleedge - Violet
- Gimmighoul + 999 Gimmighoul Coins = Gholdengo

How to get Special items:

You can get lucky and find the Chipped/Cracked Pot on the ground as one of the many pokeballs on the ground, as well as sweet or tart apples. Also check the auctions in **Porto Marinada**. They will update everyday and usually have a special item such as the Rotom catalog.



How to get Auspicious Armor - Scarlet:

In Zapicico, near where the Poison Team Star Member hangs out, you can trade with a nice gentlemen who requests **10 Bronzor Fragments**. You can gather those back in the desert where the Tinkatuffs are. Have your pokemon auto-fight bronzors until you have 10 fragments and give them to the guy and get the armor.



How to get Malicious Armor - Violet:

In Zapicico, just the same as in Scarlet a women will ask for **10 Sinistea Fragments**. You can find Sinisteas around Tulips Psychic Gym in Alfornada.

Pokemon that require Special Battle conditions to evolve:

- Primeape + use Rage Fist 20 times = Annihilape
- Bisharp + holding Leader's Crest + beat 3 other Bisharp with Leader's Crest in battle = Kingambit

Pokemon that require Multiplayer:

- Finizen + Becomes level 38 (or higher) while in multiplayer = Palafin



Pokemon that require a high level of friendship to evolve:

Don't forget luxury balls, soothe bells (hold item purchased at the Delibird store), and using picnics and washing your pokemon at the picnic can all help raise their friendship with them faster.

- Eevee + friendship = Espeon (daytime only)
- Eevee + friendship = Umbreon (nighttime only)
- Eevee + friendship + knows a fairy-type move = Sylveon
- Pichu + friendship = Pikachu
- Iggybuff + friendship = Jigglypuff
- Chansey + friendship = Blissey
- Azurill + friendship = Marill
- Riolu + friendship = Lucario (daytime only)

Pokemon that require walking with Let's Go (Right bumper, R) to evolve:

- Pawmo + walking 1,000 steps = Pawmot
- Bramblin + walking 1,000 steps = Brambleghast
- Rellor + walking 1,000 steps = Rabsca

This can be hard because the game has no way of counting your steps, also if the pokemon returns to its ball while you're walking, or you're interrupted in your walk, it can reset your steps. So I found in the city of Levinicia there is a circle you can walk almost like a track, and if you walk it 4 times, you can pretty much be sure that you've done 1000 steps. Then you level up your pokemon and you will see if you've got enough steps.



Pokemon that require a special move to evolve:

- Eevee + friendship + knows a fairy-type move = Sylveon
- Girafarig + knows Twin Beam (level 32) = Farigiraf
- Dunsparce + knows Hyper Drill (level 32) = Dudunsparce
- Bonsly + knows Mimic (level 16) = Sudowoodo
- Steenee + knows Stomp (level 28) = Tsareena



Pokemon that require specific Times of day to Evolve:

- Sneasel + holding Razor Claw + level = Weavile (nighttime only)
- Eevee + friendship = Espeon (daytime only)
- Eevee + friendship = Umbreon (nighttime only)
- Riolu + friendship = Lucario (daytime only)
- Happiny + holding Oval Stone + level = Chansey (daytime only)
- Yungoos + level 20 = Goomy (daytime only)
- Rockruff + level 25 = Midday Form Lycanroc (daytime only)
- Rockruff + level 25 = Midnight Form Lycanroc (nighttime only)
- Rockruff with the “Own Tempo” ability + level 25 = Dusk Form Lycanroc (7-8 pm only)
- Fomantis + level 34 = Lurtz (daytime only)
- Greavard + level 30 = Houndstone (nighttime only)



Pokemon that need to be traded to Evolve:

- Haunter + trade = Gengar
- Slowpoke + holding King’s Rock + trade = Slowking
- Scyther + holding Metal Coat + trade = Scizor



MORE HERBA MYSTICA

RAIDS WITH HIGHER CHANCE OF DROPS



CAST : PKMNCAST • PKMNCAST



10.87% x 5 ROLLS, PER 5-STAR RAID



★★★★★ RAIDS



13.64% x 5 ROLLS, PER 6-STAR RAID

★ ★ ★ ★ ★ RAIDS

PKMNCAST.COM / / @PKMNCAST

Each pokemon above will give you increased odds on getting Herba Mystica if you are doing a Tera Raid Battle in the 5 and 6 star raids.

Shiny Sandwich Guide

Each Sandwich has 2 ways you can make it, the first one always uses a Salty Herba Mystica and is usually easiest to make, but if you don't want to burn through a lot of Salty Herba Mystica or you don't have a lot of it, you can use the 2nd recipe which uses any 2 Herba Mystica.

Also, if you make a sandwich with a friend, you can both get the benefits and you both only have to put in $\frac{1}{2}$ the ingredients to make a full sandwich! So you can save some rare ingredients.

I would also recommend, if you intend on shiny hunting with a special sandwich, make sure to save your game first, turn off autosave so if you don't find any shiny pokemon you can just turn off your game and you won't have lost your ingredients, and you can start again. You can also pause the timer on your sandwich if you hit the Home button on your switch, but not if you're just in the Menus or Boxes in pokemon.

NORMAL SHINY SANDWICH RECIPE

- Chorizo
 - Salty Herba Mystica X2
-

- Fried Filet
- Salty Heba Mystica
- Any Herba Mystica

FIRE SHINY SANDWICH RECIPE

- Basil
 - Salty Herba Mystica
 - Sweet Herba Mystica
-

- Red Pepper X2
- Onion
- Prosciutto
- Green Pepper
- Yellow Pepper
- Any Herba Mystica X2



WATER SHINY SANDWICH RECIPE

- Cucumber
 - Salty Herba Mystica X2
-

- Cucumber X2
- Prosciutto
- Red Pepper
- Green Pepper
- Yellow Pepper
- Any Herba Mystica X2

GRASS SHINY SANDWICH RECIPE

- Lettuce
 - Salty Herba Mystica
 - Sour Herba Mystica
-

- Lettuce X2
- Prosciutto
- Red Pepper
- Green Pepper
- Yellow Pepper
- Any Herba Mystica X2

FLYING SHINY SANDWICH RECIPE

- Prosciutto
 - Salty Herba Mystica X2
-

- Prosciutto
- Red Pepper
- Green Pepper
- Yellow Pepper
- Onion
- Any Herba Mystica X2

FIGHTING SHINY SANDWICH RECIPE

- Pickles
 - Salty Herba Mystica X2
-

- Prosciutto
- Red Pepper
- Green Pepper
- Yellow Pepper
- Herbed Sausage
- Any Herba Mystica X2

POISON SHINY SANDWICH RECIPE

- Noodles
 - Salty Herba Mystica X2
-

- Green Pepper
- Onion
- Prosciutto
- Green Pepper
- Red Pepper
- Any Herba Mystica X2

ELECTRIC SHINY SANDWICH RECIPE

- Yellow Bell Pepper
 - Salty Herba Mystica
 - Spicy Herba Mystica
-

- Yellow Pepper X2
- Onion
- Prosciutto
- Green Pepper
- Red Pepper
- Any Herba Mystica X2

GROUND SHINY SANDWICH RECIPE

- Ham
 - Salty Herba Mystica
-

- Ham X2
- Prosciutto
- Green Pepper
- Red Pepper
- Any Herba Mystica X2

ROCK SHINY SANDWICH RECIPE

- Jalapeno
 - Salty Herba Mystica X2
-

- Bacon X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

PSYCHIC SHINY SANDWICH RECIPE

- Onion
 - Salty Herba Mystica X2
-

- Onion X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

ICE SHINY SANDWICH RECIPE

- Klawf Stick
 - Salty Herba Mystica X2
-

- Klawf Stick X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

BUG SHINY SANDWICH RECIPE

- Cherry Tomato
 - Salty Herba Mystica X2
-

- Potato Salad X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

GHOST SHINY SANDWICH RECIPE

- Red Onion
 - Salty Herba Mystica X2
-

- Red Onion X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

STEEL SHINY SANDWICH RECIPE

- Hamburger
 - Salty Herba Mystica
 - Sweet Herba Mystica
-

- Hamburger X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

DRAGON SHINY SANDWICH RECIPE

- Avocado
 - Salty Herba Mystica X2
-

- Avocado X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

DARK SHINY SANDWICH RECIPE

- Smoked Fillet
 - Salty Herba Mystica
 - Sweet Herba Mystica
-

- Smoked Fillet X2
- Prosciutto
- Green Pepper
- Red Pepper
- Yellow Pepper
- Any Herba Mystica X2

FAIRY SHINY SANDWICH RECIPE

- Tomato
- Salty Herba Mystica X2

-
- Tomato X2
 - Prosciutto
 - Green Pepper
 - Red Pepper
 - Yellow Pepper
 - Any Herba Mystica X2