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Alpha sapphire legendaries

With Bulbapedia, the community-driven pokémon encyclopedia. This is a guide that covers all legends that can only be found by Soaring in the sky. These legends that come from Johto, Sinnoh and Unova can either be made by their own specific Mirage Islands, or located in the sky. As with Ho-Oh, Lugia and Heatran, you'll face them in your own dimension, most of them from the dimensional ring you'll find on foot. The only recommended Poké Balls you can stock up on to prepare for this are Ultra Balls and Timer Balls (after enough turns), although the net balls can still be used for the two water type legends you will encounter in this task. Like the three aforementioned Pokémon (and Regigigas), they will also be at level 50. It is recommended to introduce Pokémon, who are familiar with false swipes, and consider the differences between the types for Pokémon that will use this movement. Keep in mind that if you can't catch any of them, defeat the Elite Four again to reappear until you catch them. Also as most of these locations are time-based, any manipulation of the 3DS/2DS clock will prevent these specific locations from appearing within 24 hours. Johto Legendary Location Pokémon Trackless Forest Trackless Forest beyond requirements: Must have either Ho-Oh, or Lugia in batch. Trackless Forest serves as a place for the only Legendary Johto that can be found with this method, legendary beasts. Trackless Forest is located near petalburg forest and rustboro. 5:21 UTC xx:00 - xx:19 xx:20 - xx:39 xx:40 - xx:59 By examining the ring portal in minutes in an hour, it can help determine which of the legendary beasts will appear when you do. Be sure to come and go quickly if you can so you can change teams, as this is the only trio you can face back to back if possible, because the legendary beast that appears will be changed with an interval of 20 minutes. For Raikou, use grass or ground type, but avoid super-effective ground-type movements if you can. Since he can not be paralyzed, put him to sleep before trying to catch him. Because his offensive moves are physical, it's helpful to bring in a Pokémon with high defensive stats. If its paralyzing is a problem, use another type of electric, or Pokémon, which has limber ability. For Entei, using water, rock, dragon or other type of fire is good for your defense strategy. As long as you avoid super-effective damage on it, or using a Pokémon with a type defect, you'll be fine. Use Full Heal or Full Restore if you are dealing with Burns or Swagger's confusion causes effects. For Suicune, even though he is a type of water, he uses only Ice-type movements for his abilities so grass types besides Ludicolo are not to be used here. Bring ice healing or full heals and full full in case you are dealing with Freeze. Be w watch out for special attacks as it can send damage back to double force with mirror coat. Sinnoh Legendary Pokémon Locations Crescent Isle Requirement: This is the only Mirage point that does not have any special requirements to make it appear. Instead, it's one of the daily mirage spots that you can choose randomly as your mirage location for the day, or if you can use the StreetPass feature, it will allow you to randomly get it if you're from one of the players around the world. If you need to use StreetPass, remember, if you save it first before use and don't get crescent isle, perform a soft reset and try again because unlike the daily mirage site, these are not predetermined. Crescent Isle is located south of Evergrande City. Cresselia has leviathan capability, which makes ground-type movements useless, and the Aurora Ice beam is harmful to grass, dragon, earth and flying types. Steel types can make good defensive weapons here because of their resistance to the offensive moves that Cresselia has, though you can still use dark types to deal with future sight. Nameless Cavern Requirements: Must have three Pokémon with maxed out the Friendship factor in your team. The nameless Cave serves as a place for the guardians of the lake, the interior of which bears a resemblance to the lake caves of Sinnoh, where they live. The Nameless Cavern is located northeast of Sootopolis. 5:21 AM UTC 4:00am - 7:59pm 8:00pm - 8:59pm 9:00pm - 3:59am Arriving at a certain time of day, will determine which of the lake's keepers will appear. Of the three, Uxie will be the hardest to locate because you only have 1 hour of time to be able to encounter it. Since these three Pokémon have the same type, the same strategies should work for all three with very few differences. It is recommended that as a defensive weapon it contains dark types or some defensive types of steel, such as Bronzong or Bastiodon. Remember that Azelf is the most offensive and Uxie is the most defensive, while Mesprit is balanced, which has no strengths or weaknesses, so keep in mind the difference in statistics. The only potential problem to prepare for is Azelf's ability to use Nasty Plot to make her attacks stronger, so just in case you bring fast Pokémon that haze or clear smog knows (unless HP Azelfa is too low) to undo changes to stats. Position of the Rift Dimensional Rift Unlike most legends where you need to land on the island to find their dimensional portal, the Trio Creation portals are located in the Dimensional Rift in the sky, which only appears when pokémon are required in your team. Dimension Rift location is located south of Dewford. Vs. PalkiaOR/VS. Dialgaas Requirements: Must have Uxie, Mesprit, and Azelf in batch. Since these two Pokémon are With Palkia's Omega Ruby and Dialga's Alpha Sapphire you can only get one of them depending on the version you are using. Avoid putting rock or steel into these fights, both Pokémon have the means to counteract them (excluding Bronzong, because its dual and levitating ability can help protect it). Also avoid fairies against Dialga, because while they can cause normal damage, his Steel-type movements can flatten him (excluding Azumarilla, due to its water-type properties), although for Palkia you can use it as a defensive weapon, but don't use Fairy-type moves against him because you can risk knocking him out. For Palkia it is enough to use electric, grass, or ice-types (do not use Freeze-Dry as this will cause 4x damage) and Dialga, Fire or Ghost-types. Don't forget to use status conditions. Vs. Girathine Requirement: Must have both Palkia and Dialga in batch. Since both requirements are not together in the same game, either trading someone who has a Palkia/Dialga, or importing one that was caught in an earlier generation by a Poké Transporter, is the only solution that can be found with Giratina. Don't use dark types other than Honchkrow here because of the Aura Sphere. Wear it with moves that don't cause super-effective damage, and once you've set the status, switch to a good Fairy type like Azumarill because it can handle these attacks. Remember that specializes defense over the offensive. The only thing to look out for is shadow force, as it is a two-turn attack that cannot be defended with moves such as Protect. To locate Trio Creative signature storage items, time space Spheres are underwater on Route 128, Route 129, and Route 130 as invisible items. Since the dowsing machine does not work underwater, it will not be easy to locate. Unova Legendary Pokémon Pathless Plain Requirement Locations: Must have three fully trained Pokémon with maxed effort values on your team, such as completing full Super Training. Pathless Plain serves as a place for Unova's Swords of Justice. It is located south of Pacifidlog Town. Tuesday UTC Wed, Fri, sun wt, Sat Mon, Thurs Method is such that each member of the Swords of Justice will appear only on a certain day, so it will take three different days to be able to catch them, depending on how you deal with it. Of the three, Kobalion will be released in three specific days, while both Terrakion and Virizion will only appear within two specific days. Be sure to skip the dark picks in these battles, as they are weak against the Holy Sword, and Dark moves will increase the attack power of the Swords of Justice. Ghost-types can really help here because of their resistance to Sacred Sword. Cobalion can be helped by the use of Ghosts, Psyches, or Flying, though their movements deal only normal damage. If you are dealing with Terrakion, this may be a problem due to the and is able to use Swords Dance. You may need Haze or Clear Smog to make it less stressful. Other than Ghost or Fighting-types, Bronzong, or Skarmory, are good candidates as defensive choices. To deal with Virizion, avoid using flying types as they deal 4x damage to virizion. Instead, in addition to ghosts, use error types, as Virizion will deal regular damage. Keep in mind that Virizion has the strongest special attacks, although the only special move is giga drain and you should only paralyze it with the Thunder Wave. Storm clouds Just like in a trio of creations, the Forces of Nature can also only be in the sky, because their dimensional portal is located with these storm clouds. Storm Clouds location is located above Fortree City. Vs. TornadusOR/VS. ThundurusAS Requirements: Must have Castform in your party. Since these Pokémon are exclusive in the version, you will only have to face one of them in the game. If you are dealing with Tornadus, steel should be useful for wearing it before asking its condition. As long as you avoid the kind of Metagross you should be fine. Most other types as long as you are careful should be useful. If you are dealing with Thundurus, the same strategy should work here or use another type of electric, because they cause regular damage and you do not have to worry about paralysis. Since it is the opposite, you will have to put it to sleep when asking the state. Vs. Landorus Requirements: Must have Tornadus and Thundurus in your party. Since the required Pokémon are exclusive in version, obtaining a Tornadus/Thundurus will require trading or importing one caught in generation V by the Poké Transporter is the only solution here to get the other. The only danger landorus has is rock slide to counteract the bug or types of flying. Bronzong with his ability and type will be a big help here. You can also use pure grass type here to avoid super-effective damage. If you want to paralyze him, use Stun Spore. Also, if you have any of the Forces of Nature on your team, head to Mauville City and head to the Narcissist Mirror Shop in Northwest Corner 1F. Talk to the owner to get the Glass Reveal. This allows you to shift the Forces of Nature between their Incarnaes and Terian Forms at any time. Legendary Cave Requirement: Must have a level of 100 Pokémon on your team. Fabled Cable will serve as a venue for two members of the Tao Trio, Zekrom and Reshiram. However, since they are only available in the version, you will find only one here, depending on the version you are using. Fabled Cave is located east of Route 110. Vs. ReshiramOR/VS. ZekromAS Of the two, Reshiram specializes more in special attacks. Use something other than earth or to weaken Reshiram so that you can ask him the status condition before you try to catch him. Azumarill is a good choice to use here with water type traffic, or fairy type type Play rough. For Zekrom, his stats are more towards the use of physical attack. Since the state of paralysis will not work here, you will have to put it to sleep instead. Use anything that causes normal damage excluding combat or poison type before switching to Pokémon, which you will use to make sure you are sleeping to catch it. Gnarled Den Requirement: Must have both Reshiram and Zekrom in their party. The last member of tao trio Kyurem is in Gnarled Den. To gain entry, the other two members of the Tao Trio must be in your party. Since the other two are also exclusive in the Pokémon version, trade again or using the Poké Transporter to solve the problem. Gnarled Cave is located on the west side of Mt. Chimney. Keep in mind that Kyurem has a weaker defense compared to Reshiram and Zekrom, but is more balanced in offensive stats. Use Fire or Water Pokémon as this is good for both defensive strategy and normal damage to reduce the chances of accidentally knocking it out. Azumarill would be a good choice here if you avoid using Rough to prevent supercomponents. Also if you are using Dowsing Machine here, you can find DNA weapons. This will allow Kyur to connect with Reshiram or Zekrom to become a White Kyur or Black Krill. Omega Ruby and Alpha Sapphirewalkthrough Sapphirewalkthrough