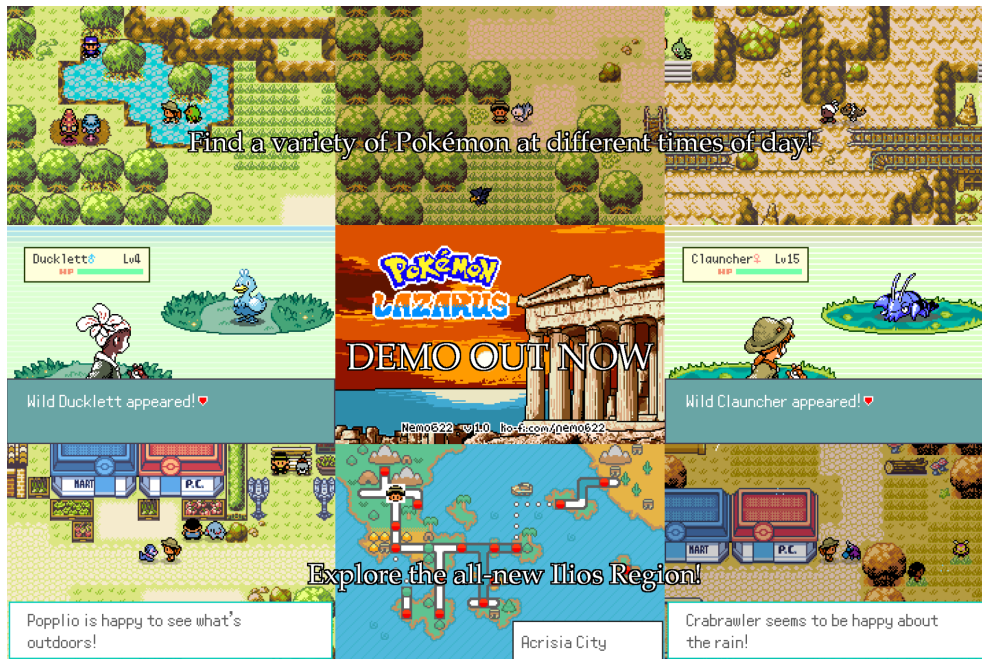# Pokémon Lazarus Documentation

Pokémon Encounters

Encounters are sorted by location in their own dedicated spreadsheet. If you're looking for a specific Pokémon, use CTRL+F (or CMD+F) to search for it! **Encounter locations and information are found in the dedicated Encounter Tables PDF included in the game download on Ko-Fi! :)**

Most outdoor locations have different Day and Night encounter tables. Day encounters are from 7 am to 7 pm in-game, splitting it into clean 12 hour segments. Remember to consider time of day while hunting for Pokémon!

DexNav

The DexNav is unlocked by Professor Elia after the 2nd Gym is completed. It functions similar to Pokémon Emerald Seaglass, with holding the A Button to "creep up" to the Pokémon and shiny hunting.

Difficulty Modes

Pokémon Lazarus has a Difficulty Mode setting, which can be changed in the second page of the Options menu alongside various other settings!

Normal Mode: Soft Level Caps, Standard Gym Leader teams. Can likely beat the game with most Pokémon teams, with a few battles requiring extra planning.

Hard Mode: Hard Level Caps, Modified Gym Leaders to be more difficult fights. Opponents gain extra levels as the game progresses, ending in a +5 level bonus to opponents. Planning before Gym battles is key, as their Pokémon have stronger moves and more coverage.

Berry System

Berries in Pokémon Lazarus work differently than in the traditional Generation 3 games. Instead, the system resembles Pokémon X/Y's berries, with **Mulch**, **Pests**, and **Berry Mutations**.

The Wailmer Pail and Berry-related items are obtained from the Jusmail Town Berry Club in Jusmail Town. The eccentric members of the Club sell you **Nature Mints**, **Berries**, and **Mulch**, helping you on your journey in their own ways. You can also unlock **rewards** for planting certain numbers of berries!

Rewards:

- 20 Berry Trees Planted: 1 Chilan, Haban, and Roseli Berry.
- 50 Berry Trees Planted: Level 20 Woobat with Chatter, Draining Kiss, Stuff Cheeks, and Esper Wing (unique moves!)
- 100 Berry Trees Planted: 10 Amaze Mulch and a **Shiny Charm**!
- 200 Berry Trees Planted: Level 50 Archen with Dual Wingbeat, U-Turn, Rock Slide, and Dragon Dance (unique moves!). Also adds **gold star to Trainer Card**!

Mutations:

Berry mutation allows the player to access **damage-reducing berries**, which can be key to difficult battles or Nuzlocke challenges. By default, there are only **10 native types of berries** found growing naturally: Aspear, Cheri, Chesto, Leppa, Lum, Oran, Pecha, Persim, Rawst, and Sitrus. **Growing these trees next to each other** has a chance of producing a tree with extra damage-reducing berries on them. The combinations are listed below:

- Cheri Berry + Rawst Berry = Occa Berry (halves fire damage)

- Chesto Berry + Aspear Berry = Passho Berry (halves water damage)
- Oran Berry + Cheri Berry = Wacan Berry (halves electric damage)
- Chesto Berry + Rawst Berry = Rindo Berry (halves grass damage)
- Aspear Berry + Persim Berry = Yache Berry (halves ice damage)
- Sitrus Berry + Leppa Berry = Chople Berry (halves fighting damage)
- Pecha Berry + Oran Berry = Kebia Berry (halves poison damage)
- Sitrus Berry + Pecha Berry - Shuca Berry (halves ground damage)
- Lum Berry + Rawst Berry = Coba Berry (halves flying damage)
- Persim Berry + Pecha Berry = Payapa Berry (halves psychic damage)
- Leppa Berry + Cheri Berry = Tanga Berry (halves bug damage)
- Sitrus Berry + Oran Berry = Charti Berry (halves rock damage)
- Lum Berry + Pecha Berry = Kasib Berry (halves ghost damage)
- Aspear Berry + Lum Berry = Colbur Berry (halves dark damage)
- Cheri Berry + Sitrus Berry = Babiri Berry (halves steel damage)

Normal, Dragon, and Fairy damage-halving berries (Chilan, Haban, and Roseli berries) are **not obtainable via mutations**. Instead, they are rewarded to the player from the Berry Club at 20 trees planted (see list above).

Berry Pests: (appear on roughly 20% of trees)
- Red Berry Trees: Bounsweet (40%) or Paras (60%)
- Blue Berry Trees: Crabrawler
- Purple Berry Trees: Skorupi
- Green Berry Trees: Fomantis
- Yellow Berry Trees: Pawmi (20%) or Cutiefly (80%)
- Pink Berry Trees: Cherubi

Important NPCs

- Fishing Guru (Old Rod) - in eastern portion of Kalami City

- Move Relearner - an Artist NPC on the small beach in the south of Pythios Town. Show that you have caught 20 Pokémon to unlock.

Item Locations

<u>Old Rod</u> - from Fishing Guru in Kalami City

<u>EXP. Share</u> - from Professor Elia along with Pokédex

<u>Eviolite</u> - from Pokefan Lady in Acrisia City by showing her a Togepi

<u>Lucky Egg</u> - from Lady in Acrisia City house

<u>Macho Brace</u> - from Muscleman (Fat Man sprite) in Acrisia Mountains

<u>Dusk Stone</u> - from Lass in Acrisia Mountains by showing her a Baltoy

<u>Miracle Seed</u> - hidden item near Hiker Umber in Riverwalk Trail (West)

<u>Water Stone</u> - in shallow water in Riverwalk Trail (South)

TM / HM Locations

Note: TMs in this game are reusable! This means they are only obtained once.

- TM04 (Calm Mind) - Reward from Sabella (Gym 3)

- TM09 (Bullet Seed) - Reward from Deo (Gym 1)

- TM39 (Rock Tomb) - Reward from Mattaios (Gym 2)

- TM44 (Rest) - Black Belt in a house in Pythios Town

- TM51 (Will-O-Wisp) - Gentleman wandering in Pythios Town

- HM01 (Cut) - from Rania in Jusmail Town after 1st Gym

- HM05 (Flash) - from Team Chimera Grunt in the Pythios Cemetery

- HM06 (Rock Smash) - from Professor Elia after 2nd Gym

Acrisia University Rewards

<u>Prof. Elia Rewards</u>:

- 10 Pokémon Caught: 1 Nugget

- 25 Pokémon Caught: 1 Loaded Dice

- 50 Pokémon Caught: TM27 Return

- 100 Pokémon Caught: Rowlet, Litten, and Popplio

- 135 Pokémon Caught: Chespin, Fennekin, and Froakie

- 170 Pokémon Caught: Sprigatito, Fuecoco, and Quaxly

- 200 Pokémon Caught: Oval Charm

- 250 Pokémon Caught: 3 Leftovers

- 300 Pokémon Caught: Shiny Charm

- 400 Pokémon Caught: Trainer Card Gold Star (good job completionists!)

Niko Rewards:

- Gym Badge 1: 3 Nest Balls

- Gym Badge 2: 3 Timer Balls

- [More to be listed when the game is complete!]

Rania Rewards:

- Gym Badge 2: 2 Wishing Stars

- [More to be listed when the game is complete!]

Cheat Codes

- "9RARECANDY" - Gives 999 Rare Candies
- "JUSTCATCH!" - Makes all Poké Balls catch with 100% success rate
- "WORLDCHAMP" - Gives Level 5 Litten with Safety Goggles, Adamant nature, Intimidate, perfect EVs/IVs, and Knock Off, Fire Fang, Parting Shot, and Fake Out with the Ghost Tera Type.
- "WATCHPHAUN" - Gives random Stage 1 Girlypop Pokémon
- "ILOVEALOLA" - Gives 3 Alolan starters

- "ILOVEKALOS" - Gives 3 Kalos starters
- "ILOVPALDEA" - Gives 3 Paldean starters
- "IWANTMONKE" - Gives 3 Unovan elemental monkeys
- "NEMOS FAVE" - Gives a random Pokémon from a pool of my favorites (mostly first stage Pokémon).
- "JUSTSHOWME" - makes DexNav show all Pokémon on the route, whether or not you've seen them before
- "WISHINGSTR" - Gives 99 Wishing Stars for use in the Jusmail Town Wishing Well.
- "GIMMENUGS!" - Gives 99 Nuggets to sell for a ton of money
- "IMISSJOHTO" - Gives 3 Johto starters
- "MASKEDOGRE" - Gives Lv. 5 Ogerpon and related masks
- "LEGENDS ZA" - Gives Lv. 5 Eternal Flower Floette
- "HOUSESTARK" - Gives Lv. 5 Shiny Rockruff with the move Mountain Gale (which isn't quite as strong as in the vanilla game but still)

BELOW CODES ARE FOR **MONOTYPE RUNS** (or for those who want to use unique types from the start):

- "MONO BUG" - gives one random, first stage Bug-type Pokémon
- "MONO DARK" - gives one random, first stage Dark-type Pokémon
- "MONO DRAGN" - gives one random, first stage Dragon-type Pokémon
- "MONO ELECT" - gives one random, first stage Electric-type Pokémon
- "MONO FAIRY" - gives one random, first stage Fairy-type Pokémon
- "MONO FIGHT" - gives one random, first stage Fighting-type Pokémon
- "MONO FIRE" - gives one random, first stage Fire-type Pokémon
- "MONO FLYIN" - gives one random, first stage Flying-type Pokémon
- "MONO GHOST" - gives one random, first stage Ghost-type Pokémon
- "MONO GRASS" - gives one random, first stage Grass-type Pokémon
- "MONO GROUN" - gives one random, first stage Ground-type Pokémon
- "MONO ICE" - gives one random, first stage Ice-type Pokémon
- "MONO NORML" - gives one random, first stage Normal-type Pokémon
- "MONO POISN" - gives one random, first stage Poison-type Pokémon
- "MONO PSYCH" - gives one random, first stage Psychic-type Pokémon

- "MONO ROCK" - gives one random, first stage Rock-type Pokémon
- "MONO STEEL" - gives one random, first stage Steel-type Pokémon
- "MONO WATER" - gives one random, first stage Water-type Pokémon