



Chelona

The region of Chelona is unique due to the fact that it contains all known non-legendary pokemon throughout the world. Even the regional variants that seem to only exist in certain areas. Although they all don't live in peace or harmony. It makes the region's pokemon much more feral than others. Making the whole of the region much more dangerous for travelers. Most people wait till they are in their teens before going on their journey.

The Southern Deserts

The Deserts in the south are home to the most type variants. Due to having a coastline, they tend to have all sorts of typings, such as Fire, Ground, Water, Dragon, Steel, Rock, some

Bug, Dark and the occasional Ghost type! However, being the most diverse part of the region, also makes it one of the most dangerous parts. Most of the pokemon found in this area are Hardy, Hasty, Serious, Or Rash. Most of which come with some sort of aggressive behavior.

The Desert is home to Four Towns, and Three Major Cities. The Port Town in the North of the Desert is Called Limani Town. To the south is the "Industrial Capital ", Potiri City. This city has a Route to Both the coastal mountain town, Flose Town, and the Beach town, Aktea Town. There's no direct route from Aktea to the other half of the Southern Desert. This is due to the high density of pokemon habitats, leading to frequent wild battles and an environment much too dangerous to have workers and their pokemon there for any prolonged period. The closest locale for humans is the "Sky High City ", Nyxie City. Eastwards from Nyxie City is Rantso Town. The final City in the Desert, The "Pearl City", Oasia City.

Limani Town

While Limani Town isn't big enough to be considered a city, that's because most don't stay in the town for more than a few days. While it isn't much of a city, the few people that do live it in are quite wealthy. The town itself is used more as a trade port, and a small tourist like stopping point.

Limani Town is the only town with three direct routes to Major Cities. Coming from the north is Route 11, which splits into Routes 16, 17, and 18 which all connect to different major cities, with only the Guide Post as a stop between. While to the south is Route 20 which leads right into Potiri City.

Most of the people who actually live in Limani Town are wealthy, or own some sort of small business. All the foot traffic makes it quite easy to make a living as long as your product is even halfway decent. While it isn't a city, it is the only town to earn *two* city sized nicknames, being the "Commerce King City" and the "Sailors Stop City." While it isn't uncommon for a town to earn a nickname, the fact that it has two that call it a city only helps it stand out to the world, and the rest of the region.

Limani Town being so popular of course attracted Pokemon trainers, looking for more people to challenge. One family when the town was still forming challenged the owners of the docks in a battle, with a bet of the Docks on the line. Since then, the Dock has *also* been the home of the **Payday Gym**.

Potiri City

The first Major City on this guide, Potiri City, also known as the "Industrial Capital" and "Hot Spring City." This city was built in the middle of what was once an unknown dormant

magma field. However, humans are, and always will be, too stubborn to move(See: "[I'm not getting out of this chair](#)"). Once the Magma fields started to rise, leading to the slight displacement of the city, they took to innovation. The entire city is now powered by the magma fields beneath it. Along with their large collection of Hot Spring Spas, this city makes its living through hard factory work, or through taking care of the locals with the physical relaxation they need.

While the city itself is full of factories that produce what the region needs to survive, it is quite hazardous to traverse if you haven't been there before. The city itself is split into multiple fractures that leave the roadwork looking like a maze. It is recommended to hire a guide if it's your first time in the city, or to stay along the city limits.

The city may be a rather serious place, as it's a central hub for the needs of the region, however there is one thing taken more seriously than the work done there. The fire departments. They get Pokemon imported from the north, along with well trained men to staff and control the Pokemon. Everyone is so well trained, that the leader of the Fire Department is well trusted throughout the city, and was the position that became their gym leader. The head of the Fire Department is also the leader of the **Fire Force Gym**.

To the south, Route 21 leads down to Aktea Town, and also branches off into route 19, which leads into Flose Town.

Flose Town

Flose Town is a small coastal mining town. They value hard work, as well as relaxation. They are a usual tourist stopping point, and have quite the active port. However the tall plateaus in the area are hollowed out for mining, and has housing built in the old mines.

Most of the town lives in the mega mall like plateaus, while there are warehouses and shipping lanes mixed with a few small shops. Many wild pokemon live within the community, as it's quite easy for them to get into the old caves and around the huts. In order to keep their walls stable, even in earthquakes, they use spores left from Paris to make mushroom bricks. As long as they are sprayed with salt water once a month, they stay stronger than steel, while being flexible enough to not be affected when the earth moves.

Most of the people are friendly, although it is rumored that Team Grungar is based in one of the old plateaus. It is warned to be careful exploring the non-lived in caves in the area due to this, and risks of the cave collapsing. As well as the wild pokemon of course!

Flose Town has only one route, 19, which connects to route 21. To the north of route 21, is Poriti City, and to the south, Aktea Town.

Aktea Town

Aktea Town is also known as cactus town. It has quite the large fields surrounding it, as well as the beach front land. This means that it is a safe haven for the bug types, and few grass types that live in the desert. The town was founded as a mid way point to try to build a second route out to Nyxie City, however even with the town so close, it was deemed too dangerous.

The largest construction company in the desert is based in Aktea Town, Metagross Construction, mainly because most of them aren't scared to cross any part of the desert. Their bravery and power also earned them the right to a Gym Badge. Aktea Town is home to the **Tough Guy Gym**.

Outside of the construction company, the few farms and the large, luxurious houses, there isn't much to the town. It is one of the smaller towns in the region, only because the rich and those that work in construction are the only ones that can really afford to live there full time. At least away from the main part of the city.

Nyxie City

Nyxie city, also referred to as the "Sky High City," is the most active city in the desert. Mostly because at one point it was the only city in the Region. It was made from a large group of shipwrecked yacht survivors.

The unique waters of Chelona make it extremely dangerous for anyone to try to get a ship near it. Before airships were commonplace, and ships were the normal form of travel, most referred to the island and the surrounding area as the "Bermuda Trapezoid." An area where ships would regularly crash. It's still hard for even Airships to get here, due to the large amounts of Flying Type pokemon, as well as a weird magnetic interference. Only one week a year can an airship get to the island's currents non-interrupted.

Luckily for Nyxie, they had more than enough materials to survive for a long period, so they named their city of the boat, and built on the high plateaus. This was the only place they remained safe from the realms of wild pokemon. Once they became more aligned with their environment, they became relaxed. Treated everyday as an extra part of their vacation. They made a city that had parties every night, fireworks and all, that was loud and vibrant enough for the actual locals to find them and integrate them with the rest of the region.

They blended very well with the locals, sending their technology ages ahead of where it truly was meant to be. They pretty much evolved the region, with one condition, they remain a city of fun, love and partying. Once a week, they set off fireworks and party late into the night, to the point where they are the home of the **Sparks and Joy Gym**.

Ransto Town

Ransto Town is another unique and weird town. The desert is full of dangers, and large herds of Pokemon. Ransto town is also known as the "Town of Monster Tamers." This town for the most part refuses to use Pokeballs, and tame their Pokemon into partners that live alongside and help the people living there. They have been offered a Gym multiple times for their unique training style, but have turned it down every time.

Ransto town is also the only town producing any form of weapons, as they live near the dangerous desert, and far away from most others. They live hand in hand with the pokemon that live near the town. Local Pokemon will often come into and out of the town gates just to help, whether it's a Camerupt wandering in to act as the heat to a forge, or a roaming Geodude who helps the locals put up a building. They are an example to live by.

Oasia City

Oasia City is often referred to as the "Pearl City," due to the fact that for the longest time it was considered the most lively city in the desert. It was an oasis that most of the more violent pokemon tended to stay away from. For that, people built around it to gain access to the rare medicinal herbs that grew around the lake. They are the largest producer of Potions, and Fresh Water in the region.

While being a City that is no more than a tourist spot, it was still the largest city in the desert, and is a very historical site. It isn't a science capital of the world, but is home to the **History and Past Gym**, which is usually run out of the local Museum.

The Midlands

The midlands are the safest spot in the region. Well, as safe as an overstuffed region full of pokemon from around the world can be. The most dangerous parts are the Crossroads Forest, and the Old Ruins.

The Crossroads Forest is the main connector between the Midlands, the Desert, and the Northern Tundra. The only time it is truly dangerous if you stray off the path. There is a small rest center right in the middle of the route, and there is only a small chance that something strays into the predetermined paths.

The Old Ruins are full of ghost types that like to mess with and screw with any travelers inside the ruins. There are multiple cases of people going missing or dying inside this area. There are also cases of Dragon Types in the ruins, but usually only smaller ones.

Starting from the top left of the Midlands, before the mountains, is Vaskos City. Then south of it, between the swamplands and the first scar lake, Entomo Town. The next City on the list is Gefsi City, or the “Tasting City”. Up near the swamplands is Formarosa City, also known as the “Rose Dress City.” Past Formarosa City, is the Old Ruins, and from there lies both the marshland town of Elos Town and the Ranching town of Akrotima Town.

Crossroads Forest

The Crossroads forest is home to the most Flying Types, as well as quite a few Physic Types. This forest is dangerous for those who want to stray off the path, however it also contains the most variety of natural crafting materials, and is the area scoured for the materials to make unique pokeballs. In the center of the forest, there is a small rest area, and inn that traveler can stay at, however it isn't free for any of the services.

Vaskos City

Vaskos City was one of the first major cities in the region. While it is one of the oldest cities in the region, it has almost no specialties. It's a melting pot of the entire region, and has little bits and bobs from every other city. It's also known as the “Vibrant City,” due to its mixing of ideas and cultures. It is considered one of the best cities for innovation in general, but doesn't lead in any one category. It is home to the **Elite Hotel**, where the class of trainers that have gotten all the badges in the region stay, battle and make their money.

Entomo Town

Entomo Town is a small fishing village that grew large enough to become its own settlement. The first scar lake seems to be directly connected to the ocean, and in tune with the region's unique ocean and seas, it seems to allow fresh and saltwater pokemon to live in it freely without hurting either one. The most common types in the area above water are Grass and Poison Types, which are commonly used to help the village fish and catch food!

They are home to the **Fishing Lodge Gym** and to some more unique food, including Magikarp Fish Scale Cake.

Gefsi City

Gefsi City is known as the “Tasting City,” due to their high number of chefs, cooks and critics. It is considered the cooking capital of the Region, home to Jordan Skiddosey the famous chef that takes no nonsense. His kitchen became so famous, and large, that he ended up

getting the invitation to start a gym in the city. He took no nonsense in naming it as well, naming it **Moltres' Kitchen Gym**, making it the hottest kitchen in the world. He is also known for not holding back against anyone claiming to be a professional, in the kitchen, or as trainers.

Formarosa City

Formarosa City is the dress and tailoring capital of the region. The swamps nearby are home to all sorts of silk laying and spinning Bug types. This leads to them being able to take boats into waters to gather all sorts of lovely silk. They are home to over forty different unique silk blends. You can usually tell who made the dress based on the blend. There is, of course, a gym run by the most popular tailor in the city, RaRa. Of course it's only a stage name, but it's hers. She runs the **Rose Dress Gym**, based on the color of her rose silk.

Old Ruins

No one is quite sure of what the ruins are. It looks like it could be an old city, but there aren't even any tales of a city that large. There are also quite a few underground passages and connecting tunnels that the buildings have stairways into. Quite a few fossils have been found there, as well as a large population of dark, ghost and rock types. It is dangerous to go underground, even more so than just walking through the surface.

Elos Town

Elos town is more of a small mining settlement near the north, surrounded by marshlands. The surrounding area is filled with water, ground and poison types. The main attraction to it, is the underground route to the north easter isle of marsh. Home to rarer water types, as well as a natural fighting ring that attracts fighting types.

Akrotima Town

Akrotima town is a small ranching village that mostly farms normal type pokemon. They have quite large fields, and release a lot of them into the wild. It is home to the most pokemon breeders, and single handedly is the reason Lapis isn't extinct. Once they heard the pokemon wasn't bouncing back naturally, they built a large area designed to be quickly swapped between environments, so in emergencies they can breed any pokemon. They are home to the **Breeders Gym**, which is where they make all the money to continue hosting all sorts of dangerous pokemon.