

Pokemon Legends

Jirachi

- [Starters](#)
- [Pokedex](#)
- [Story Notes](#)
- [Community Mods](#)
- [Possible Tilesets](#)
- [Other Details](#)
- [Credits](#)
- [Locations](#)
 - [Game Route](#)
 - [Lilycove](#)
 - [Sootopolis](#)
- [Rival](#)
- [New Mechanics](#)
- [Castform](#)

Starters

How to get starters if not from Birch?

Since you're from Mossdeep, maybe from Steven?

He offers you starters that become ground/rock/steel. Probably need Hoennian forms for that, since otherwise it's only Empoleon.

Ideas:

Fire/ground: Skeledirge

Grass/steel: Rillaboom

Water/rock: Blastoise

Pokedex

<https://docs.google.com/spreadsheets/d/1VMwzamRiln9834gEp10ikY4GWi5ETbFMehB0v1w2s68/edit?usp=sharing>

Divergent evo ideas:

Minior, put in Meteor Falls (ruby, sapphire, emerald forms, gem based)



Tatsugiri/Dondozo?

Wishiwashi

Story Notes

When leaving house for the first time, mom asks "oh, are you going to check on the white rock?"

When you check on it, something changed from the day before. Legend has it, that means Jirachi and the mysterious mirage island are about to appear.

Jirachi on Mirage Island, can force Mirage Island to appear with a flag. Can also force that it won't appear otherwise.

When you find Jirachi, it asks for your wish:

Be the best trainer: summons Red for a battle

Lots of money: maxes your money

Rare Pokemon: legend? Obtain Jirachi? Deoxys?

Something to up shiny rates?

Community Mods

<https://github.com/pret/pokeemerald/wiki/Tutorials>

<https://github.com/TeamAguasHideout/Team-Aguas-Asset-Repo/wiki/Feature-Branches>

UI

Unbound Quest Menu Docs (<https://github.com/PokemonSanFran/pokeemerald/wiki/Unbound-Quest-Menu>)

Unbound Quest Icons Docs (<https://github.com/lienne/pokeemerald-expansion/wiki/Unbound-Quest-Icons>)

<https://github.com/pret/pokeemerald/wiki/Reset-Legendaries-When-Beating-Elite-Four>

<https://github.com/pret/pokeemerald/wiki/Shop-Items-By-Badge-Count> (RHH)

[https://github.com/TeamAguasHideout/Team-Aguas-Asset-Repo/wiki/How-to-Change-the-Title-Screen-for-pokeemerald-\(and-expansion\)](https://github.com/TeamAguasHideout/Team-Aguas-Asset-Repo/wiki/How-to-Change-the-Title-Screen-for-pokeemerald-(and-expansion))

<https://github.com/TeamAguasHideout/Team-Aguas-Asset-Repo/wiki/Generating-Title-Screen-Text-Graphic>

<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-25#post-10780812>

<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-17#post-104493>

<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-11#post-10266385>

<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-3#post-10127351>

<https://github.com/pret/pokeemerald/wiki/Make-Key-Items-That-Cannot-Be-Used-In-The-Field-Not-Show-A-Use-or-Register-Option>

https://github.com/iriv24/pokeemerald-expansion/tree/original_tx_registered_items_menu

<https://www.pokecommunity.com/threads/more-bag-pockets.424360/>

Items

<https://www.pokecommunity.com/showpost.php?p=10217718&postcount=172>
<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-5#post-10164065>
<https://github.com/PokemonSanFran/pokeemerald/wiki/QoL-Field-Moves>
<https://www.pokecommunity.com/showpost.php?p=10349397&postcount=258>
<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-15#post-10401331>
<https://www.pokecommunity.com/showpost.php?p=10182590&postcount=117>
<https://github.com/pret/pokeemerald/wiki/Item-Automatically-Goes-to-PC-if-Bag-is-Full>
<https://github.com/pret/pokeemerald/wiki/Make-the-Bag-Able-to-Hold-120-Items-Instead-of-30>
(RHH)
<https://github.com/TeamAquasHideout/Team-Aquas-Asset-Repo/wiki/Making-Hidden-Items-Respawn-Everyday>
<https://github.com/pret/pokeemerald/wiki/Rock-Smash-Gives-Items>
https://github.com/rayrobdod/pokeemerald/tree/technique_manual

Scripting

<https://www.pokecommunity.com/showpost.php?p=10193109>
<https://github.com/pret/pokeemerald/wiki/Daily-Random-Egg>
<https://github.com/TeamAquasHideout/Team-Aquas-Asset-Repo/wiki/Time-based-Nurse-Joy-greetings>
<https://github.com/pret/pokeemerald/wiki/Rewards-For-Beating-Elite-Four-With-And-Owning-Specific-Pokemon-by-scolandrea>
<https://www.pokecommunity.com/showpost.php?p=10450677>
<https://github.com/pret/pokeemerald/wiki/Stair-Warps>
<https://www.pokecommunity.com/showpost.php?p=10182839&postcount=119>
<https://github.com/pret/pokeemerald/wiki/Allow-Feebas-to-be-caught-on-any-Valid-Fishing-Spot-in-Route-119-rather-than-only-Three>
<https://github.com/pret/pokeemerald/wiki/All-Trees-Permanently-Get-Cut>
<https://github.com/pret/pokeemerald/wiki/Make-Mirage-Island-Appear-with-Pokemon-in-party-or-a-flag-being-set>
<https://github.com/TeamAquasHideout/Team-Aquas-Asset-Repo/wiki/Put-random-birds-on-the-roofs-of-your-towns!> (use OWE)

<https://github.com/TeamAquasHideout/Team-Aquas-Asset-Repo/wiki/Fish-are-always-hooked,-and-cant-get-away>

<https://www.pokecommunity.com/threads/eon-flute-soaring.422107/>

Graphics

FRLG Map Preview Docs (in base expansion) (<https://github.com/Bivurnum/decomps-resources/wiki/FRLG-Map-Previews>)

<https://github.com/pret/pokeemerald/wiki/Button-Press-to-Skip-Copyright-Screen>

<https://www.pokecommunity.com/threads/simple-modifications-directory.416647/page-21#post-10566704>

<https://github.com/pret/pokeemerald/wiki/Make-the-Person-in-the-Intro-Match-the-the-Save-File>

<https://github.com/rh-hideout/pokeemerald->

[expansion/compare/master...surskitty:pokeemerald:surfable](https://github.com/rh-hideout/pokeemerald-expansion/compare/master...surskitty:pokeemerald:surfable)

<https://www.pokecommunity.com/showthread.php?p=10533514#post10533514>

<https://github.com/pret/pokeemerald/wiki/RoamersPlus-%E2%80%90-multiple-Roamers-at-once/>

<https://github.com/pret/pokeemerald/wiki/Roamers-On-Map-Show-A-Message>

<https://www.pokecommunity.com/showpost.php?p=10099773>

<https://www.pokecommunity.com/showpost.php?p=10100138>

https://github.com/wiz1989/pokeemerald-expansion-master/tree/castform_weather_change

[DESCOPED] <https://github.com/Kasenn/pokeemerald-expansion-kasen/tree/battle-dns>

<https://github.com/BelialClover/pokeemerald/tree/seasons>

<https://github.com/KittyPBoxx/pokeemerald/tree/alpha-blended-top-layer-maps>

Outfits/Character Customization

Prefer hat/shirt/pants separate options

<https://github.com/mudskipper13/pokeemerald/tree/feature/outfits-system-rhh>

<https://github.com/kyphii/pokeemerald/tree/feature/dynpal>

Possible Tilesets

https://www.reddit.com/r/PokemonROMhacks/comments/1l7w43z/pok%C3%A9mon_ultimate_tileset_collection_500/

Other Details

Expand landmass, add some grass for encounters.

Old Rod obtainable right away for encounters.

Maybe a in game trade opportunity in the space center?

HGSS follower Pokemon, docs say additional scripting may be necessary

Credits

Primary Development

Emily_042

Story and Concept

Emily_042

Maddie191

Community Mods

PCG - Tlme Based Nurse Joy Greetings

Archie and Mudskip - Full Screen Start Menu

lienue - PokeEmerald Expansion Port of psf's Unbound Quest Menu

lienue - Unbound Quest Icons

Locations

Locations

Game Route

Start Mossdeep - Gym 1

Ferry to Sootopolis - Gym 2

Ferry to Lilycove

Safari Zone closed, maybe small town there?

Bridge to Mt Pyre, doesn't continue south past that

Route to Fortree - Gym 3

Route to Mauville - Gym 4

Desert north of Mauville has expanded, no goggles yet to pass through. Verdanturf tunnel has fully collapsed, cannot go that way. Only way to proceed is Slateport.

Surf to Dewford - Gym 5

Surf to Petalburg Woods

Petalburg gym is closed, not much there, can continue to Oldale and Littleroot, still not much to see

Route to Rustboro - Gym 6

Route through Meteor Falls to Fallarbor

Route to Flanery town - Gym 7

Backtrack to Petalburg - Gym 8

Locations

Lilycove

Aqua Hideout

Abandoned but accessible

Wild encounters, basic dungeon

Locations

Sootopolis

New dock outside of the crater on East side

That's where ferry drops you

Go through a tunnel dungeon to get into town

Rival

Friend from Mossdeep that wants to use the wish to get out of Hoenn.

New Mechanics

After beating the game, random weather affects start appearing across the map (cities and routes). Included in these effects is the new mirage mist. This mist increases shiny rates to 1/256 (TBD). These weather effects will either be detailed by an NPC in the space center, or shown in the game map. When resting at home, weather resets/cycles. If you have a leading Castform holding a weather stone, it will guarantee at least one of the resulting weather outbreaks matches the held item.

~~Secret bases are removed and replaced with secret grottos. These can be opened at former secret base locations, and contain rare spawns and a chance at increased shiny rates. When you enter one, there is a 1/4 (TBD) chance for shiny rates to be boosted to 1/256 (TBD) with an audible chime if the shiny rate chance activated. After you leave, the grotto closes for 20 hours.~~

Castform

Forecast now checks for a held Icy Rock/Smooth Rock/etc at battle start and sets up the according weather affect. This also increases Castform's base stats to 90 across the board (TBD).

New sandy Castform form for sandstorms, and misty form for the mirage mist.