

Pocket Monster Adventures



World Guide

Pocket Monster Adventures World Guide

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Regions



Introduction

What Is This?

This is a World Guide for Pocket Monster Adventures. That game has plenty of general rules, but assumes that the Professor (the person running the games) wants to design a region and its towns, cities, and Gym Leaders themselves. That definitely won't be the case for everyone, which is where this guide comes in. It has two (well, currently one) suggested regions, each with its own towns and cities, as well as 50 Gyms and 4ish enemy teams for a Professor to use as they see fit.

The Regions

This book currently only features a single region, but a second one should be added someday. Both of the regions follow the general assumptions of the base game. This means the world is somewhat post-apocalyptic, with the scars of the previous civilisation still visible. To prevent another catastrophe, people are generally peaceful, cooperative, and prioritise conservation over exploitation (see The Core Tenets in the main book).

Each region has a world map and a full list of towns and cities. Each of them gets a short description, which probably includes a Point of Interest (POI) to give the Trainers something to visit and/or investigate. These are starting-off points. Do not be afraid to improvise more details and POIs! Most also feature a Gym. A list of the Gyms is provided in the next chapter. You can click the TM's name to immediately go to that Gym's section.

The two regions share a few Gyms. If you want to run both regions and don't want to re-use a Gym, use the proxy Gym (TM50 Substitute).

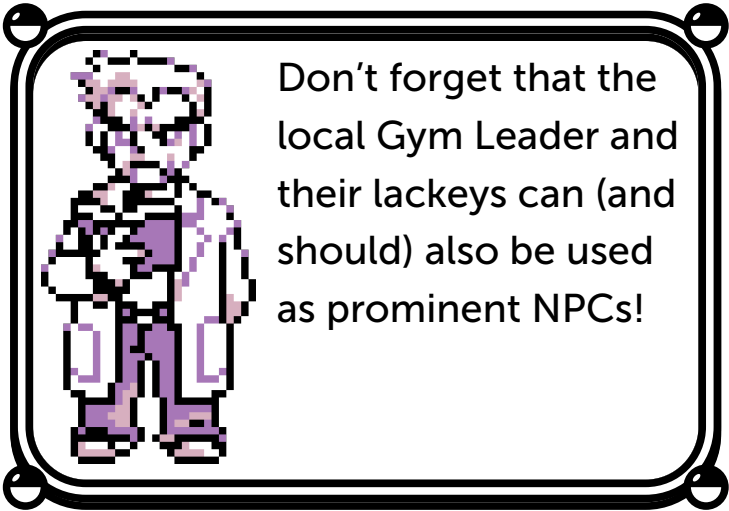


Most settlements also have a symbol to the right of their name. This symbol indicates which Enemy Team may be active there. The possible Enemy Teams get their very own chapter later in this book.

Always keep in mind that everything here is just a suggestion. It's here to help, not to force things upon you. Feel free to change things based on player input or based on your own wants and needs. Don't like a POI, remove it! Don't like a settlement's Gym? Use one of the many unused ones! The world's your Cloyster!

NPCs

Most settlements or POIs have an associated NPC (denoted with a trainer icon). If you need an extra NPC for the settlement, you can use the following generic list of NPCs. You should be able to use these for any settlement.



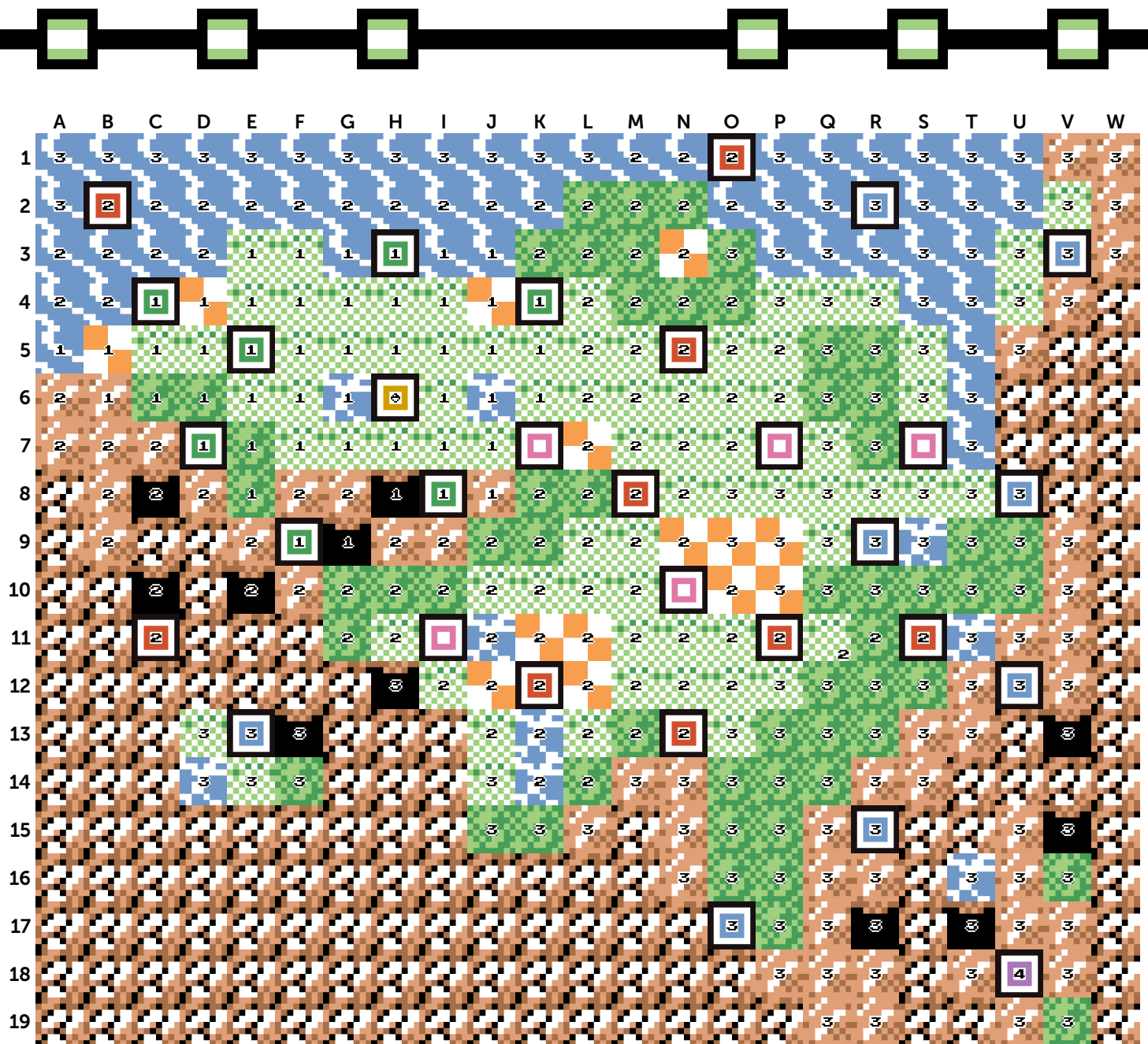
The list is alphabetical, so if you just write down their name in your notes, you should be able to quickly find their personality. Each NPC also comes with a suggested list of Pokémon. Pick one which seems to match the settlement's general power level.

d20	NPC Names	Pokémon
1	Alex, Aisha, Adam, Alice A bit too friendly to the Trainers, bordering on clingy.	Krabby, Zubat, Flareon
2	Beau, Bob, Betty, Brian Not the sharpest tool in the shed, but always willing to help.	Slowpoke, Psyduck, Wigglytuff
3	Cody, Charlotte, Chris, Carrie Temperamental. Full of passion, but quick to anger.	Charmander, Mankey, Fearow
4	Drew, Dara, Dina, Dirk Looks tough and always sounds incredibly, but actually very kind.	Spearow, Ekans, Exeggutor

5	Elliot, Elmira, Eric, Evelyn	Pikachu, Butterfree, Vaporeon Only ever addresses Pokémon, thinks every Pokémon is cute.
6	Finley, Fred, Felicia, Frank	Geodude, Beedrill, Pinsir Really wants to become a trainer, but can't or shouldn't. Jealous.
7	Gene, Gertrude, Greg, Gabby	Growlithe, Pidgeotto, Persian Very welcoming, immediately invites the trainers to their house.
8	Hayden, Henry, Hafsa, Hank	Clefairy, Farfetch'd, Ninetales Very imaginative. Often has their head in the clouds.
9	Jude, Jordyn, Jason, Jay	Venonat, Sandshrew, Parasect Afraid of the local enemy team (or paranoid if there is none).
10	Kai, Kimberly, Khalid, Kylie	Shellder, Lickitung, Golbat A bit of a prankster. Acts silly and doesn't take things seriously.
11	Lee, Lester, Leila, Levi	Oddish, Exeggcute, Slowbro Says whatever is on their mind (and it's not always nice).
12	Max, Miley, Malik, Melissa	Rattata, Grimer, Hypno Moved here from the central city. May know one of the Trainers.
13	Nic, Nelson, Naomi, Nasir	Koffing, Magnemite, Victreebel Deadly serious at all times. Never even so much as cracks a smile.
14	Ollie, Omar, Olivia, Owen	Vulpix, Gloom, Magmar Self-obsessed. Only ever talks about their own Pokémon.
15	Pat, Piper, Peter, Phoebe	Nidoran, Doduo, Jolteon Easily distracted. Has a hard time finishing sentences.
16	Riley, Ryan, Rose, Reese	Staryu, Arbok, Machop Confident to a fault, always bragging about their achievements.
17	Sam, Sophie, Steve, Suzanne	Abra, Weepinbell, Dewgong Always speaks in a dull, monotone voice, even when enthusiastic.
18	Tyler, Tom, Tamara, Tristan	Bulbasaur, Poliwhirl, Venomoth They love stories of adventure. Big fan of the local Gym Leader.
19	Wesley, Wim, Winnie, Wyatt	Paras, Kabuto, Magnetron A scientist or historian. Always eager to give a tour.
20	Ying, Yasmine, Yasin, Yannick	Cubone, Wartortle, Tangela Always seems nervous except when talking to a specific Trainer.



The Gallio Region



The Gallio region is filled with history. Some settlements still look very much like they did in antiquity while some bear the horrible scars inflicted by the previous civilisation.

Pick this region if you really want to emphasise the post-apocalyptic feel of the world (not necessarily in a negative way) or if you want to involve all of the possible Enemy Teams without too much hassle.



H6 — Partizan City



A vibrant city which has looked much the same for over a thousand years. Narrow cobblestone streets wind their way through mostly two-story brick and stone buildings. The city is filled with small parks and old market squares where trainers and their Pokémon can train, play, or just hang out. Two rivers (connected by canals) flow through the city.

The city is home to the Pokémon League central administration. It's here that new trainers gather to start their journey.

Gym 1: TM05 Mega Kick — The Impact Gym, a big, old sports stadium. The first of the city's two Gyms. It was instrumental in setting up the Pokémon League and helps many new trainers start their journey.

Gym 2: TM46 Psywave — The Mystery Gym, ruins of an ancient temple. Lies at the edge of the city. Little is known about it or its leader.

POI 1: The Tower of Flame — An ancient tower located at the city centre. It houses a continuously burning fire which can be seen from anywhere within the city. On its roof rests a golden Charizard statue. Those who live within the tower are called Flamekeepers. They may ask the Trainers to carry a burning torch to another settlement in return for a Charmander (or TM38 Fire Blast if they take it to a lv. 3 settlement).

POI 2: The Great Castle — A mighty stone castle near the city centre. Two massive Rhydon statues stand at either side of its main gate. A popular tourist destination. It once housed royalty, but is now mostly home to wild Rattata, Zubat, and the occasional Meowth. *Dominion* (see *Enemy Teams*) may try to use it as a lair at some point.

POI 3: The Partizan Research Institute — A prominent Pokémon research centre. It has a laboratory which can revive fossils.



Prof. Gingko & Kadabra — Expert in ancient cultures, sociable.

Mart: ₣4 ₣4 ₣4 ₣12 ₣4 ₣10



B2 — Pike Town



A rocky island surrounded by a treacherous sea. It used to be the private island of a wealthy noble family whose descendants still live here. The family's old armies no longer live here, leaving only a small group of fishers. Most of the wooden houses here are empty.

Gym: TM41 Night Shade — The Phantom Gym, a spooky cliffside manor.

POI: The Wreck of the S.S. Belle — An old steamship that crashed into the rocks. It is now home to wild Staryu, Magnemite, and Haunter. Perhaps the Trainers can find TM03 Swords Dance here.



Captain Johnny Rottenteeth & Seadra — An old fisher who has fished in these waters for decades. He claims the wreck is haunted and none who visit it return unchanged.

Mart:  ₣2  ₣8  ₣8 Water Stone ₣4

C4 — Trident Town

This seaside town is known for its beautiful white sand beaches. It is by far the most popular tourist destination in the region. It has quite a few high-rise buildings—mostly hotels. Almost every building is white with a blue roof. The beaches are also popular resting spots for wild Seel.

Gym: TM16 Pay Day — The Luck Gym, a tacky 'casino'.

POI: The Narrow Lighthouse — A tall and narrow lighthouse that shines out over the sea. A team of Pikachu keep it lit.



Arnold & Spearow — The keeper of the lighthouse. A bit of a recluse. He spends most of his time watching the sea and singing sea shanties. If the Trainers befriend him, he points them to an old shipwreck at space A5. (Treat exploring this space as travelling through it. This ship holds TM08 Body Slam and a Moon Stone.)

Mart:  ₣2  ₣4  ₣4



C11 — Ranseur City



A remote city surrounded by inhospitable badlands. It is a centre of art and learning. Its houses are carved out of the surrounding rockface and are painted in vibrant hues of red, yellow, and orange.

Gym: TM13 Ice Beam — The Ancient Gym, a massive history museum.

POI: Ranseur University — A centre of learning known for its excellence and eccentricity. Its enormous main building is carved out of a cliffside. It uses Geodude as its mascot.



Fatima & Kabuto — A precocious student. She has a keen interest in fossils. She might be willing to trade a fossil for TM29 Psychic.



Professor Sumac & Graveler — A professor who specialises in legendary Pokémon. Her room is filled to the brim with books. If the Trainers come to her with a story of a legendary Pokémon encounter, she may be able to give them more information.

Mart:  ₣8  ₣4  ₣8  ₣4 Fire Stone ₣4

D7 — Godendac Town



A town deep in the woods. It used to be quite a big city, evidence of which can be found throughout the surrounding woodland. Most of the people here live in one of a few intact big buildings, which comprise an old luxury hotel, an old mall, and a few rows of houses.

Gym: TM32 Double Team — The Swarm Gym, old office building, cult?

POI: Statue of the Triumphant Arcanine — A big, golden statue dedicated to an ancient battle. It stands in a glade just outside of town. Wild Growlithe sometimes gather near it.

Mart:  ₣6  ₣4



E5 — Spontoon City



Famous for its many canals. Its distinctive architectural style features a lot of floral designs—even its many stone bridges look like works of art. The canals are traversed using small, Pokémon-propelled canal boats. They are also home to wild Wooper, which sometimes jump aboard.

Gym: TM35 Metronome — The Melody Gym, a traditional concert hall.

POI: The Grand Gallery — A big museum with a lot of paintings, sculptures, and photos, most of them featuring Pokémon.



Jamey & Eevee — A young but talented painter. He always has his head in the clouds. If the Trainers can present him with a truly interesting scene to paint, he may gift them TM31 Mimic.

Mart:  ₣4  ₣4  ₣4

E13 — Fauchard Town

A remote town which is almost completely disconnected from the rest of the region. The people here live a simple, rural life using almost no modern technology. The town is known for its many tamed Rhyhorn, which are used to work the fields, pull carts, and even as mounts.

Gym: TM38 Fire Blast — The Virtue Gym, an old temple complex.

POI 1: The Morning Market Square — A big market square filled with carts, tents, and Rhyhorn. All sorts of goods are exchanged here. Many locals come here every morning to get food and trade Pokémon.



Jacques & Rhyhorn — A local merchant who wants to trade his stubborn Rhyhorn for another Pokémon which can work the fields.

POI 2: The Old City — The charred remains of the city next to which this town was built. Ghost Pokémon can be seen there at night.

Mart:  ₣6  ₣10  ₣2  ₣8 Heart Stone ₣4



F9 — Spear Town



A mountain town surrounded by a mighty, medieval, stone wall. A former industrial area bordering the town is now used by the Gym. People live in this town either because it's where they've always lived or because of the Gym.

Gym: TM39 Swift — A radio telescope array and astral observatory.

POI 1: The Main Gate — A portcullis protecting the only entryway. It is closed and is being guarded by two eccentric fellows:



Jeffrey — A slender man. He seems to ignore whatever the Trainers say to him, and instead only ever gossips about the Trainers with...



Joffrey — A burly man. He only ever addresses Jeffrey. They both dramatically over-enunciate each other's names. "JEFFFFFrey...".

POI 2: The Watchtowers — Two tall stone towers which stand at opposite sides of the wall. They give a great view of the area, but the swarms of Spearow which gather there make it hard to appreciate.

Mart:  ₣4  ₣4

H3 — Sarisa Town



An artificial island connected to the mainland by a series of docks and bridges. It is held above the water by thick, concrete pillars. The island used to be a hub for naval industry, but is now only home to junk and a dedicated group of people who call this weird slab of concrete home.

Gym: TM45 Thunder Wave — A dilapidated radio tower, secretive?

POI: The Shipyard — Home to a giant, rusty cargo ship full of Grimer. Within its partially sunken hull, TM09 Take Down can be found.

Mart:  ₣6  ₣4



18 — Scythe Town

A somewhat unremarkable former city which is now all but abandoned. The surrounding area used to be one big concrete jungle, but is now arid and barren. A few tenacious inhabitants and their Pokémon eke out a living by cultivating whatever arable land there is left.



Jolene & Rapidash — A mounted traveller who wanders the wasteland. She makes sure dangerous Pokémon stay out of town.

Gym: TM12 Water Gun — An old water park, now surrounded by sand.

POI: The Sandspire — A half-buried skyscraper sticking out of the sand. TM04 Whirlwind can be found within, as well as quite a few Sandshrew.

Mart:  ₣3  ₣2

111 — Pilum Town



A quiet town with mostly simple wooden buildings. Belying its humble appearance, it has a quite a few active communities.

POI 1: The Horn — A tall tower shaped like a Rhydon horn, with the groove acting as a staircase. In accordance with ancient traditions, pilgrims often come here to place an offering at the top of the tower. A pilgrim may ask the Trainers to accompany them back to their home settlement in exchange for TM17 Submission.

POI 2: The Pilum Science Museum — A museum dedicated to scientific discovery. It has a big space wing with lots of replicas of spaceships and planets. The museum also has a strong focus on Pokémon research. If the Trainers need to learn something about a specific kind of Pokémon, this is the place to go. They can also revive fossils here.



Michael & Clefairy — A local student who's really into space.

Mart:  ₣8  ₣6  ₣8  ₣2  ₣4



K4 — Javelin City



A once great harbour city. Most of the old harbour has fallen into disrepair, with small boats now happily sailing between the half-sunken remains of old docks, ships, and machines. Most of the city itself looks quite brutalist, with wide roads once used for cars and trucks.

Gym: TM33 Reflect — The Mirror Gym, a mirror-filled funhouse palace.

POI 1: Jiggly Hall — A large concert venue where many performers—human and Pokémon alike—perform all sorts of songs and acts. To perform here is considered quite an achievement among artists.



Miss Julia & Jigglypuff — A happy-go-lucky local singer.

POI 2: The Grand Station — A massive former train station which has been turned into a community centre and museum. Its unique design uses a lot of steel and glass, making it stand out from the other buildings here. Trainers often come here to battle.



Abe & Seel / Sid & Pikachu / Eve & Vulpix — A local trainer team.

Mart:  ₣6  ₣4  ₣4  ₣4

K7 — Glaive City



By far the biggest city in the region. It almost feels like a region in and of itself, which is what kept it from joining the Pokémon League and getting a Gym of its own. The city is divided into three areas:

- **North Glaive**, which has a lot of high-tech buildings and machinery. It is reminiscent of the previous civilisation, without all the pollution.
- **Old Glaive**, the centre of the city, filled with buildings that date back over a thousand years. Pleasant, but always bustling with tourists.
- **South Glaive**, or Soggle, a newly (re)built part of the city. A trendy area known for its music, arts, and ever-changing culture

North Glaive

POI 1: Glaive Tower — The region's tallest building. The 600 metre-tall behemoth has guest floors, garden floors, training floors, and more.

POI 2: The Meganeton — A massive building designed to look like a cluster of 6 Magnemite. A meeting place for inventors and engineers.



Marianne & Magnetron — Spokesperson and enthusiastic inventor.

Old Glaive

POI 3: The Poké-Palace — a former royal palace which now hosts competitions. Each competition starts with 8 teams competing in a best-of-1 bracket. Trainers only send out a single Pokémon per round and can't use that Pokémon again in any of the next rounds.

To run this competition, pick 3 trainer teams (of appropriate difficulty for the Trainers) for the Trainers to face. (Maybe pick 3 trainers from a biome for each team.) Flip a coin to determine who counts as the challenger each round. If the Trainers win the competition, grant each a random TM of the appropriate level. Win or lose, the Trainers can't face the competition again until they've visited another settlement.

POI 4: The Dragon Fountain — A big fountain which resembles 4 entwined Dragonair, located in the central plaza of Old Glaive.

South Glaive (Soggle)

POI 5: Art Park — A big park full of sculptures, murals, and artists.



Bart & Scyther — A woodcarver of Pokémon. Might want a model.

POI 6: The Safe Haven Society — A South Glaive organisation dedicated to taking care of wounded or abandoned Pokémon. They may gift a Pokémon or TM07 First Aid if the Trainers promise to take a Pokémon to a specific settlement, either to its (new) trainer or for medical aid.



Mortimer & Chansey — The main caretaker, soft-spoken and kind.

Mart: 1 ₣6 16 ₣10 40 ₣6 42 ₣4 43 ₣10



K12 — Bardiche Town



A town built in the middle of an industrial wasteland. Most of the buildings are built using repurposed machine parts, giving the town its signature grungy look. The town is popular with painters and sculptors. It's often hard to tell whether the town's many rusty hunks of metal are art pieces or leftovers from the previous civilisation.



Rolf & Grimer — An artist and community leader who's been dealing with a group of Pikachu. They've taken over a small, abandoned factory and keep (accidentally) activating loud machines. If the Trainers can help, they may get TM42 Acid.

Gym: TM18 Drag Off — The Engine Gym, remains of an old train depot.

POI: P.K.M.N. X-01 — The remains of a huge Poké Ball factory. Avid explorers may be able to find a few Great Balls and Ultra Balls here, but have to fight through quite a few wild Voltorb and Electrode.

(This location is also a great place for a Team Engine lair.)

Mart:  ₣4  ₣8  ₣4 Thunder Stone ₣4

M8 — Brandestock Town



A town which feels like it hasn't changed in the past centuries. Its stone buildings feature highly detailed facades which incorporate Pokémon motifs. Ornate lantern poles in the shape of Bellsprout light the town.

Gym: TM29 Psychic — The Telekinesis Gym, a secretive family's palace.

POI: The Royal Gardens — A massive area which used to be the private garden of an old baron. It's filled with topiaries resembling Pokémon.



Margaret & Butterfree — The main gardener, very talkative. If there's enemy team activity, she'll definitely accidentally reveal it.

Mart:  ₣8  ₣6  ₣2  ₣4 Fire Stone ₣4



N5 — The Kontus Area

A collection of outposts within the wide open steppe. The people who live here use Ponyta, Rapidash and Rhyhorn to travel around.

Gym: TM47 Overrun — the Safari Gym, a range with a few houses.

POI: The Safari Zone — A large area (which contains the Gym) where it is forbidden to battle using Pokémon. Rare Pokémon sometimes show up here. A Trainer wishing to catch one will have to be clever about it. Wild Rhyhorn stampedes are a frequent risk .

Mart:  ₣6  ₣4 Water Stone ₣4

N10 — Angon Town



Once the industrial core of the previous civilisation. This town and its surroundings are littered with the remains of old factories, machines, and vehicles, most of which are in the process of being reclaimed by nature. Few people now live here, and those who do are mostly here to research the previous civilisation, either to learn its secrets or to study its downfall. They mostly live in dilapidated old office buildings.



Angela & Tangela — The caretaker of an old TM factory. While she can't make it fully operational again, she can make a copy of a TM the Trainers own for 1.5 times its normal price.

POI: The Ruined Lab — This massive building used to be a tightly-secured research facility. Aggressive, high-Power Pokémon (and quite a few Ditto) roam here. It holds research notes about the creation of a mysterious Pokémon named "Mewtwo". With enough research, the Trainers may be able to find and turn on a computer which tracks Mewtwo's location. It points to R17 on the map, where an artificial island lies in the middle of a lake.

Mart:  ₣6  ₣6  ₣8 Thunder Stone ₣4

N13 — Assegai Town

Tall cliffs overlook this small, rural town. A small railway service takes visitors past the cliffs and to the nearby mountains, including the Gym.

Gym: TM48 Rock Slide — The Summit Gym, a lodge on a mountain.

POI: The Lookout — An overhanging bit of cliff which gives a lovely view of the surrounding area. Flying Pokémon often roost here.



Milo & Magnemite — A photographer who takes dangerous-looking pictures of people sitting on the ledge. He's quite the adventurer (or so he claims), and knows about the legendary birds.

Mart:  ₣6  ₣6 Fire Stone ₣4

O1 — Earspoon Town



An island town. The town's many farms are prone to flooding and use traditional windmills to pump the water away from the fields. Almost every wooden house is richly decorated with wreaths and flowers. The people here are generally quite happy, friendly, and carefree.

Gym: TM20 Rage — The Rancor Gym, a drab, dark, brutalist building. The Gym is located on a peninsula and has no real link with the town.

POI: The Big'un — The largest of the town's traditional windmills. Its impressive sails can be seen from anywhere on the island.

Possible situation: The windmill has been dormant for quite a while now. The residents suspect sabotage by *The Order*. Gym Leader Lilith has been inviting more and more Order members onto the island. They seem to have turned the windmill into an Order lair. It seems that the goal is to eventually get the entire island under Order control.



Balthazar — A self-aggrandising Order Commander, the lair's boss.

Mart:  ₣8  ₣10 Water Stone ₣4



O17 — Voulge Town

A town of myth and legend. Great Pokémon heroes of times gone by are said to have grown up here or trained here. The town itself is rather modest, with simple wooden buildings, but it hides a rich history.

Gym: TM23 Dragon Rage — The Legend Gym, volcanic plug temple.

POI: The Old Shrines — Dotted around the town are old shrines to long-forgotten deities. The statues there resemble the legendary birds.

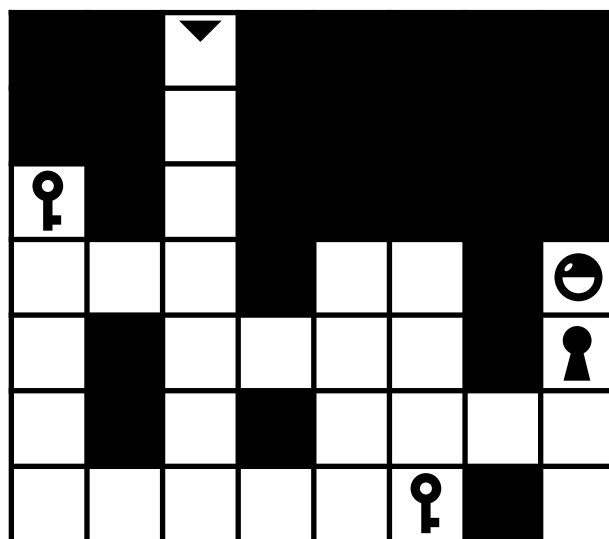
Mart: 22 ₪22 26 ₪8 43 ₪10 Heart Stone ₪4

P7 — Woldo Town



A quiet town surrounded by pleasant pastures. All the buildings here are relatively new, built using a combination of manual labour and modern technology. The town was built over the ruins of a city that was apparently buried in dirt and debris at the end of the previous era.

POI: The City Below — The top of a building juts out from the ground. It provides access to an interconnected network of buildings below. An enemy team (probably *The Order*) is also down there. You can use the big lair map and the normal lair rules for this, but subtract 1 from the Contents table results (with 0 = wild Pokémon.)



Both of the Key rooms need to be found to unlock the Lock room. The Lock room is an electronic locked door—one of the keys turns on the lair's power, the other is the secret passcode. The item locked behind the Lock Room is a Master Ball.

Mart: 4 ₧2 19 ₧8 28 ₧4 44 ₧4

P11 — Dory Town



This area used to be the main source of power for the previous civilisation. The collapse has left most of the power stations inoperable. Nevertheless, a small community has grown between the large cooling towers that dot the area.

Gym: TM24 Thunderbolt — The Generator Gym, an old power plant.

POI: Dory 5 — The only fully-operational power plant. It's a massive geothermal plant whose underground cables still power most surrounding settlements. It requires virtually no maintenance.



Theodore Wilford Amadeus Taft & Arcanine — A pompous older gentleman with a thick moustache. He fashions himself the owner of the plant. He may be in cahoots with Team Engine.

Mart:  ₣6  ₣4  ₣4 Thunder Stone ₣4

R2 — Billhook Town



An island surrounded by a complex series of dams and levees. It was once reclaimed from the ocean as a corporation's private island, but little evidence of this now remains. Its factories have made way for modern homes. The community here is quite private and insular.

Gym: TM36 Flood — A massive hydroelectric dam.

POI: The Evolution Dome — A giant geodesic dome made of steel and glass. It once served as the corporation's HQ, but now mostly buried underground. *Team Engine* may be using it as a lair.



Karen Hook — A Team Engine Executive and descendant of Bill Hook, the founder of the corporation that built this town. Her goal is to reclaim what she thinks is her birthright.

Mart:  ₣4  ₣8  ₣10  ₣8  ₣4



R9 — Guisearme City



A city known for its distinct white stone buildings, with corners and structural details painted a vivid red. The city has weathered the ages quite well, with modern buildings built next to ancient ones.



Alida & Ivysaur — An eccentric lady who gladly welcomes all visitors into her lovely home full of porcelain Pokémon statues.

Gym: TM25 Thunder — The Tempest Gym, A high-tech weather station.

POI: Guisearme Department Store — The region's biggest Poké-Mart:

 ₣8  ₣8  ₣10  ₣8  ₣10  ₣8
 ₣4  ₣2  ₣8  ₣10  ₣4  ₣8

Fire Stone ₣4 Water Stone ₣4 Thunder Stone ₣4

R15 — Corbin Town



This heavily fortified town used to be a military base where Pokémon and humans alike were trained for combat. All the actual weaponry has been removed or destroyed, but it still doesn't look very welcoming.

Gym: TM15 Hyper Beam — The Triumph Gym, a big training complex.

POI: The Sky Arena— Two adjacent control towers between which airborne battles are fought. Only Pokémon with Fly can battle here.



Rob & Fearow / Ally & Pidgeot / Fay & Farfetch'd — A local trainer team which is willing to wager TM43 Sky Attack for other TMs with a total worth of ₣10 in a 3-on-3 sky battle. They think of themselves as the ultimate team and use special team poses incorporating their Pokémon to show off. (They will feel dismayed and betrayed if one of the Trainer sends out a Magnetron.)

Mart:  ₣6  ₣8  ₣8  ₣6  ₣8  ₣6



S7 — Planson City



A modern city built around the mouth of the wide Planson River. The city's signature Pokémon is Lapras, a rare Pokémon which seems to appear here somewhat frequently. A few local trainers even have one!

POI 1: Planson Bridge — An ancient bridge lined with stone buildings, forming its own small community. It's always bustling with people.



Ishmael & Lapras — A resident with a missing eye and a dozen different stories as to why. He organises Lapras-watching tours.

POI 2: The Old Harbour — Huge ships used to dock here, but now it's mostly used for all sorts of water-based activities. Underwater battles (where only Pokémon with Surf can battle) are quite common here.



Sue & Dewgong / Una & Seadra / Basil & Starmie — A local trainer team which is willing to wager ₣8 in a 3-on-3 underwater battle.

Mart:  ₣10  ₣10  ₣8  ₣8 Moon Stone ₣4

S11 — Sparth Town

A resort town renowned for its spas and thermal springs. Most people here don't actually live here, but come here to unwind and relax.

Gym: TM11 Bubble Beam — The Relaxation Gym, a spa and resort.

POI: The Sparth Circuit — A racetrack outside of town where Pokémon obstacle races are held involving Doduo, Dodrio, Ponyta, Rapidash, or Arcanine. A trainer with any of these Pokémon can enter. They start at position 3. To resolve the race, present 5 obstacles (bales of hay, mist, wooden fence, pool, and fire jets) and have the Trainer use a Pokémon action to circumvent it. On a success, they move ahead 1 spot, on a failure, they move back 1 spot. The winner gets TM47 Overrun.

Mart:  ₣4  ₣8  ₣4 Moon Stone ₣4



U8 — Spetum Town



A pretty town known for its excellent glasswork. Every house features stained glass windows and elaborate reliefs. During times of crisis, the nobility of old used to hide here until things blew over. Its dangerous surroundings prevent it from being a popular tourist destination.



Helga & Charmeleon — A glassblower and a bit of a hothead. Her workshop has been ransacked and she suspects her heated rivals...



Gregory & Charmeleon — Also a glassblower, calm and collected. His workshop has also been ransacked, and he suspects Helga.
... In actuality, their Charmeleon have fallen in love and are secretly meeting up at night.

Gym: TM10 Double-Edge — The Precious Gym, ornate cliffside palace.

POI: The Dragon's Tomb — An ornate tomb which lies in an old temple building. It is said to hold the body of a mythical king and his Dragonite.

Mart:  ₣4  ₣2  ₣8 Heart Stone ₣4

U12 — Falx Town



An old mining town located within a wide ravine. Life here seems fairly quiet. When the Trainers first talk to the people here, nobody claims to know anything about the Gym or where it might be. In the middle of town lies an old rock refinery which seems to have been repurposed into a Gym, but it looks like it's been abandoned for years.



Larry & Graveler — A frail old man who's willing to talk to the Trainers behind closed doors. He tells of how the old Gym got taken over by a menacing organisation (The Order) and has relocated. The organisation forces the inhabitants into silence.

Gym: TM27 Fissure — The Canyon Gym, a secret base in the ravine.

Mart:  ₣6  ₣4  ₣4 Moon Stone ₣4



U18 — The Halberd Plateau

This remote town hidden deep within the mountains is where the very best trainers come to face the ultimate challenge. The town was built by the Pokémon League to house the Champions and has all the amenities anyone could ask for. Not every Champion team is here at all times, but there are always at least four teams at the ready to take on any challengers. (You can pick and choose which Champion teams are here. Check out the section on Champions for more information.)

POI: The Halberd League Stadium — A state-of-the-art Pokémon stadium. Battles fought here are broadcast all throughout the region. Many of the Champions have dedicated fans who travel all the way to the Plateau to see them beat another set of wannabe champions.

V3 — Ahlspiess City



A big city in every sense of the word—tall buildings, wide roads, and impressive monuments. It used to be the capital of some great nation, and while a lot of it was destroyed, the people here managed to rebuild everything they deemed worth rebuilding. The dangerous wilderness around the city keeps it mostly isolated from the rest of the region.



Reinhardt & Rapidash — A pompous man dressed in an elaborate suit full of ruffles. He sees an informal greeting or even the kindest comment about his appearance as a grave insult and instantly challenges the Trainers to a “Pokémon duel” at dawn. (Use Dominion tier 3 Nidoking, Nidoqueen and Rapidash as his team.) Victory or defeat will affect the Trainers’ standing in the city.

Gym: TM14 Blizzard — The Polar Gym, an environmental research lab.

POI: The Sky Tower — A massive communications tower—almost as big as the Glaive tower in Glaive City—with an observation deck at the top.

Mart:  ₣8  ₣2  ₣4  ₣4  ₣4



Mythical Quest Locations

W01 — HM14 Coldsnap

A frigid mountaintop where Articuno is said to roost. Many trainers try to climb the mountain, but few are able to face its unnaturally cold winds.

1	#094 Gengar
---	-------------

2	#124 Jynx
---	-----------

3	#148 Dragonair
---	----------------

4	#S04 Wearlycan
---	----------------

Hiker

1 Daring

2 Cold

3 Cautious

4 Ambitious

1	Charizard #006
---	-------------------

2	Machamp #068
---	-----------------

3	Golem #076
---	---------------

4	Onix #095
---	--------------

5	Rhydon #112
---	----------------

6	Magmar #126
---	----------------

7	Aerodactyl #142
---	--------------------

8	Wearlycan #S05
---	-------------------

J15 — HM25 Thunderstorm

Deep into these dark woods is an area which causes tingly sensations and makes hair stand on end. In this electrically charged region, Zapdos is said to roost.

1	#026 Raichu
---	-------------

2	#112 Rhydon
---	-------------

3	#125 Electabuzz
---	-----------------

4	#S02 Straigar
---	---------------

Scientist

1 Shocked

2 Puzzled

3 Seasoned

4 Inquisitive

1	Magnetron #082
---	-------------------

2	Muk #089
---	-------------

3	Electrode #101
---	-------------------

4	Exeggutor #103
---	-------------------

5	Weezing #110
---	-----------------

6	Tangela #114
---	-----------------

7	Electabuzz #125
---	--------------------

8	Ampharos #S15
---	------------------

R19 — HM38 Wildfire

This volcanically active region is almost always unbearably hot. Those few who have dared face the highest volcano have apparently seen Moltres roost there.

1	#006 Charizard
---	----------------

2	#038 Ninetales
---	----------------

3	#076 Golem
---	------------

4	#126 Magmar
---	-------------

Blackbelt

1 Hot

2 Bothered

3 Ruthless

4 Competitive

1	Charizard #006
---	-------------------

2	Primeape #057
---	------------------

3	Machamp #068
---	-----------------

4	Golem #076
---	---------------

5	Hitmonlee #106
---	-------------------

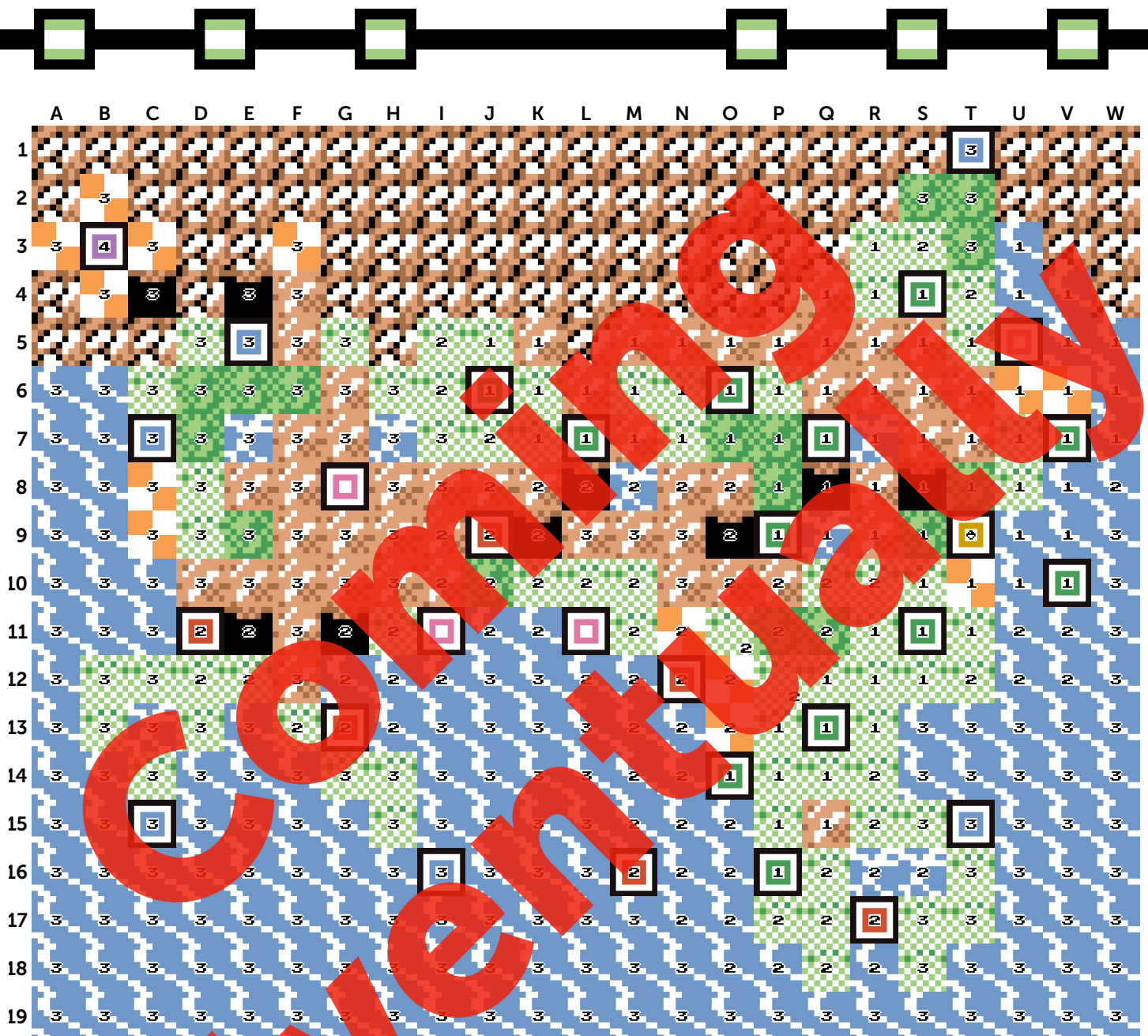
6	Hitmonchan #107
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7	Rhydon #112
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8	Magmar #126
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The Kemro Region



The Kemro region is a region defined by its rugged wilderness and harsh weather. While the region has a rich history, its remoteness managed to keep it somewhat isolated from whatever caused the collapse of any previous civilisations.

Pick this region if you want to emphasise wilderness adventure. The settlement descriptions focus more on how people and Pokémon manage to survive within its rugged terrain and less on its history.





Gyms



Introduction

This chapter has a list of 50 Gym Leader teams—one for each of the 50 TMs. They all have a theme based around this TM, some of which are more obvious than others. While these themes can be quite humorous, it's usually best to try to play it straight. Don't have the Leader acknowledge the theme, even if the Trainers point it out. You can laugh about it out of character, but try to keep the shared universe within the game somewhat serious. (If nothing else, this often makes things funnier than having everything be slapstick.)

Most of the Gyms listed here are built out of the structures left behind by the previous civilisation. Many large buildings stopped having a function when the old industrial society collapsed, which made them the perfect places for big Pokémon tournaments. This helps establish the general post-apocalyptic setting of Pocket Monster Adventures.

Each Gym has a **name** and a **badge** associated with it. The name of the badge is the same name as the Gym. E.g. the badge of the Wallop Gym is the Wallop Badge. You can find a printable sheet with the badges in the extra documents. You can print these, cut them out, and glue them onto the Trainer Cards whenever the Trainers beat a Gym.

The **star** to the right of the Gym's name indicates the Gym's rank. The Trainers can only face that Gym if the number of stars matches the number next to the last badge they earned.



Some Gyms have an **obstacle** symbol (🌱, 🍌, or 🧱) right next to the Gym's name. These show which obstacles you should add to the battlefield. Add up to 8 of the obstacle to the battlefield in whatever configuration seems interesting and fitting.

'E4' below the badge indicates that the Leader and lackeys are a potential elite team. Their elite variants are listed in a separate section. Check out that section for more information.

Some Gyms show other symbols below the badge as well. These are the logos of various enemy teams, as explained *in the chapter on Enemy Teams*. Consider having this Gym be associated with that team in some way, especially if the Trainers have dealt with the team before.

Each Gym lists its Leader and their lackeys. If there are only two Trainers, just pick one of the lackeys to use in battle, but feel free to use the other one as an NPC. Each listed member has two or three Pokémon. The ':L' next to each Gym member's name shows the highest level of move they can use.

The Leader's final Pokémon is their **ace**. Consider having it outside of its Poké Ball when the Trainers first meet the Leader.

If you don't like a team or think it might be too tough, consider using the Proxy Gym (see TM50).

A quick reminder of how Gyms work:

- A Gym Leader and their lackeys function mostly like the Trainers. Use the full Pokémon sheets and choose the moves without rolling. **This requires quite a bit more work than regular battles, which is why it's reserved for Gym battles.**
- Each Leader can use their associated TM an unlimited number of times during battle and each of their Pokémon can use this TM even if the Pokémon sheet says they aren't compatible. The TM is given on each Gym page. **Try to use the TM as often as possible.**
- The Gym's Pokémon always go first in the case of a Speed tie. This is because the Trainers are the ones who initiate the challenge.
- Try to pick your moves before the Trainers do, or at the very least act like you don't know their plans.



List of Gyms

TM01 Mega Punch	29	TM26 Earthquake	54
TM02 Dark Wave	30	TM27 Fissure	55
TM03 Swords Dance	31	TM28 Dig	56
TM04 Whirlwind	32	TM29 Psychic	57
TM05 Mega Kick	33	TM30 Teleport	58
TM06 Toxic	34	TM31 Mimic	59
TM07 First Aid	35	TM32 Double Team	60
TM08 Body Slam	36	TM33 Reflect	61
TM09 Take Down	37	TM34 Foul Odour	62
TM10 Double-Edge	38	TM35 Metronome	63
TM11 Bubble Beam	39	TM36 Flood	64
TM12 Water Gun	40	TM37 Flamethrower	65
TM13 Ice Beam	41	TM38 Fire Blast	66
TM14 Blizzard	42	TM39 Swift	67
TM15 Hyper Beam	43	TM40 Dive Bomb	68
TM16 Pay Day	44	TM41 Night Shade	69
TM17 Submission	45	TM42 Acid	70
TM18 Drag Off	46	TM43 Sky Attack	71
TM19 Seismic Toss	47	TM44 Rest	72
TM20 Rage	48	TM45 Thunder Wave	73
TM21 Mega Drain	49	TM46 Psywave	74
TM22 Solar Beam	50	TM47 Overrun	75
TM23 Dragon Rage	51	TM48 Rock Slide	76
TM24 Thunderbolt	52	TM49 Tri Attack	77
TM25 Thunder	53	TM50 Substitute	78



TM01 Mega Punch

The Wallop Gym

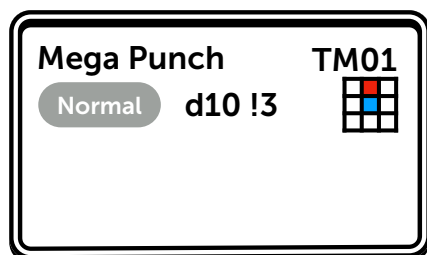
This Gym functions as an actual Gym for humans and Pokémon alike. The walls are filled with graffiti and many punching bags hang from the ceiling. The arena itself used to be a boxing ring.

BADGE



LEADER/ **Big Knucks** :L2

A tall and muscled retired boxer. Big Knucks earned his nickname on the boxing circuit. He's often quite jovial, but starts punching walls whenever he gets the slightest bit frustrated.



Geodude

#074



Hitmonchan

#107

Sofie :L1

A soft-spoken and gentle boxer, although she packs a mean punch in the ring.



Clefairy

#035



Jigglypuff

#039

Harold :L1

A loud and obnoxious boxer with abs of steel. He's surprisingly gentle when someone gets hurt.



Machop

#066



Mankey

#056

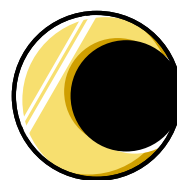


TM02 Dark Wave

The Twilight Gym



BADGE

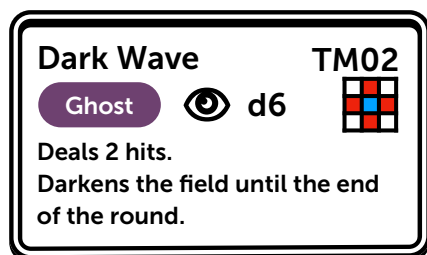


This eerie Gym is lit exclusively using braziers and flickering light fixtures. Built in the remains of an old mansion, its black walls are decorated with stylistic images of moths reminiscent of the Art Nouveau style.

LEADER/ **Noctua** :L4

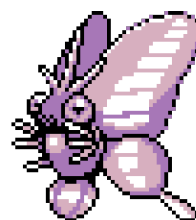
E4

A mysterious lady who only ever shows up at night. She speaks with a soft, whisper-like voice and dresses in elaborate Victorian dresses made out of iridescent materials.



Butterfree

#012



Venomoth

#049

Pyra :L3

One of Noctua's assistants. She is endlessly fascinated by fire and always wears bright-red suits.



Ponyta

#077



Charmeleon

#005

Liamp :L3

Another of Noctua's assistants. His outfit incorporates a bunch of little lamps. He doesn't say much.



Staryu

#120



Flaaffy

#S13



TM03 Swords Dance

The Blade Gym

This ancient castle has long since been turned into a museum. It houses what is likely the largest collection of old swords and other weapons in the region. Even the walls of the arena are lined with blades.

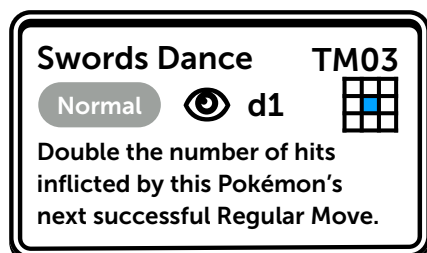
BADGE



LEADER/ **Hildegard** :L2

 **E4**

Hildegard is a historian and weapon enthusiast. She is always dressed in some kind of medieval garb, often incorporating chainmail. She always has a rapier with her, which she casually uses to point with.



Kabuto

#140



Farfetch'd

#083

Agrippa :L1

A fellow historian. Burly and loud. He often wears elaborate full plate armour, which makes him move very rigidly.



Paras

#046



Krabby

#098

Lashley :L1

A fellow historian. Her focus is usually on the less violent aspects of history, most notably the clothing.



Bellsprout

#069



Tentacool

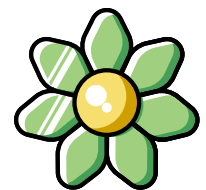
#072

TM04 Whirlwind

The Roost Gym

This large aviary dates back to long ages past. Intricate and expansive cages line its thick stone walls. While most of the doors are open these days, many bird Pokémon still like to roost here.

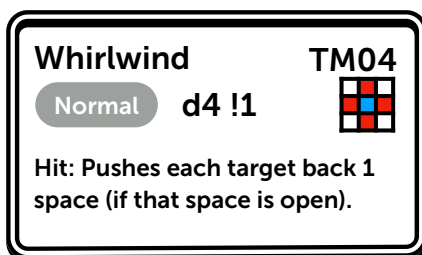
BADGE



LEADER/ **Tubert** :L2

E4

A strapping young lad who's been taking care of birds his whole life. His outfit can generously be described as Robin Hood-inspired. He communicates mostly using sayings and proverbs.



Spearow
#021



Pidgeotto
#017

Mrs. Onestone :L1

Whitley Onestone is a gentle older lady. She's been the Gym's grounds-keeper for many years. Always wears overalls.



Geodude
#074



Grimer
#088

Mr. Teninbush :L1

Betran Teninbush is a grumpy older man. He's been the gardener here for quite some time. Wears very heavy boots.



Oddish
#043



Hoppip
#S15

TM05 Mega Kick

The Impact Gym

This Gym is part of a big sports stadium built for some long-forgotten athletic competition. Many different sports are practised here, most of which involve Pokémon in one way or another.



BADGE

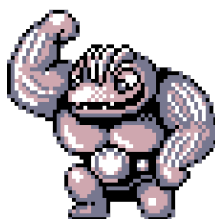
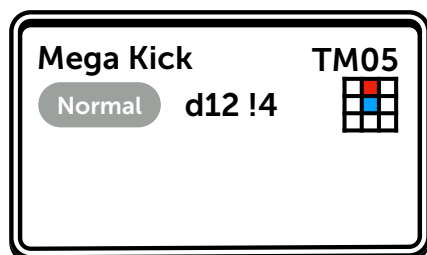


LEADER/ **Pedro**

:L5

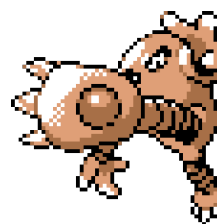
E4

Aside from being an excellent trainer, Pedro is also extremely talented in a wide variety of sports. He only ever wears sportswear and seems to only communicate with generic phrases. He's always giving "110%".



Machoke

#067



Hitmonlee

#106

Roland

:L4

A sports announcer. He used to be really good at various ball sports and will remind you of this constantly.



Voltorb

#100



Electrode

#101

Apolo

:L4

A great swimmer and all-round expert at water-based sports. Soft-spoken and very humble.



Marill

#S10



Azumarill

#S11



TM06 Toxic

The Venin Gym

Built within the remains of an old shopping centre. Its walls are filled with graffiti. The escalators and some of the lighting have been repaired, but malfunction quite often. Its members dress like hooligans.



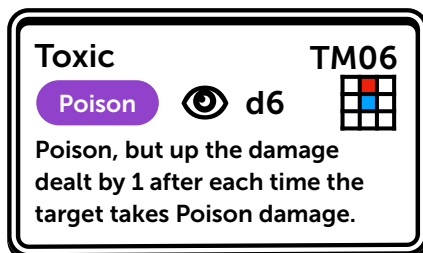
BADGE



LEADER/ **Wolfsbane** :L4



Wolfsbane (real name Jerry) styles himself as an assassin. He wears black shades, a fedora, and a black trenchcoat. He definitely wants to appear threatening, but usually comes across as rather harmless.



Haunter
#093



Umbreon
#S19

Nightshade :L3

Looks like a punk. She's quite intimidating and acts tough, but actually prefers spending her time doing chemistry.



Nidorina
#030



Gloom
#044

Mandrake :L3

Also tries to act tough, but with less success. He's quite scrawny and has a high-pitched voice. Also dresses like a punk.



Nidorino
#033



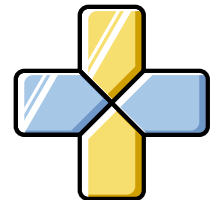
Weepinbell
#070

TM07 First Aid

The Health Gym

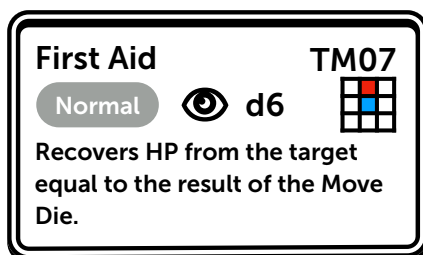
Built out of what was once a massive hospital complex. While it still serves that function in some places, its size is far bigger than necessary for a hospital nowadays. The walls, floors, and ceiling are all plain white.

BADGE



LEADER/ **Salma** :L2

An old lady who's very caring and maybe a bit eccentric. She's obsessed with different kinds of potions and medicine. She has wild grey hair and always wears a lab coat and safety goggles.



Bellsprout
#069



Shuckle
#B04

Hilal :L1

An eager young nurse. She often worries if someone is hurt or sick and quickly tries to help, even when not needed.



Pikachu
#025



Jigglypuff
#039

Curtis :L1

Also an eager young nurse. He also often worries if someone is hurt and (too quickly) tries to help.



Marill
#S10



Clefairy
#035

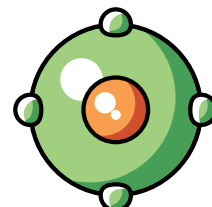
TM08 Body Slam

The Squish Gym

An old wrestling stadium which now also serves as a Gym. There's seating here for thousands of people, but most of those seats never get filled nowadays. The old lighting rigs and special effects are still functional.

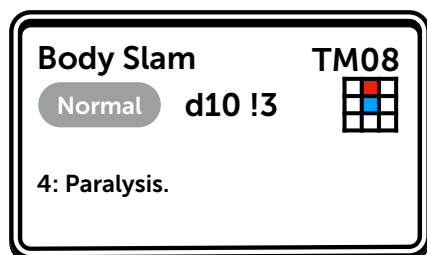


BADGE



LEADER/ Odys 'The Steamroller' Lamb :L7

A.k.a 'The Shepherd of Pain'. A thick-set wrestler. His usual outfit consists of a shiny pair of shorts and a lot of body oil. He has a rambunctious personality. Never breaks character.



Nidoqueen
#031



Lapras
#131



Snorlax
#143

Benny 'The Blob' Dough :L6

A bit of a comic relief character who is often the (planned) loser of a match. He has a kind, round face.



Azumarill
#S11



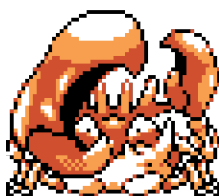
Raichu
#026



Wigglytuff
#040

'Heartless' Hailey Crusher :L6

A mysterious, masked wrestler with incredible strength. She only speaks in one-liners.



Kingler
#099



Golem
#076



Rhydon
#112

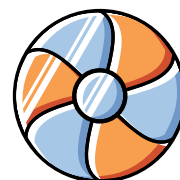


TM09 Take Down

The Conflux Gym

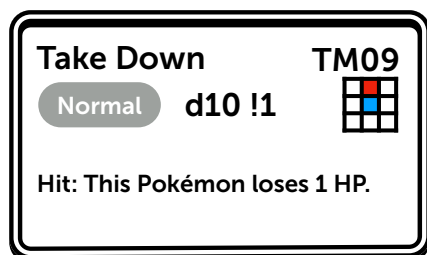
What was once a travelling circus has been turned into a popular place for both entertainment and Pokémon training. There are regular shows in the big tent and events all throughout the old train carriages.

BADGE



LEADER/ **Petey Burnam** :L2

A (locally) famous entertainer. They're the ringleader for the 'circus'. Always wears a glittering suit and top hat and carries a fancy cane. They have a hard time not using their announcer voice.



Eevee
#133



Margren
#B03

Walter :L1

Trains Pokémon for water shows and performs with them. He seems sad when not performing. Always wears a wetsuit.



Marill
#S10



Seel
#086

Fayra :L1

A fire twirler who's an expert at juggling rings of fire. It's obvious when speaking to her that she mostly entertains kids.



Vulpix
#037



Growlithe
#058

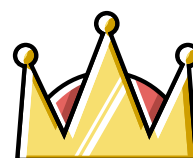
TM10 Double-Edge

The Precious Gym



BADGE

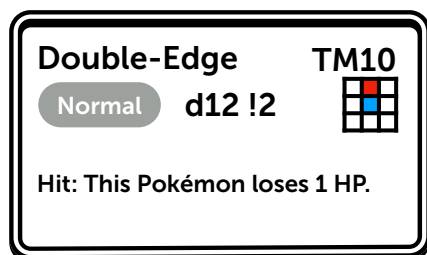
An ancient, richly decorated palace built on a cliffside. Its walls are lined with stained glass windows featuring various Pokémon. Inside it are many porcelain vases and other decorations. A popular tourist destination.



LEADER/ Sir Humphrey Dumpley :L7



A rotund, older gentleman who wishes to restore the prestige his noble family once had. This palace is his ancestral home, and he is terrified of anyone breaking anything. He is, however, quite clumsy.



Tauros
#128



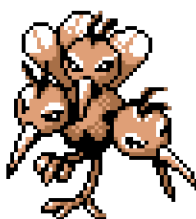
Donphan
#S09



Chansey
#113

Horace :L6

A capable Pokémon jockey. He's similarly quite elitist and looks down on others (from atop his Rapidash).



Dodrio
#085



Arcanine
#059



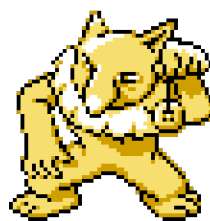
Rapidash
#078

Manfred :L6

Sir Humphrey's loyal servant. When called, he shows up immediately. He's quite rude to guests.



Mr. Mime
#122



Hypno
#097



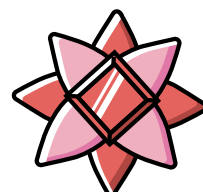
Machop
#068

TM11 Bubble Beam

The Tranquility Gym



BADGE

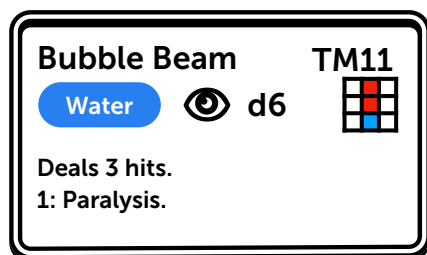


A spa and resort which also functions as a Gym, located on a hillside which provides natural spring water. It has a large collection of bubble baths, massage parlours, saunas, and other relaxation facilities.

LEADER/ **Bubbella** :L4

E4

A helpful older lady who seems to be constantly busy, which is somewhat ironic considering her Gym's name. As well as leading the Gym, she is also in charge of the resort.



Wartortle
#008



Poliwhirl
#061



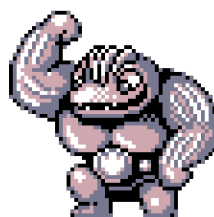
Azumarill
#S11

Manu :L3

The principal masseur. He's conventionally handsome, with gentle hands and a calm voice.



Ivysaur
#002



Machoke
#067



Weepinbell
#070

Leulu :L3

A calm woman who always wears a white bathrobe. She's in charge of the saunas.



Charmeleon
#005



Graveler
#075



Kadabra
#064



TM12 Water Gun

The Creek Gym

Made out of the remains of an old water park. It used to be surrounded by parking lots in the before times, but is now surrounded by wide swaths of sand and dust, with the occasional tumbleweed passing by.

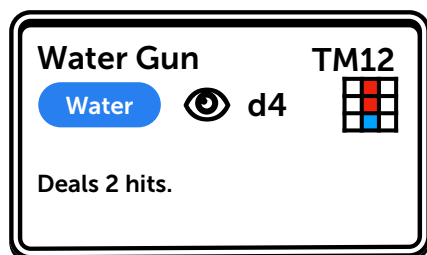
BADGE



LEADER/ John Wade :L2

E4

Nicknamed 'The Sheriff'. He always wears a wide-brimmed hat and spurred boots. His Staryu often clings to his chest and his Horsea is often fastened to his belt. Takes himself very seriously.



Staryu
#120



Horsea
#116

Brooks :L1

John's 'deputy'. He doesn't say much and usually just leans against a wall with a straw in his mouth.



Poliwag
#060



Wooper
#S06

Dusty :L1

John's partner. She's got a big heart and an even bigger mouth. She calls everyone sweetie or darling.



Sandshrew
#027



Eevee
#133

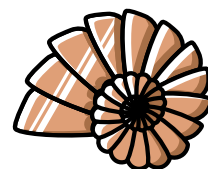
TM13 Ice Beam

The Ancient Gym



BADGE

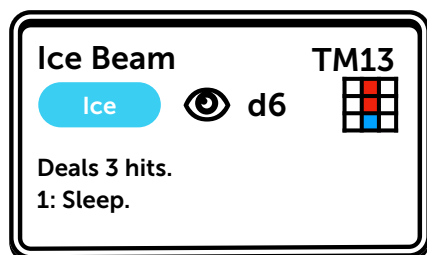
A massive history museum. It has many exhibits on prehistoric times with some truly impressive skeletons and fossils, but also focuses on the drudgery of life within the previous civilisation.



LEADER/ **Pleia** :L5



An expert on ice ages and primitive humans. She doesn't like small talk and is seemingly always busy. She wears professional-looking clothes with fun patterns, usually involving bones or snowflakes.



Warfurs
#S03



Cubone
#104



Lapras
#131

Devon :L4

An expert on prehistoric Pokémon. He's very carefree and quite inattentive.



Omanyte
#138



Kabuto
#140



Aerodactyl
#142

Meghan :L4

An expert on the previous civilisation. She's very focused on not repeating the same mistakes.



Koffing
#109



Magnemite
#081



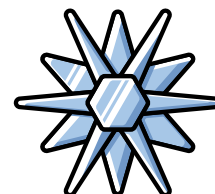
Porygon
#137

TM14 Blizzard

The Polar Gym



BADGE



This Gym is built inside a state-of-the-art environmental research station with a weirdly Victorian aesthetic. It features a few biodomes, the biggest of which simulates extremely cold temperatures.

LEADER/ **I. C. Scott** :L8



Irving Carlton Scott is well known for his expeditions to some of the coldest places on the planet. He often boasts about his adventures. Now an old man, he calls almost everything a young person's game.



Wearilycan
#S04



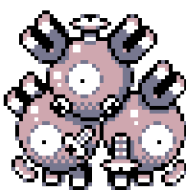
Jynx
#124



Dewgong
#087

D. O'Ray :L7

Derrick O'Ray is one of Scott's old travel companions in charge of communications. Quite talkative.



Magnetron
#082



Electabuzz
#125



Ampharos
#S14

U. Howler :L7

Ursula Howler is another of Scott's old companions in charge of supplies. Very strict, but doesn't say much.



Machamp
#068



Tauros
#128



Lapras
#131

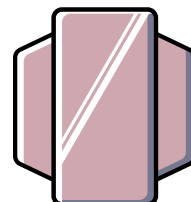
TM15 Hyper Beam

The Triumph Gym

This Gym used to be a, well, Pokémon Gym. It was a massive training complex and arena built by the previous civilisation and it still performs that function today. Even elite trainers come here to train!



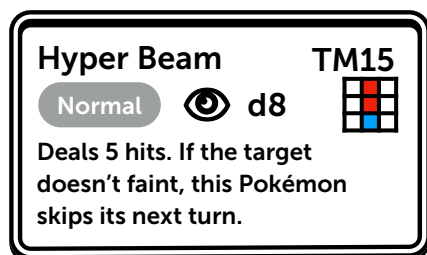
BADGE



LEADER/ **Victor** :L9



A ruthless trainer who thinks of himself as the very best, like no one ever was. The fact that he has not yet gained the rank of Pokémon Master is an affront to the entire Pokémon League, according to him.



Aerodactyl

#142



Rhydon

#112



Gyarados

#130

Vidal :L7

A Pokémon expert. She trains Pokémon mostly to discover what secret powers they may hold.



Electabuzz

#125



Magmar

#126



Jynx

#124

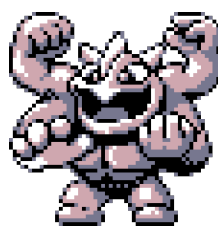
Venisa :L7

An ardent explorer who has seen most of the region. She's always eager to trade Pokémon and ideas.



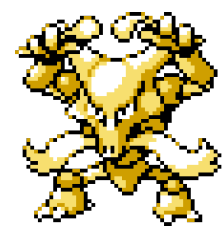
Gengar

#094



Machop

#068



Alakazam

#065



TM16 Pay Day

The Luck Gym

This Gym used to be a tacky casino back when non-Poké money was still a thing. It still has most of the games and machines. Visitors get coin-shaped tokens they can use to try and win souvenirs.

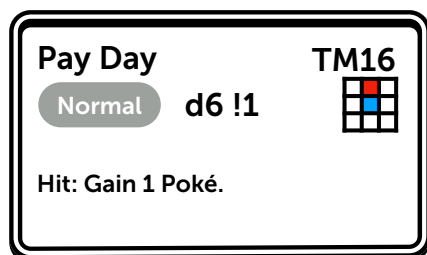
BADGE



LEADER/ **Lucky Tony** :L3

E4

Tony's in charge of the 'casino' and tries to keep it as historically accurate as he can (i.e. not very). He dresses like an old-timey gangster and speaks with what he thinks is an old-timey accent, capeesh?



Tyker
#S01



Meowth
#052

Donna :L1

A volunteer for the casino. She dresses and acts like an old-timey diva, including a big pearl necklace.



Staryu
#120



Shellder
#090

Knox :L1

The casino's bouncer of sorts. He's a big, burly guy who makes sure things don't get too rowdy. Wears a suit and tie.



Slowpoke
#079



Mankey
#056

TM17 Submission

The Devotion Gym



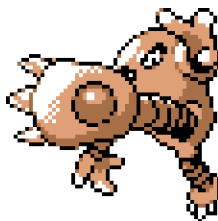
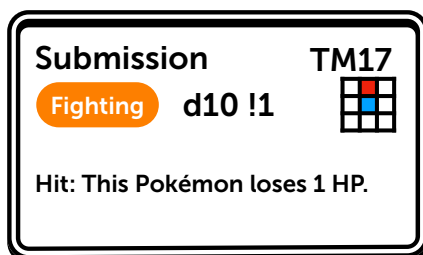
BADGE

An old temple where monks of some forgotten religion congregated. It now mostly serves as a place for quiet contemplation. The inhabitants of the temple try to follow the old traditions and live a frugal life.



LEADER/ **Shennon** :L4

The head monk. She studies ancient martial arts and has a gruelling daily training regimen. She is clad in long, monastic robes, with white cloth wrapped around her hand and feet. Always calm and stoic.



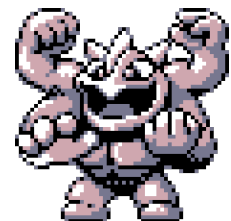
Hitmonlee

#106



Hitmonchan

#107



Machop

#068

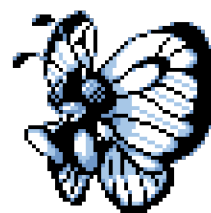
Xinan :L3

A monk who spends most of his time meditating in nature. Always helpful and welcoming.



Paras

#046



Butterfree

#012



Scyther

#123

Lingette :L3

A monk dressed in darker robes. A bit creepy. She always looks like she's doing something shifty.



Drowzee

#096



Haunter

#093



Ninetales

#038

TM18 Drag Off

The Engine Gym



BADGE

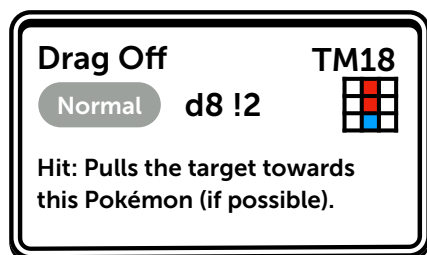


This Gym is built within the dilapidated remains of an old train depot. Aside from the many abandoned trains, the building complex is also filled with many other old machines—all part of the Leader's collection.

LEADER/ **Axel** :L5



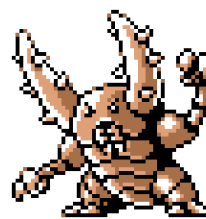
An avid collector of old machines. He desperately wants to rebuild some of the intimidating machines of the previous civilisations. He's always working with his Pokémon on some mechanical monstrosity.



Phanpy
#S08



Poliwhirl
#061



Pinsir
#127

Raylie :L4

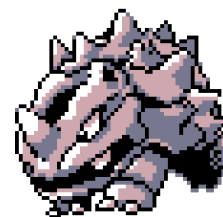
An expert in old trains. She tries to get them moving by any means necessary. She's quite careless.



Pikachu
#025



Ponyta
#077



Rhyhorn
#111

Cole :L4

Obsessed with old engines. He's always covered in soot. Things tend to explode around him.



Koffing
#109



Graveler
#075



Magmar
#126

TM19 Seismic Toss

The Highland Gym



BADGE



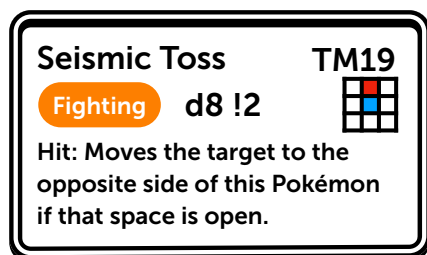
An ancient highland motte-and-bailey castle which has been converted into a hotspot for Pokémon-related sports and games such as Rapidash riding and Geodude tossing. The arena is essentially a big field.

LEADER/ **Scotty**

:L4

E4

More muscle than man, with a big bushy beard. He's a champion at a lot of the games at the Gym, most notably Geodude tossing. Wears only traditional clothing, and is often bare-chested even in winter.



Flaaffy

#S13



Graveler

#075



Primeape

#057

Hamaira

:L3

A blacksmith who specialises in making old tools in traditional ways. Her Pokémon provide the fire.



Charmeleon

#005



Ponyta

#077



Onix

#095

Teilidh

:L3

The community's elder storyteller. She regales young and old with ancient tales of heroes and dragons.



Warfurs

#S03



Farfetch'd

#083



Dragonair

#148



TM20 Rage

The Rancor Gym



BADGE



This Gym was built for the sole purpose of training and battling with Pokémon. The dark, drab, brutalist building is filled with all sorts of training equipment. Its members and their Pokémon don't really seem happy.

LEADER/ **Lilith** :L4

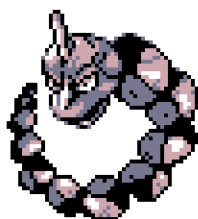


A hyper-competitive trainer. She is constantly subjecting her Pokémon (and her fellow Gym members) to gruelling training regimes and gets incredibly cross whenever she loses. Always wears a black tracksuit.

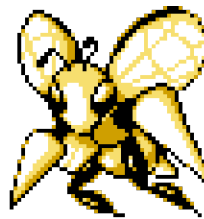
Rage TM20

Normal d6 !2

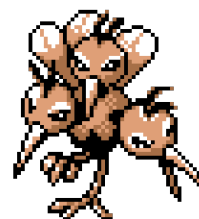
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,



Onix
#095



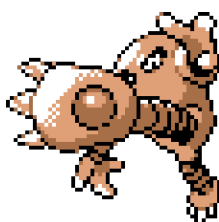
Beedrill
#015



Dodrio
#085

Lucian :L3

One of two brothers who serve as Lilith's aides. He's a strict and often cruel coach to the other members.



Hitmonlee
#106



Ivysaur
#002



Farfetch'd
#083

Damian :L3

Lucian's brother. He's more gentle towards the other Gym members, but still pushes them hard.



Hitmonchan
#107



Gloom
#044



Pidgeotto
#017



TM21 Mega Drain

The Leaf Gym



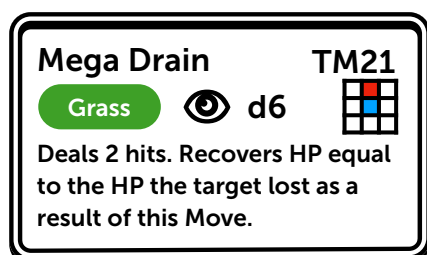
BADGE



An old botanical garden full of exotic plants. The main arena itself is located in the middle of a tropical forest biodome. The members of the Gym are as much groundskeepers as they are trainers.

LEADER/ **Mary-Rose** :L7

The main caretaker of the garden. She somewhat obsessively collects different plants and plant-like Pokémon. She's always dressed like an old-timey tropical explorer.



Victreebel
#071



Exeggutor
#103



Leafeon
#B05

Sprink :L6

Responsible for irrigation at the Gym. They are talkative and easy-going, but quite easily distracted.



Poliwrath
#062



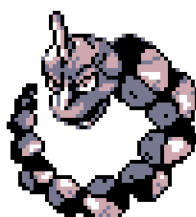
Seadra
#117



Blastoise
#009

Tillie :L6

Responsible for maintaining the soil and infrastructure. She's hardworking and always busy.



Onix
#095



Tauros
#128



Dugtrio
#051

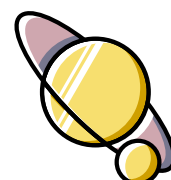
TM22 Solar Beam

The Orrery Gym



BADGE

An old planetarium that now also serves as a Gym. It's filled with big displays about the various planets in the solar system. The Gym's battlefield is located within a replica of the moon's surface.



LEADER/ **Solena** :L8



An astronomer and science enthusiast. She can be a bit pedantic at times. She dresses somewhat casually, usually wearing a t-shirt with some kind of science pun, e.g. "I need my space".

Solar Beam

Grass

Charge for one round, then try to use this Move on the next. Deals 5 hits.

TM22

d4



Exeggutor
#103



Vileplume
#045



Venusaur
#003

Terra :L7

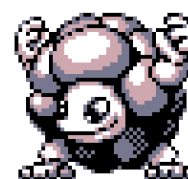
A young geologist. She dresses in a suit and tie and takes her work extremely seriously.



Sandslash
#028



Dugtrio
#051



Golem
#076

Luna :L7

A young lunar scientist. She dresses like a scene kid ([look it up](#)) and has a bubbly personality.



Wigglytuff
#040



Umbreon
#S19



Clefable
#036

TM23 Dragon Rage

The Legend Gym



BADGE

A Gym built within an ancient temple atop a volcanic plug ([look it up](#)). The only way to the temple is a narrow stairway carved into the rock. The temple itself is built out of jade and decorated with golden accents.



LEADER/ **Sivitri** :L8

A legendary trainer who now lives a somewhat secluded life within the Gym. She can sometimes be seen flying off somewhere on the back of her Dragonite. She says very little, often pausing between sentences.



Charizard
#006



Gyarados
#130



Dragonite
#149

Acolyte 1 :L6

One of the unnamed acolytes within the Gym. They apparently give up their name after joining.



Dragonair
#148



Lapras
#131



Arcanine
#059

Acolyte 2 :L6

The acolytes of the Gym wear elaborate orange robes and only speak when spoken to.



Dragonair
#148



Lapras
#131



Arcanine
#059

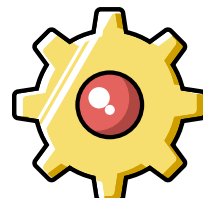


TM24 Thunderbolt

The Generator Gym



BADGE

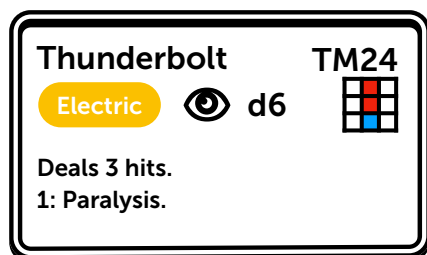


Built within an old power plant, this Gym is filled with cables, wires, and all kinds of machinery. The energy output it would provide is far greater than needed, but its members nevertheless want to get it working again.

LEADER/ **Iona** :L3



An eccentric engineer. She always wears protective goggles and an elaborate dress-like lab coat. She seems maniacally delighted in the works she does at the Gym and whenever she gets to battle.



Flaaffy

#S13



Raticate

#020



Electabuzz

#125

Farad :L2

A highly intelligent programmer. He's quite often lost in thought, even mid-sentence.



Voltorb

#100



Porygon

#137



Electrode

#101

Dimitri :L2

The Janitor, always working. He's a nice guy, but not the brightest. Refers to himself in 3rd person.



Grimer

#088



Lickitung

#108



Muk

#089



TM25 Thunder

The Tempest Gym



BADGE

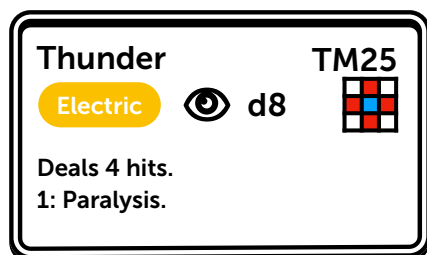


A wide tower which seems to consist mostly of intricate machinery. It was built as a weather station and still partially fulfils that role. The top of the tower is filled with antennas, windmills, and all sorts of other devices.

LEADER/ Farrah :L8



Dr. Farrah Atmos is the lead scientist at the weather station. She goes back and forth between being extremely serious and professional and being laid back and jovial, with no real reason for the switch.



Weezing

#110



Starmie

#121



Raichu

#026

Titiana :L7

Dr. Tatiana Precipi is an expert in extreme weather. She only ever gives curt replies to any questions.



Blastoise

#009



Cloyster

#091



Dewgong

#087

Arthur :L7

Dr. Arthur Temper is a researcher of extreme heat and cold. He tends to be quite loud and assertive.



Wearlycan

#S03



Flareon

#136



Pidgeot

#018

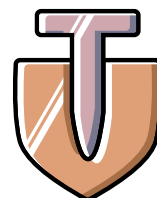


TM26 Earthquake

The Tremor Gym



BADGE

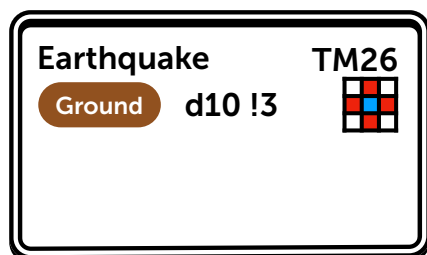


An old mining facility. The central shaft goes deep underground. The only way to get to the arena is to take a small lift down. A pump still loudly pumps the water out, even though the mine is no longer active.

LEADER/ **Richter** :L7



The foreman of this 'mine'. His big, bushy moustache hides some of his dust-covered face. Even when above ground, he always wears his overalls and helmet. He's quite direct and often a bit rude.



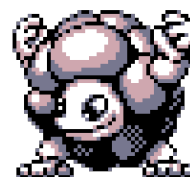
Dugtrio

#051



Tauros

#128



Golem

#076

Suna :L6

In charge of water management. She's always worried about safety. Dressed in full safety gear.



Blastoise

#009



Golduck

#055

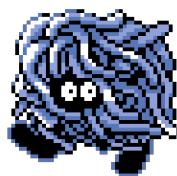


Quagsire

#S07

Blake :L6

In charge of the lighting. He has a very carefree attitude and wears only a hard hat, shorts, and a tank top.



Tangela

#114



Ampharos

#S14



Raichu

#026

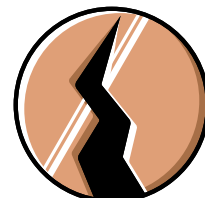


TM27 Fissure

The Canyon Gym



BADGE

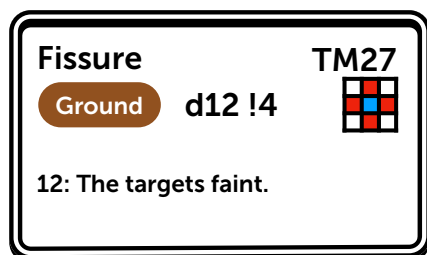


This Gym is hidden within the wall of a massive ravine. By pushing the correct button, the secret stone gate opens to reveal a large underground base filled with people. (See 'The Order' in the Enemy Teams section.)

LEADER/ Erna Lowfault :L7



The boss of this whole operation. She seems calculating and cunning, and shows little respect for those who work here. She's completely bald and wears an eyepatch (as well as an Order uniform).



Nidoking
#034



Nidoqueen
#031



Rhydon
#112

Number One :L6

Lowfault's right-hand man. A cruel man who constantly barks out orders. He's quite slender.



Persian
#053



Tentacruel
#073



Arbok
#024

Brute :L6

Lowfault's heavysset bodyguard. A dim-witted oaf who struggles to follow orders.



Slowbro
#080



Lickitung
#108



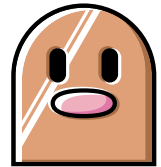
Snorlax
#143

TM28 Dig

The Burrow Gym

This complex of natural tunnels was once used as a storage facility. Its solid stone walls are filled with small crystals which glitter in the light. The main arena lies within a beautiful stalagmite-filled chamber.

BADGE



LEADER/ **Orin** :L2

A daring spelunker. Quite short with a big, braided beard. Although he's getting on in years, he's still nimble as ever. He's fearless and easily amused. His laughs can often be heard echoing through the tunnels.

Dig

Ground d10 !2

TM28

Disappear for one round, reappear in an open space and attack on the next round.



Diglett
#050



Onix
#095

Norin :L1

Orin's son, also a spelunker. A polite young man who's usually quite shy and reserved. He's also quite short.



Diglett
#050



Sandshrew
#027

Dorin :L1

Orin's daughter, also a spelunker. She's always honest, often brutally so, and is always the first to speak. Also quite short.



Diglett
#050



Ekans
#023

TM29 Psychic

The Telekinesis Gym



BADGE

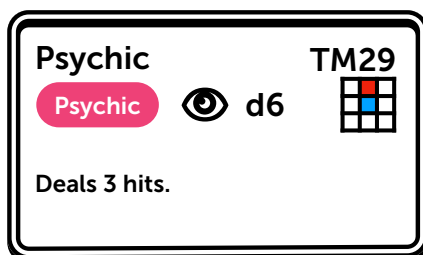
An old palace which is home to a secretive family. The members of this family are said to have incredible psychic power. Those with psychic gifts travel far to train here. Many things mysteriously levitate here.



LEADER/ **Esperanza** :L4



The matriarch. She is almost always sitting in a luxurious chair, stroking her Espeon. Instead of getting up, she moves things with her mind. When she gets angry, objects start flying everywhere.



Hypno
#097



Espeon
#S18

Clarence :L3

Esperanza's oldest child. He is a gifted student of telekinetics and looks down on those who lack the gift.



Mr. Mime
#122



Kadabra
#064

Clarissa :L3

Clarence's younger sister. She seems quite gifted, although she has trouble controlling her powers. She's nice but clumsy.



Slowpoke
#079



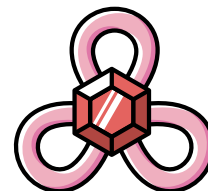
Exeggcute
#102

TM30 Teleport

The Magic Gym

A Victorian-style building which is home to a prominent order of magicians. It has a grand stage which also functions as an arena. The rest of the building is littered with all sorts of accoutrements for magic acts.

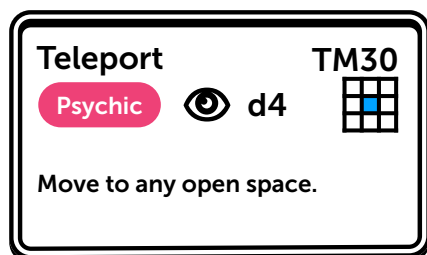
BADGE



LEADER/ The Amazing Morgana :L2

E4

An accomplished magician who has seemingly mastered the craft of teleportation, something only Pokémon can normally do. Wears the traditional cape and top hat. She's quite humble when not on stage.



Exeggcute

#102



Kadabra

#064

Cindy :L1

Morgana's lovely assistant. She's done some very dangerous-looking things on stage, but is very timid and reserved off-stage.



Tyker

#S01



Growlithe

#058

Callisto :L1

Another magician with a focus on flashing lights and fire. She's constantly doing little tricks, even when not performing.



Pikachu

#025



Charmander

#004

TM31 Mimic

The Copy Gym

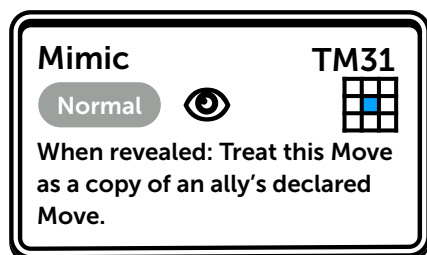
A historic theatre building that also serves as a Gym. It has nightly stage shows where humans and Pokémon perform together. The theatre itself is richly adorned using intricate golden decorations and red velvet.

BADGE



LEADER/ **Phantom** :L2

A mysterious actor and Pokémon trainer who never shows their true face. They can seemingly take on the guise of any person they desire, and always appear as a completely different person when in public.



Ditto
#132



Mimleo
#S20

Emma :L1

A capable actor. When not performing, she always dresses in a refined suit and tie and is quite haughty.



Pidgey
#016



Ditto
#132

Tate :L1

Also a capable actor. Even when not performing, he always wear elaborate outfits. He's very flamboyant.



Spearow
#021



Ditto
#132

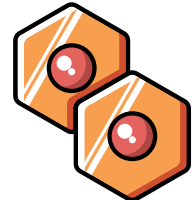


TM32 Double Team

The Swarm Gym

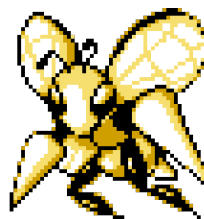
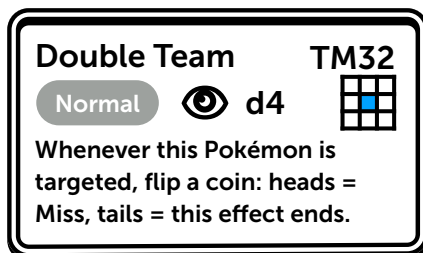
This Gym is built within the remains of an old office building with floors upon floors of identical cubicles. The trainers here do not seem to talk except when repeating the Leader. Almost definitely a cult.

BADGE



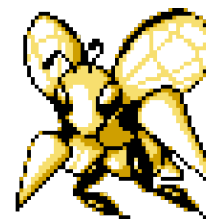
LEADER/ **Beatrice** :L2

Not just the Leader of this Gym, but also the leader of the many trainers that live within this Gym. She feels haughty and cruel. She wears a fancy orange dress and has a beehive haircut.



Beedrill

#015



Beedrill

#015

Drone 1 :L1

One of the nameless drones who wanders around the Gym. They all wear the same orange jumpsuit.



Kakuna

#014



Paras

#046

Drone 2 :L1

Another nameless drone. These drones only ever repeat Beatrice in unison. They don't seem mind-controlled, just weird.



Kakuna

#014



Paras

#046

TM33 Reflect

The Mirror Gym

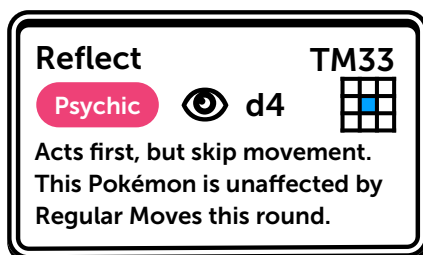
A funhouse filled with mirrors. The outside structure looks a like an eccentric palace and features a lot of bright colours. Navigating the hallways to get to the central stage/arena can be quite tricky.

BADGE

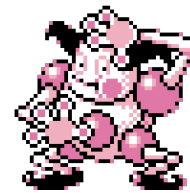


LEADER/ **Miro the Clown** :L2

A clown renowned for his elaborate and wacky acts. He often rides around on a unicycle with his Mr. Mime on his shoulders, both of them juggling. He never drops his act when interacting with people.



Saryu
#120



Mr. Mime
#122

Atlas :L1

A classic strongman in a tight jumpsuit. He's very kind and caring despite his intimidating physique.



Machop
#066



Geodude
#074

Asteria :L1

A trapeze artist and rope walker. She does classic acts like diving into a small tub. She can be a bit tactless and crude.



Mankey
#056



Goldeen
#118

TM34 Foul Odour

The Putrid Gym

This massive, old sewage treatment plant is now far too big for the town it's in. While it has found a new life as a Gym, it is far from a popular destination. Greasy cogs and bubbly vats can still be found everywhere.

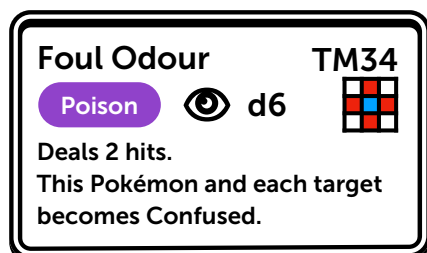
BADGE



LEADER/ **Scentia** :L2

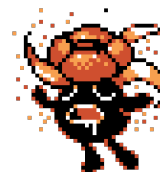
E4

A rather eccentric lady obsessed with decay in all its forms. She's always dressed in a hazmat suit. Her goal is to slowly turn this foul place into a nature resort, which will take a lot of clean-up.



Grimer

#088



Gloom

#044

Fallon :L1

In charge of cleaning up debris and construction (or deconstruction). He always complains about everything. Bald.



Mankey

#056



Machop

#066

Laurel :L1

In charge of trying to restore the local flora. He's eternally optimistic about the project here. Wears a hat with a flower.



Paras

#046



Bellsprout

#069

TM35 Metronome

The Melody Gym

A traditional concert hall used for battle and musical performances. The golden main hall has four rows of balconies, each with individual seating areas. Massive chandeliers hang from the ceiling.

BADGE



LEADER/ **Lydia** :L3



A prim and proper music teacher and performer. She insists on etiquette and manners at all times and regularly points out bad posture. She is admired and feared in equal parts by her associates.

Metronome	TM35
Normal d6	
1: Swap spaces.	2: Sleep.
3: 1 hit + Paralysis.	4: 2 hits.
5: 3 hits + Confusion.	6: 4 hits.



Jigglypuff
#039



Clefairy
#035

Piper :L1

A virtuoso with brass instruments. She does everything in her power to please lady Lydia, but does not get appreciated.



Phanpy
#S08



Omanyte
#138

Percival :L1

The lead percussionist of the local orchestra. He's a bit of an oaf and gets scolded for it quite often.



Cubone
#104



Krabby
#098



TM36 Flood

The Tsunami Gym



BADGE



This Gym's arena sits atop a massive hydroelectric dam. The dam and nearby powerhouse are still operational, but are also used as a base for the Gym's members. There are so many tubes and pipes!

LEADER/ **Bridget** :L8



A former ship engineer who has taken over management of the dam. She's an older lady, but still sharp as ever. She seems to know everything that happens here. Very punctual and strict.



Golduck

#055



Cloyster

#091



Blastoise

#009

Hugo :L7

A somewhat lethargic construction worker. He moves and talks at a leisurely pace.



Machop

#068



Kingler

#099

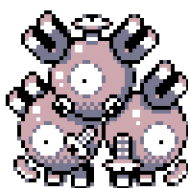


Rhydon

#112

Miles :L7

An obviously overworked engineer. He's always busy fixing things and solving problems.



Magnetron

#082



Raichu

#026



Electabuzz

#125

TM37 Flamethrower

The Pyro Gym



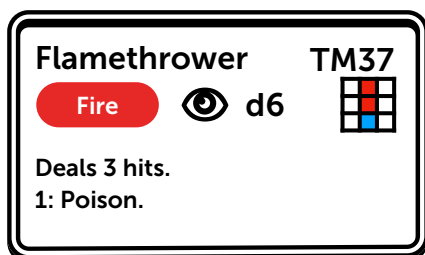
BADGE



The grungy home of the band Pyromania. It consists of a few dilapidated industrial buildings filled with loose bits of metal and wire. The pyrotechnics-filled main stage also functions as the arena.

LEADER/ **Johnny Flint** :L6

The lead singer and guitarist of Pyromania. He usually wears a black tank top which shows off his many tattoos and ripped jeans full of chains. He's quite laid back and pretentious.



Charmander

#004



Charmeleon

#005



Charizard

#006

Ivoria :L5

The band's drummer. She seems dark and brooding, but is very loud and energetic while drumming.



Cubone

#104



Cubone

#104



Marowak

#105

The Scream :L5

Bassist and backing vocalist. He's not especially smart, but doesn't realise this. Quite loud.



Zubat

#041



Zubat

#041



Golbat

#042



TM38 Fire Blast

The Virtue Gym



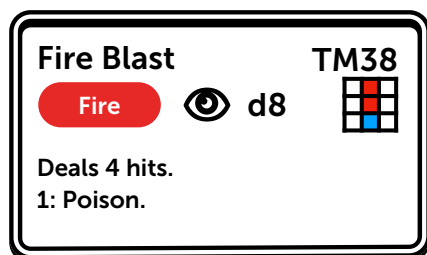
BADGE

This Gym is built within an old temple complex in a small valley surrounded by hills. Large bonfires are lit on the side of these hills on special occasions. The members of this Gym wear elaborate Pokémon masks.



LEADER/ **Magnificence** :L7

A figure who is only ever seen wearing an elaborate Arcanine mask and richly decorated robes. He speaks with a deep, booming voice. He is mostly helpful and kind, if a bit condescending.



Flareon

#136



Magmar

#126



Arcanine

#059

Exuberance :L6

Wears a Straigar mask. She's full of energy and doesn't seem to take the whole temple thing seriously.



Jolteon

#135



Electabuzz

#125



Straigar

#S02

Tranquility :L6

Wears a Seaking mask. They never speak, only gently nod or point in response to questions.



Vaporeon

#134



Golduck

#055



Seaking

#119

TM39 Swift

The Star Gym

A radio telescope array and astral observatory. The members of this Gym are mostly scientists trying to learn more about the cosmos. Unlike most other Gyms, this entire installation was built during the current age.

BADGE

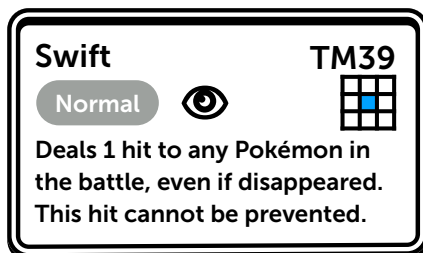


LEADER/ **Aster**

:L3



The main spokesperson of the Gym. He's a charismatic speaker with a calm voice who always clearly enunciates every word. He's very enthusiastic about the Gym and wants the Trainers to be too.



Zubat

#041



Staryu

#120

Nova

:L1

An actual rocket scientist. She wants to design an environmentally-friendly rocket. She's always deathly serious.



Magnemite

#081



Koffing

#109

Stella

:L1

An astro-geologist. She wants to learn more about Moon Stones and the Pokémon they affect. She's always cheerful.



Nidoran♂

#032



Clefairy

#035

TM40 Dive Bomb

The Force Gym

An old military air base used by the previous civilisation. Its runways have been converted to training grounds. The main arena is located within a massive hangar. Apparently, training at this Gym is akin to a boot camp.

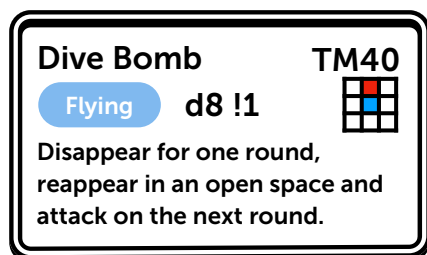
BADGE



LEADER/ The Lieutenant :L2



Doesn't seem to have an actual name—everyone just calls him that. He wears a military uniform and always keeps his back straight. He only ever seems to talk in short sentences, usually in orders.



Spearow

#021



Gligar

#B02

Private Slowpoke :L1

A 'soldier' at the Gym. He almost always stands at attention and only ever does something when ordered to.



Mareep

#S12



Slowpoke

#079

Private Rascal :L1

Another 'soldier' at the Gym. He's a defiant type who's actually willing to talk to the Trainers like a normal person.



Warfurs

#S03



Mankey

#056

TM41 Night Shade

The Phantom Gym



BADGE

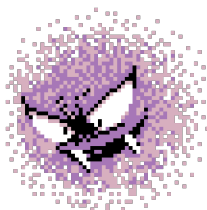
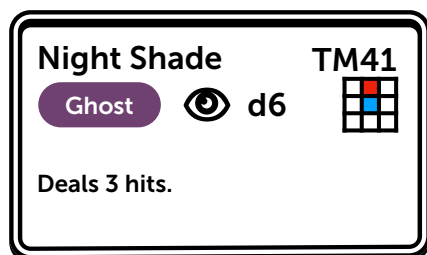


A spooky mansion at the side of a cliff. Few locals dare enter it. Its barely-lit interior is decorated with all sorts of macabre curiosities. The members of the Gym are seclusive, but beloved by (some of) the local kids.

LEADER/ The Countess :L5



The mysterious countess Lenore. Her family has apparently lived there since before the fall of the last Civilisation. She has pale white skin, sharp teeth, and always wears black. She's welcoming but creepy.



Gastly
#092



Haunter
#093



Gengar
#094

Umberto :L4

The Countess' adoring partner. He's an avid collector of anything spooky. Quite cheery, but also wears black.



Ekans
#023



Cubone
#104



Golbat
#042

Florence :L4

The Countess' butler. She always lurks in the shadows and only steps out when called upon.



Venonat
#048



Kabuto
#140



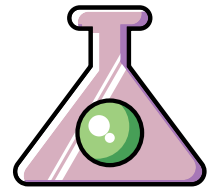
Parasect
#047

TM42 Acid

The Corrosion Gym

An old chemical plant which is now mostly overgrown. The surrounding bog is filled with dubious-looking puddles, home to quite a few Grimer. The members of the Gym are trying to fix everything here for... reasons.

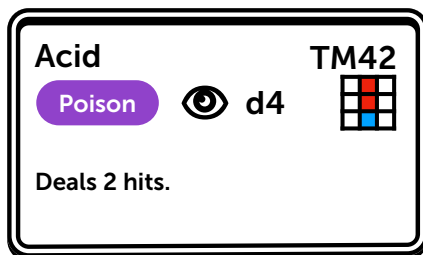
BADGE



LEADER/ **Ewan** :L2



A researcher desperately trying to figure out how everything here works. He seems to be neglecting his Gym Leader duties somewhat and is a hard to get a hold of. He's quite rude and dismissive.



Tentacool

#072



Weepinbell

#070

Yuka :L1

A far more helpful Gym member. She's a bit unsettling and seems perhaps a bit too friendly at times.



Grimer

#088



Grimer

#088

Nick :L1

Another helpful Gym member. He seems to think there's a close friendship right after meeting him.



Koffing

#109



Koffing

#109

TM43 Sky Attack

The Hero Gym



BADGE



A modernist building on a hill overlooking the nearby town or city. It's home to the famous Pokéheroes—a group of local 'superheroes' who use their Pokémon to help people in need (mostly out in the wilds).

LEADER/ **Sky-Gal** :L8

The leader of the Pokéheroes. She uses her flying Pokémon to find those in trouble and help them out. Her red and blue hero outfit incorporates a wing suit. The paragon of truth and justice.

Sky Attack **TM43**

Flying d12 !2 

Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.



Luxwan

#S05



Aerodactyl

#142



Pidgeot

#018

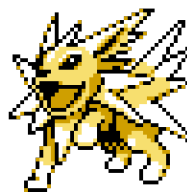
The Blur :L7

A Pokéhero. A fast runner who rides even faster Pokémon. She's a bit of a rebel and wild card. Acts cool.



Tauros

#128



Jolteon

#135



Rapidash

#078

Mr. Muscles :L7

An incredibly strong man with even stronger Pokémon. He always acts like he's the leader.



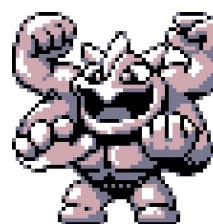
Primeape

#057



Golem

#076



Machop

#068

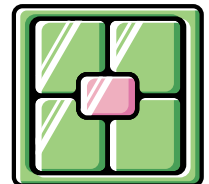


TM44 Rest

The Relax Gym

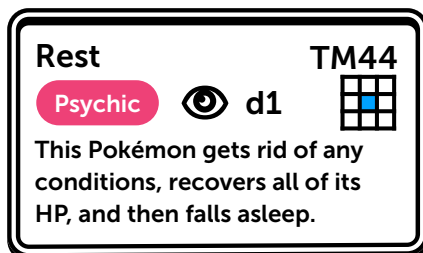
A large, rustic, wooden cabin. Nothing special, nothing elaborate. The cabin is located somewhat outside of town, within the woods. The surrounding land is used for chopping wood, campfires, and Pokémon battles.

BADGE



LEADER/ **Napoleon** :L2

A middle-aged, bearded man who likes nothing more than to sit on a chair by the river and relax. He's never in a hurry and does things at his own pace. He always wears shorts and a sleeveless leather vest.



Slowpoke

#079



Gavillain

#B01

Lacey :L1

A middle-aged lady who spends her time loafing around the cabin and feeding the Pokémon. She always seems tired.



Meowth

#052



Jigglypuff

#039

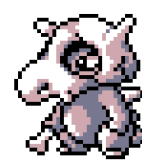
Scout :L1

A teenager who's a bit more adventurous than the other Gym members. He occasionally gets into trouble.



Seel

#086



Cubone

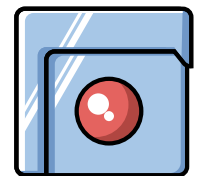
#104

TM45 Thunder Wave

The Signal Gym

A somewhat dilapidated radio tower which still broadcasts to most of the region. It is allegedly being used to send coded messages to other cities (see 'Team Engine' in the Enemy Teams section).

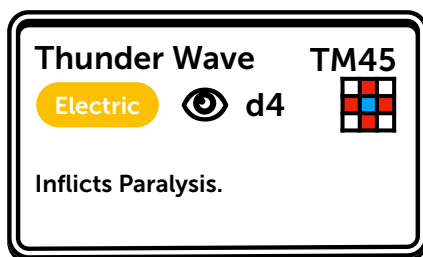
BADGE



LEADER/ **Liv** :L2



The tower's main radio presenter and an accomplished technician in her own right. She speaks in a soft, dulcet voice, which often briefly hides the fact that most of what she says is quite rude.



Magnemite
#081



Jigglypuff
#039



Drowzee
#096

Marina :L1

The host of a popular children's show. She talks and dresses like a stereotypical pirate.



Magnemite
#081



Horsea
#116



Tentacool
#072

SonicBoom42 :L1

Hides their face behind an LED mask. Communicates by typing on their arm-mounted keyboard.



Magnemite
#081



Voltorb
#100



Zubat
#041

TM46 Psywave

The Mystery Gym



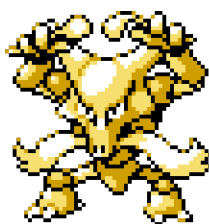
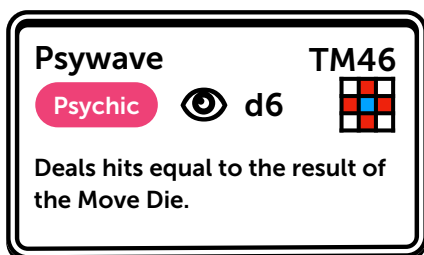
BADGE

A mysterious Gym built within the ruins of an ancient temple. Its members are as mysterious as the temple, clad in purple robes and never revealing their faces. They revere a mysterious spoon-like object.



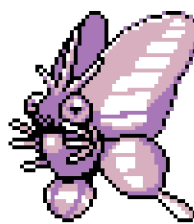
LEADER/ **Spoon** :L7

Definitely not a transformed Mew. Their eyes glow below their hood. Only communicates telepathically. Once they're down to their last Pokémon, they send out Mew and mysteriously disappear.



Alakazam

#065



Venomoth

#049



Mew

#151

The Guardian :L6

They always stand at the entrance of the temple and only ever answer using 1-word sentences.



Wartortle

#008



Shuckle

#B04

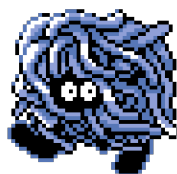


Cloyster

#091

The Keeper :L6

The protector of the ancient artefact. They speak only in an incomprehensible language.



Tangela

#114



Parasect

#047



Tentacruel

#073

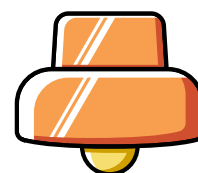


TM47 Overrun

The Safari Gym



BADGE



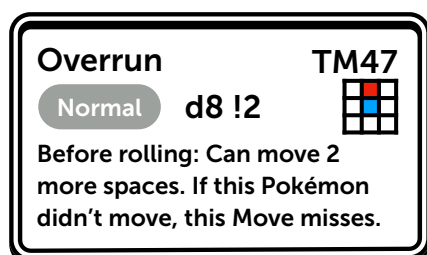
This 'Gym' consists of a few houses dotted throughout an expansive range. It is home to many wild Pokémon (which may not be battled). The members of the Gym also serve as tour guides and caretakers.

LEADER/ **Savanna**

:L5

E4

The warden of the range. She's an expert at both wrangling and taking care of wild Pokémon. She shows a lot more respect to Pokémon than to humans. She often addresses a trainer's Pokémon first.



Doduo

#084



Ponyta

#077



Tauros

#128

Guido

:L4

The main tour guide for the range. He always has a very forced smile on his face when speaking.



Nidorina

#030



Nidorino

#033



Rhyhorn

#111

Reed

:L4

Keeps an eye on the lakes within the range. He spends most of his time lazily bobbing around in a rowboat.



Psyduck

#054



Poliwhirl

#061



Dragonair

#148

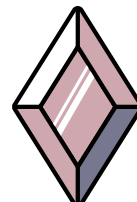
TM48 Rock Slide

The Summit Gym

A large mountain lodge high up on a mountain. It's quite cosy and rustic. The arena is built atop an old quarry. A small railway connects it to the town below, although many choose to visit by hiking or flying.

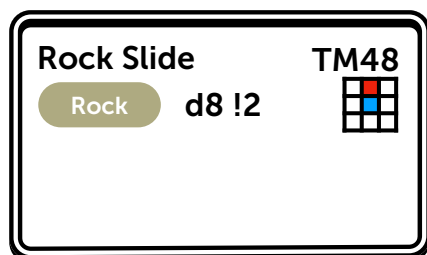


BADGE



LEADER/ **Monty** :L4

A famous mountain climber who has climbed to the top of some of the highest peaks in the region. He always tries and fails to be humble, in an "I'm sure anyone could do that with some training" sort of way.



Graveler

#075



Machoke

#067



Aerodactyl

#142

Winona :L3

Monty's biggest fan and a climber herself. She seems to think Monty is capable of anything.



Hoppip

#S15



Skiploom

#S16



Jumpluff

#S17

Raimond :L3

Monty's other biggest fan. He has some accomplishments of his own, which he always downplays.



Squirtle

#007



Wartortle

#008



Blastoise

#009

TM49 Tri Attack

The Trefoil Gym



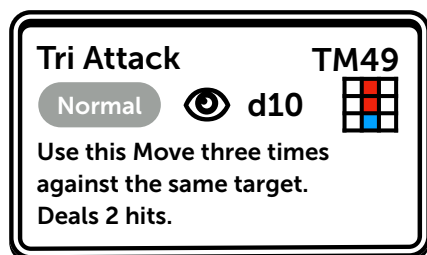
BADGE



This old convention centre has been transformed into a thriving Pokémon Gym. The current Leaders of the Gym, a trio of identical triplets, have given the Gym a focus on the number 3.

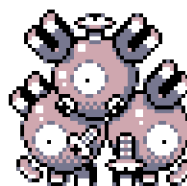
LEADER/ **Wanda** :L7

A confident, middle-aged woman. She wears a carefully tailored suit. She never seems to do anything without her identical triplet sisters. She always tries to be serious and to the point.



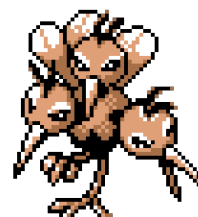
Dugtrio

#051



Magnetron

#082



Dodrio

#085

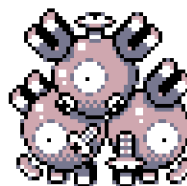
Toula :L7

Looks identical to her slightly older sisters. She's easily angered and very competitive.



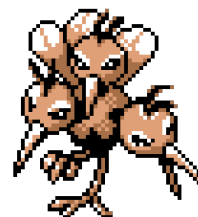
Dugtrio

#051



Magnetron

#082



Dodrio

#085

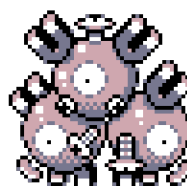
Theresa :L7

Also looks and acts identical to her slightly older sisters. She's always trying to be funny.



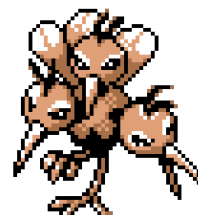
Dugtrio

#051



Magnetron

#082



Dodrio

#085

TM50 Substitute

The Proxy Gym

This isn't an actual Gym. The real Leader is out on some errand and has left the Proxy Gym crew in charge.

Choose the team with the same rank as a replacement.

The one on this page is the low-rank team.

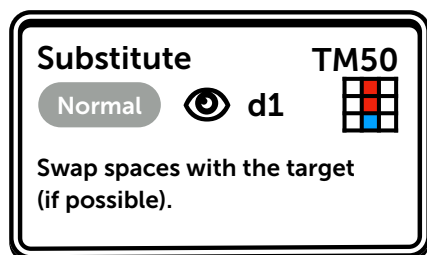
BADGE



LEADER/ **Aiden** :L2

E4

The replacement Leader. He's pretty new at this, but he's trying his best! He's dressed like a regular guy. He's a bit nervous and isn't completely sure how this whole Gym business works.



Rattata

#019



Rhyhorn

#111

Bianca :L1

Aiden's childhood friend.

He often checks in with her to see if he's doing things correctly. She doesn't know either.



Pidgey

#016



Sandshrew

#027

Celia :L1

Bianca's friend. She really doesn't know what's going on or what she got roped into, but she's happy to be included.



Spearow

#021



Ekans

#023



LEADER/ **Aiden** :L4

A normal guy and competent trainer, but definitely not an experienced Leader.



Raticate
#020



Lickitung
#108



Rhydon
#112

Bianca :L3

Aiden's childhood friend. She often has to remind Aiden of his duties as Gym Leader.



Pidgeotto
#017



Butterfree
#012



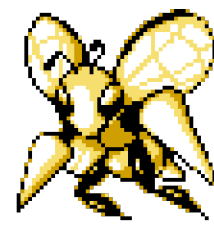
Sandslash
#028

Celia :L3

Bianca's friend. She's mostly along for the ride. Doesn't know what's going on.



Ponyta
#077



Beedrill
#015



Fearow
#022



LEADER/ **Aiden** :L7

A normal guy and fairly good trainer, but definitely not an experienced Leader.



Kangaskhan
#115



Raticate
#020



Rhydon
#112

Bianca :L6

Aiden's childhood friend. She often has to remind Aiden of his duties as Gym Leader.



Sandslash
#028



Pidgeot
#018



Raichu
#026

Celia :L6

Bianca's friend. She's mostly along for the ride. Doesn't know what's going on.



Arbok
#024



Fearow
#022



Ninetales
#038

Elite Teams

This section features a selection of 20 possible elite teams. All but one of these teams are stronger versions of Gym teams listed above. Be sure to also read the information in their respective Gym when you use them. The one exception is the Triumvirate, which is designed to be the final of the four Champion teams (see below).

Unlike Gyms, Champion teams aren't set by region. This allows you to choose teams which have some connection with the Trainers. Try to use at least one Gym team which the Trainers have encountered before, ideally one they lost against. Using members of an enemy team the Trainers have beef with is also a great option.

Be sure to have the trainers meet their opponents before battle! Not just to give them something to prepare for, but also for some friendly (or not-so-friendly) banter.

The Triumvirate

The Triumvirate is generally considered the best team in the region and the de facto final boss of the Championship. They are the perennial crowd favourites and everyone in the region know who they are.

They started out as a group of friends from the starting city. They've travelled the region, solving problems wherever they went and earning themselves quite a reputation. If all goes well, the Trainers should remind people of the Triumvirate.



You can introduce a member of the Triumvirate when you roll option 2 on the Special Encounter table. ("An elite trainer shows up.")

The Triumvirate

Jade

Considered the best trainer in the region. She's friendly, but a bit condescending.



Exeggutor
#103



Rhydon
#112



Ho-Oh
#B06

Jasper

Jade's brother. An avid explorer. He's a show-off, but lives in his sister's shadow.



Arcanine
#059



Kangaskhan
#115



Dragonite
#149

Teal

An expert in water Pokémon. She loves nothing more than surfing the waves.



Slowbro
#080



Lapras
#130

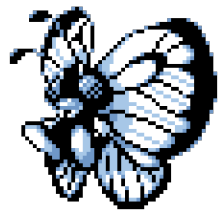


Gyarados
#131

The Nightwatch (TM02)

Noctua

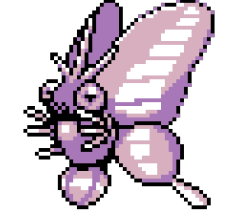
Not any less mysterious as a Champion, perhaps only more ruthless.



Butterfree
#012



Gengar
#094



Venomoth
#049

Pyra

Her appearance as a Champion is often accompanied by pyrotechnics.



Magmar
#126



Rapidash
#078



Charizard
#006

Liamp

Still quiet as ever. As a Champion, he is known for his work ethic and silly outfits.



Espeon
#S18



Persian
#053



Ampharos
#S14

The Paladins (TM03)

Hildegard

She still readily points with her trusty rapier. A famously chivalrous and noble Champion.



Luxwan
#S05



Scyther
#123



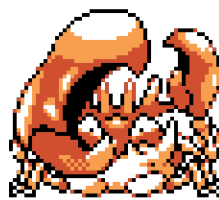
Kabutops
#141

Agrippa

Always wears golden plate armour while at the championships. An intimidating figure.



Parasect
#047



Kinger
#099



Pinsir
#127

Lashley

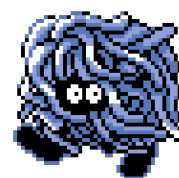
An expert in historical Pokémon battles. The most sensibly-dressed of the trio.



Tentacruel
#073



Victreebel
#071



Tangela
#114

Team Tubert (TM04)

Tubert

A strapping young lad who has taken the championship by storm. Beloved by all.



Pidgeot
#018



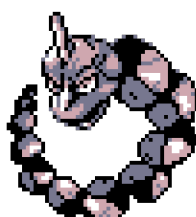
Fearow
#022



Moltres
#146

Whitley

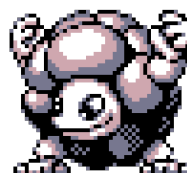
A respected elder of the championship. She seems friendly, but can be ruthless.



Onix
#095



Muk
#089



Golem
#076

Betran

Still acts and dresses like a grumpy every-man, but he's actually a grumpy virtuoso.



Vileplume
#045



Jumpluff
#S17



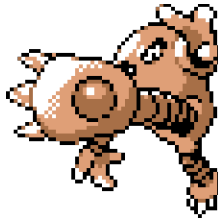
Venusaur
#003



Team Teamwork (TM05)

Pedro

He and his Pokémon follow a strict training regimen. Still only talks in platitudes.



Hitmonlee

#106



Exeggutor

#103



Machop

#068

Roland

Not much of a sporter anymore, but now fully dedicated to training Pokémon.



Electrode

#101



Chansey

#113



Cloyster

#091

Apolo

Still humble as ever, to the annoyance of the many trainers he has beaten.



Azumarill

#S11



Golduck

#055



Vaporeon

#134

Toxicity (TM06)

Wolfsbane

Disliked by the other Champions, but it's hard to argue with his results as a trainer.



Scyther

#123



Umbreon

#S19



Gengar

#094

Nightshade

She's seen as ruthless and ill-mannered, but she's actually quite friendly in person.



Nidoqueen

#031



Vileplume

#045

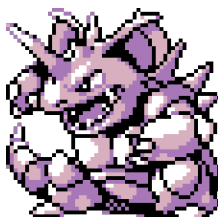


Seaking

#119

Mandrake

Definitely the least famous member of the trio, but still very competent.



Nidoking

#034



Victreebel

#071



Sandlash

#028

Serenity (TM11)

Bubbella

Often considered the parent of the League. She's always busy taking care of things.



Blastoise

#009



Azumarill

#S11



Poliwrath

#062

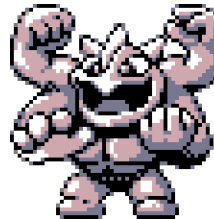
Manu

His charming smile and kind personality make him a fan favourite.



Venusaur

#003



Machop

#068



Jynx

#124

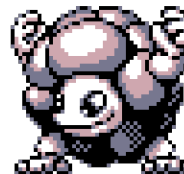
Leulu

Despite being an ace trainer, she fights in the League without a care in the world.



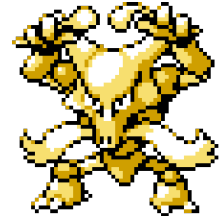
Charizard

#006



Golem

#076



Alakazam

#065

The Wranglers (TM12)

John Wade

'The Sheriff' has a reputation to uphold and has little time for challengers.



Seadra

#117



Starmie

#121



Tauros

#128

Brooks

Always calm and collected, but nonetheless a fierce Champion.



Poliwrath

#062



Muk

#089



Quagsire

#S07

Dusty

Her usual friendly demeanour turns to fury during League battles.



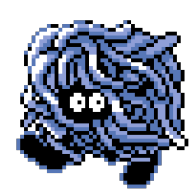
Sandslash

#028



Flareon

#136



Tangela

#114

The Historians (TM13)

Pleia

Known for being ruthless and cold-hearted during battle.



Wearlycan

#S04



Marowak

#105



Lapras

#131

Devon

Dresses as a stereotypical caveman, to the annoyance of his teammates.



Omastar

#139



Kabutops

#141



Aerodactyl

#142

Meghan

She really doesn't really want to be here. She'd much rather be researching.



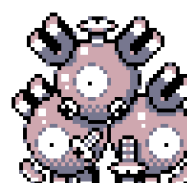
Porygon

#137



Weezing

#110



Magneton

#082

Team Jackpot (TM16)

Lucky Tony

Always the eccentric, but not to be underestimated in battle.



Persian

#053



Straigar

#S02

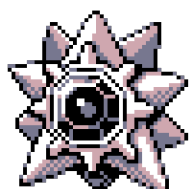


Chansey

#113

Donna

Elegance personified. She's a perpetual crowd favourite.



Starmie

#121



Cloyster

#091



Jynx

#124

Knox

Big, burly, and dressed to the nines. He's an imposing figure, both in and out of battle.



Slowbro

#080



Electabuzz

#125



Snorlax

#143



The Greasers (TM18)

Axel

His team isn't the most popular and he knows it, but he likes to play it up.



Donphan

#509



Poliwrath

#062



Pinsir

#127

Raylie

She always looks like she just finished working whenever she shows up.



Blastoise

#009



Ninetales

#038

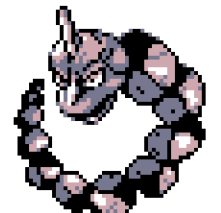


Raichu

#026

Cole

By far the worst-looking member. He looks like he doesn't know what a bath is.



Onix

#095



Weezing

#110



Magmar

#126

Clan Neart (TM19)

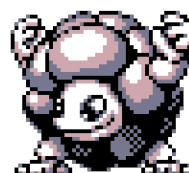
Scotty

An imposing figure. He probably has the loudest fans in the League.



Nidoking

#034



Golem

#076



Primeape

#057

Hamaira

A.k.a The Hammer. She's not as popular as Scotty, but just as dedicated.



Kingler

#099



Onix

#095



Rapidash

#078

Teilidh

It feels like she has more fans among League members than in the general public.



Ninetales

#038



Kangaskhan

#115



Lapras

#131

The Magic Trio/Duo (TM30)

Morgana

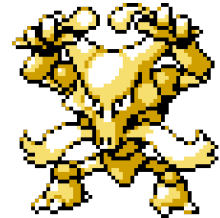
More famous for her pre-battle shows than her actual battling, but she's no slouch.



Clefable
#036



Exeggutor
#103



Alakazam
#065

Cindy

Known for her daring stunts both in and out of battle. A complete wild card.



Dewgong
#087



Straigar
#S02



Arcanine
#059

Callisto

Known for her amazing entrances before entering the arena.



Gyarados
#130



Raichu
#026



Charizard
#006

The Biohazards (TM34)

Scentia

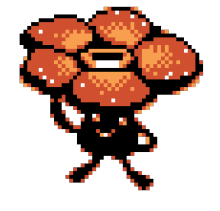
She has traded her hazmat suit for a punk outfit. Has a small but dedicated fanbase.



Magmar
#126



Muk
#089



Vileplume
#045

Fallon

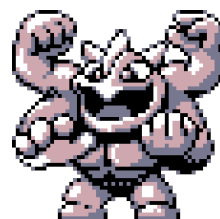
Dresses like a Cue Ball. He never seems to crack a smile, even after winning.



Electabuzz
#125



Primeape
#057



Machamp
#068

Laurel

The cheery one of the bunch. His flowery outfit clashes with the other two.



Scyther
#123



Parasect
#047



Victreebel
#071

Star Squad (TM39)

Aster

His main reason for participating in the League is to share fun science facts.



Tentacruel
#073



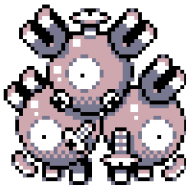
Golbat
#042



Starmie
#121

Nova

Doesn't really want to be here, but she hopes that it'll attract some interest.



Magnetron
#082



Weezing
#110



Arcanine
#059

Stella

Absolutely delighted to be here. She loves the attention.



Nidoqueen
#031



Nidoking
#034



Clefable
#036

The Battalion (TM40)

The General

Apparently promoted from lieutenant. Insists on procedures and decorum.



Gligar
#B02



Fearow
#022



Zapdos
#145

Major 'Slowpoke'

Still doesn't do anything unless ordered to. Always close to the General.



Dewgong
#087



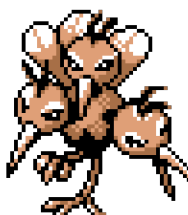
Slowbro
#080



Snorlax
#143

Captain 'Rascal'

A lovable rogue. The only somewhat popular member of the group.



Dodrio
#085



Electabuzz
#125

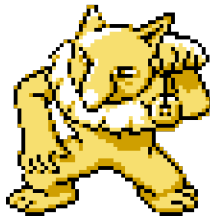


Primeape
#057

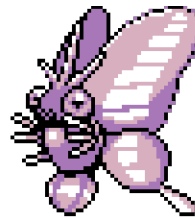
The Frighteners (TM41)

The Countess

Her team is known as the spooky one, and she really leans into her role for this.



Hypno
#097



Venomoth
#049



Gengar
#094

Umberto

Always has some spooky gimmick whenever he enters the arena.



Arbok
#024



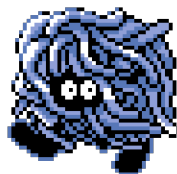
Marowak
#105



Golbat
#042

Florence

She tries to stay out of the limelight, which isn't hard considering her teammates.



Tangela
#114



Cloyster
#091

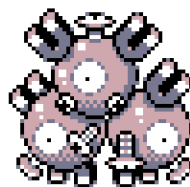


Parasect
#047

The Buccaneers (TM45)

Liv

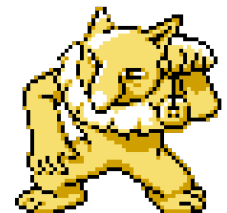
She has joined in on Marina's pirate theme, but it clashes a bit with her soft voice.



Magneton
#082



Wigglytuff
#040



Hypno
#097

Marina

She's gone all-in with the pirate theme. It's obvious that she named the team.



Dugtrio
#051



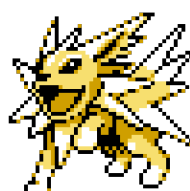
Seadra
#117



Tentacruel
#073

SonicBoom42

They're going with a bit of a techno-pirate look. The mask has pixelated eyepatch.



Jolteon
#135



Electrode
#101



Golbat
#042

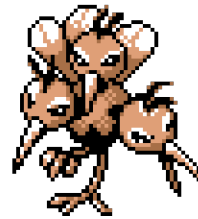
The Wild Bunch (TM47)

Savanna

Mostly uses her spot in the League to talk about wild Pokémon conservation.



Rapidash
#078



Dodrio
#085



Tauros
#128

Guido

The member who's most invested in actually winning. A crowd favourite.



Kangaskhan
#115



Rhydon
#112



Nidoqueen
#031

Reed

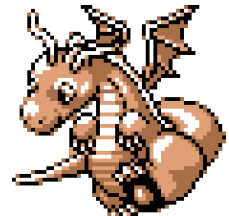
He's happy to be here, but doesn't seem to be putting in a lot of effort.



Golduck
#055



Seaking
#119



Dragonite
#149

The Greenhorns (TM50)

Aiden

He has only just become a Champion and doesn't really know what to do.



Vaporeon
#134



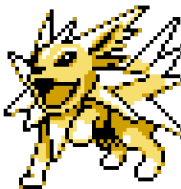
Rhydon
#112



Gyaoon
#522

Bianca

She seems a lot more confident than Aiden, but it's obvious she's still new.



Jolteon
#135



Sandlash
#028



Pidgeot
#018

Celia

Doesn't seem to care what's going on. Barely understands the League.



Flareon
#136



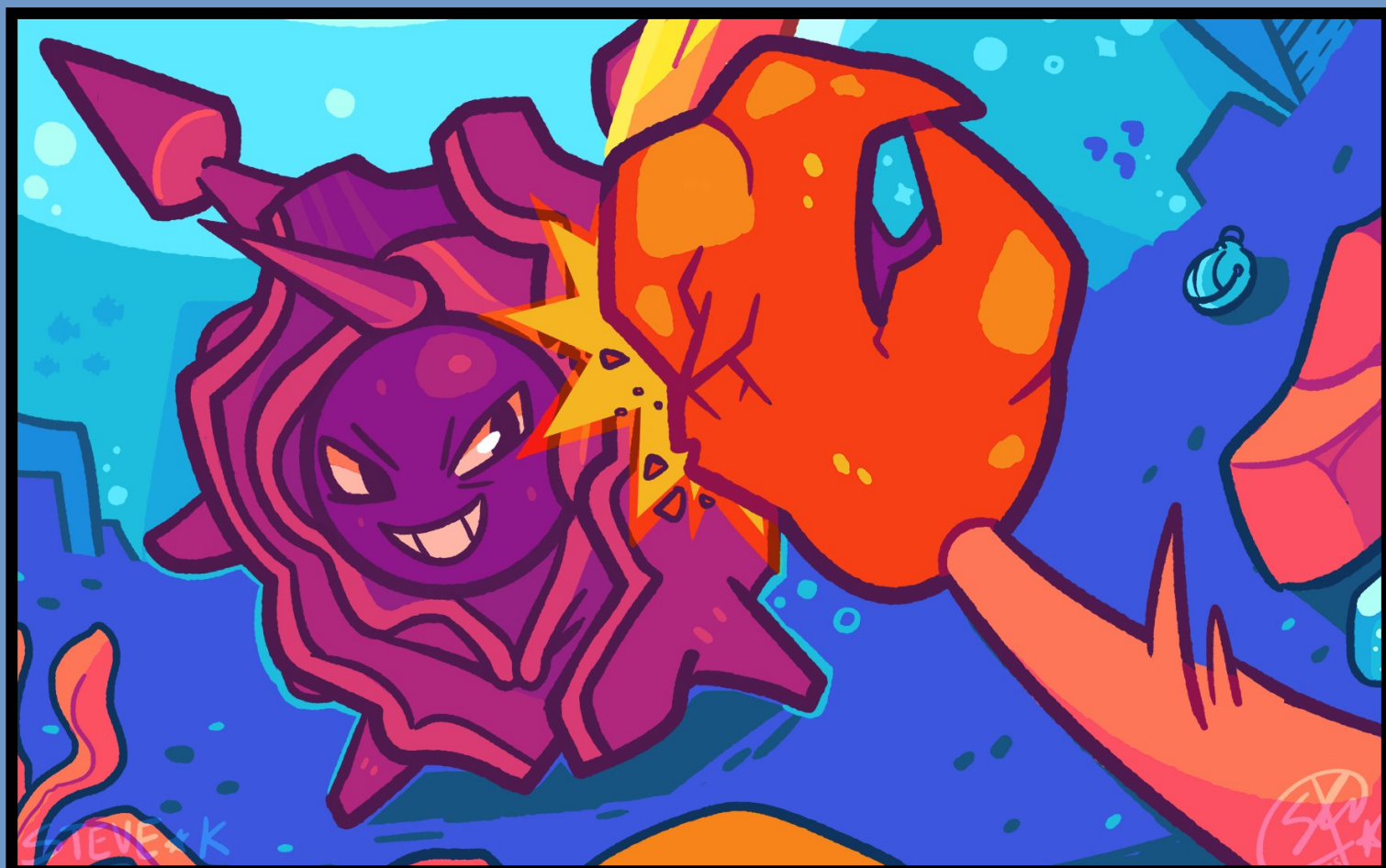
Arbok
#024



Fearow
#022



☹️ Enemy Teams ☹️



Introduction

This chapter introduces three enemy teams you can use in your games. They can be background actors or main antagonists, whatever suits your needs.

Each team has a **Mission**. This mission should give you some guidance on when they might show up and what they're up to.



The teams are more politically motivated than Team Rocket was in the original games. You can definitely play down the political motivations if you like.

Each team has three levels of hierarchy below the leader, each of which corresponds to the power level of the different regions. At the end of each team's section, you can find a battle sheet for each of these levels (with unique movesets), as well as for the leader's full team.

On top of these generic members, there's also a team of **recurring antagonists**. These are a bit sillier than the generic team members. You probably shouldn't have them show up constantly (like Jessy and James from the anime), but you can definitely use them whenever you want to signify the team's presence or feel the need to add something to an encounter. Their teams (at three different power levels) are also listed at the end of the team's section.

Each team also has a **headquarters**. These don't have a set location—you can put them in any settlement which has the team's symbol. Each HQ has a keyed lair map on the following page.

Finally, each team has some **schemes** they may be enacting in a settlement or in the wilds. These should help you integrate the team into a settlement. Use them in settlements with the team's symbol.

The Order

Alternative Names

Team Order, The Legion, Poké-Power



Mission

The Order believes that the world full of equality and cooperation that arose after the collapse of the previous civilisation is misguided. They believe the world has an inherent hierarchy. Humans should rule over Pokémon, just as some humans are destined to lead and other are destined to follow orders. They want to set things right—to create a society where (certain) humans are once again in charge.

Leader

Marshall



A brutal man. Supposedly, nobody has ever seen him so much as crack a smile. He thinks of himself as a natural leader and that, therefore, everyone—Pokémon and human alike—is beneath him. He often works in the shadows, but sometimes gives vitriolic speeches.

Members

The Order has a strict hierarchical structure. Below Marshall are his **generals** (which includes any Gym Leaders), who give orders to **commanders**, who order around the **grunts**. They usually wear crimson tracksuits embossed with the team logo. Higher ranks wear more elaborate tracksuits with shoulder stripes to designate the rank.

Recurring Antagonists



Lock

As a big, strong, and conventionally attractive guy, Lock has a lot of unearned confidence. He does most of the talking, but it's clear he doesn't do most of the thinking.



Stock

The brains behind the team. Stock always has big plans (which she too readily shares), but usually has to spend most of her time keeping her team members in check.



Barrel

An endless font of energy. Barrel is always ready to jump into action, consequences be damned. She gets antsy when she has to sit still for any length of time.

Pokémon

The Pokémon owned by The Order are often not treated especially well. This can make them quite aggressive. Try not to show a loving relationship between an Order member and their Pokémon.

In battle, each Order Pokémon has access to the move Rage.

Headquarters

Order HQ is located below a nondescript building. The underground base forms a surprisingly expansive network of tunnels and rooms, as well as other passageways to the surface. The tunnels are lined with steel sheets and concrete and lit with (often flickering) bunker lights.

New recruits are brought here for training once they've been sufficiently vetted. It is also the location from which Marshall commands his followers.



Entrance 1A: The main entrance, a staircase below a nondescript building. ☹ Team of Grunts

Entrance 1C: A service duct with a ladder that leads to a manhole cover. ☹ Nothing

Room 1D: A secret stash of goods. ☹ TM20 Rage

Room 2A: Sleeping quarters with a lot of bunk beds. ☹ Commander (sitting on her bed, half-asleep)

Key Room 2B: A sparsely decorated cafeteria. ☹ An unhappy Order member who's busy cleaning, helping him might grant an Order patch.

Room 2C: A damp concrete tunnel. ☹ Team of Grunts

Entrance 3A: A cluster of interconnected tunnels, one of which leads to an abandoned parking garage on the surface. ☹ Nothing

Room 3B: A gymnasium and training room. ☹ Team of Commanders

Room 4A: A somewhat fancy dining area and kitchen. ☹ General

Room 4B: A big, undecorated concrete bunker. ☹ Team of Generals

Room 4C: A glass tunnel which must've been part of an old aquarium, filled with all sorts of water Pokémon. ☹ Commander with 3 Tentacruel

Room 4D: Comfortable-looking sleeping quarters. ☹ General

Lock Room 5B: A big metal door guarded by 2 grunts who are more neck than brains. They only let people with Order patches through. (If they Trainers have only a single patch, they may need to bluff.)

Key Room 5D: A storage room filled with Order patches. ☹ Nothing

Boss Room 6B: A big underground dome with a circular seating area and arena in the middle. ☹ Marshall and a few of his top generals

	A	B	C	D
6		👤		
5		👤		🔑
4				
3	▲			
2		🔑		
1	▲		▲	

Schemes

In a Settlement

- A prominent Order member has proclaimed themselves leader of (a part of) the settlement. They have imposed a curfew and are forcing the inhabitants to do menial work. Grunts roam around the settlement enforcing these rules. Successfully challenging the leader might break their iron grip on the settlement.
- The Order has set up a strict training camp at the edge of the settlement. It is actively recruiting (mostly young) trainers by promising them a more successful life after having completed the training regimen. Once they're lured in, it's almost impossible to get out. To solve the issue, the Trainers may have to infiltrate the camp.
- The Order has set up a protection racket, forcing the locals to pay tribute to The Order to prevent "bad things" from happening to their homes, family, and Pokémon. Somebody may need to set an example of successful resistance to get the settlement to push back.

In the Wilderness

- A group of Order thugs have set up a blockade at a narrow passageway. They demand payment in the form of Pokémon from anyone who wishes to pass... or wishes to turn away.
- A military-style march passes through the wilderness as part of a Team Order training exercise. This march is obviously disruptive to the wild Pokémon that live here. Perhaps challenging the leaders might get them to shut up.
- A group of Order members is throwing Poké-Balls at any and all wild Pokémon they see. Most of these efforts are fruitless, but they're still catching far more Pokémon than allowed. If someone doesn't challenge them, they might permanently harm the ecosystem.





Order Tier 1 — Grunt



1 — Spearow

No. 021

HP Def Spd
6 3 3



Fly

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

1 2
3 4

Peck

Flying

2+



5
6
7

Fury Attack

Normal 2+ !3

Use 3 times (against the same target).



8
9
10

Quick Turn

Normal 4+ !1

After this Move, this Pokémon may move 1 space.



11
12

Rage

Normal 4+ !1

If this Pokémon is at or below 3 HP, deals 6+ instead.



2 — Growlithe

No. 058

HP Def Spd
6 2 2



Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1 2
3 4

Tackle

Normal 3+



5 6
7 8

Ember

Fire

!2

Deals 2 hits.
6: Poison.



9
10

Roar

Normal !2

Pushes targets back 1 space, opponents can't enter area.



11
12

Rage

Normal 4+ !1

If this Pokémon is at or below 3 HP, deals 6+ instead.



3 — Machop

No. 066

HP Def Spd
6 3 2



Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1 2
3 4

Jab

Fighting 3+



5
6
7

Low Kick

Fighting 5+ !1

2: The target can't take actions this round.



8
9
10

Drag Off

Normal 6+ !1

Hit: Pulls the target towards this Pokémon.



11
12

Rage

Normal 5+ !1

If this Pokémon is at or below 3 HP, deals 7+ instead.



4 — Tyker

No. S01

HP Def Spd
6 2 3



Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Scratch

Normal 2+



5 6
7 8

Thunder Shock

Electric

!2

Deals 2 hits.
6: Paralysis.



9
10

Quick Attack

Normal 4+ !1

This Move happens before all other Moves this round.



11
12

Rage

Normal 4+ !1

If this Pokémon is at or below 3 HP, deals 6+ instead.



5 — Warfurs

No. S03

HP Def Spd
6 3 2



Cut, Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

1 2
3 4

Scratch

Normal 2+



5
6
7

Powder Snow

Ice

!2

Deals 2 hits.
6: Sleep.



8
9
10

Fury Swipes

Normal 2+ !3

Use 3 times (against the same target).



11
12

Rage

Normal 4+ !1

If this Pokémon is at or below 3 HP, deals 6+ instead.



6 — Raticate

No. 020

HP Def Spd
6 3 4



Normal

x2: Fgt

-1: Gho

1 2
3 4

Tackle

Normal 3+



5
6
7

Super Fang

Normal 6+

If this would deal a hit, halve target's current HP (round up).



8
9
10

Quick Attack

Normal 5+ !1

This Move happens before all other Moves this round.



11
12

Rage

Normal 5+ !1

If this Pokémon is at or below 3 HP, deals 7+ instead.





Order Tier 2 — Commander



1 — Beedrill

No. 015



HP Def Spd
6 3 4

Cut, Fly

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

Poison Sting

Poison 3+

1: Poison.



Twineedle

Bug 6+ !3

Use twice.
4: Poison.



Fury Attack

Normal 3+ !3

Use 3 times (against the same target).



Rage

Normal 5+ !2

If this Pokémon is at or below 3 HP, deals 7+ instead.



2 — Machoke

No. 067



HP Def Spd
7 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

Jab

Fighting 4+

1
2
3



Knock Back

Fighting 7+ !1

Pushes the target back 1 space if that space is open.



Drag Off

Normal 7+ !1

Hit: Pulls the target towards this Pokémon.



Rage

Normal 6+ !1

If this Pokémon is at or below 3 HP, deals 8+ instead.



3 — Gligar

No. B02



HP Def Spd
5 4 4

Cut, Fly

Ground x2: Wtr Ice
Flying -1: Elec Fgt Psn Grn Bug

Poison Sting

Poison 4+

1: Poison.



Slash

Normal 7+ !1

4-6: Deals an additional hit.



Stun Poison

Poison 6+ !2

Hit: Paralysis.



Rage

Normal 6+ !1

If this Pokémon is at or below 2 HP, deals 8+ instead.



4 — Fearow

No. 022



HP Def Spd
7 4 4

Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

Peck

Flying 4+

1
2
3



Quick Turn

Normal 6+ !1

After this Move, this Pokémon may move 1 space.



Dive Bomb

Flying 7+ !1

Disappear, reappear in open space and attack next round.



Rage

Normal 6+ !1

If this Pokémon is at or below 3 HP, deals 8+ instead.



5 — Dugtrio

No. 051



HP Def Spd
5 3 6

Cut

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

Scratch

Normal 4+

1
2
3



Tremor

Ground 6+ !1

7
8
9



Dig

Ground 8+ !1

Disappear, reappear in open space and attack next round.



Rage

Normal 6+ !1

If this Pokémon is at or below 2 HP, deals 7+ instead.



6 — Tentacruel

No. 073



HP Def Spd
7 3 4

Cut, Surf

Water x2: Elec Grn Psy Bug
Poison -1: Fire Wtr Ice Fgt Psn

Constrict

Normal 2+

The target can't move this round.



Water Gun

Water !1

Deals 2 hits.



Acid

Poison !1

Deals 2 hits.



Rage

Normal 4+ !1

If this Pokémon is at or below 3 HP, deals 6+ instead.



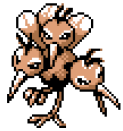


Order Tier 3 – General



1 – Dodrio

No. 085



HP 6 Def 4 Spd 4

Fly

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

1
2

Peck

Flying

5+



3 4
5 6

Drill Peck

Flying

8+

!1



7
8
9

Quick Turn

Normal

6+

!1



After this Move, this Pokémon may move 1 space.

10
11
12

Rage

Normal

7+

!1



If this Pokémon is at or below 3 HP, deals 9+ instead.

2 – Straigar

No. 502



HP 8 Def 3 Spd 4

Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Scratch

Normal

3+



3 4
5 6

Thunderbolt

Electric

!3



Deals 3 hits.
6: Paralysis.

7
8
9

Pounce

Normal

5+

!1



Move up to 1 extra space before using this Move.

10
11
12

Rage

Normal

5+

!1



If this Pokémon is at or below 3 HP, deals 7+ instead.

3 – Wearlycan

No. 504



HP 8 Def 5 Spd 2

Cut, Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

1
2

Scratch

Normal

4+



3 4
5 6

Slash

Normal

7+

!1



6: Deals an additional hit.

7
8
9

Powder Snow

Ice

!2



Deals 2 hits.
6: Sleep.

10
11
12

Rage

Normal

6+

!1



If this Pokémon is at or below 3 HP, deals 7+ instead.

4 – Machamp

No. 068



HP 8 Def 4 Spd 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2

Jab

Fighting

5+



3 4
5 6

Submission

Fighting

9+

!1



Hit: This Pokémon loses 1 HP.

7
8
9

Drag Off

Normal

8+

!1



Hit: Pulls the target towards this Pokémon.

10
11
12

Rage

Normal

7+

!1



If this Pokémon is at or below 3 HP, deals 9+ instead.

5 – Gyarados

No. 130



HP 7 Def 3 Spd 3

Surf, Strength

Water

x2: Elec Rck

Flying

-1: Fire Wtr Fgt Grn Bug

1
2

Tackle

Normal

5+

!1



3 4
5 6

Bubble Beam

Water

!2



Deals 3 hits.
6: Paralysis.

7
8
9

Dragon Rage

Dragon

!3



Deals 4 hits.

11
12

Rage

Normal

7+

!1



If this Pokémon is at or below 3 HP, deals 9+ instead.

6 – Arcanine

No. 059



HP 7 Def 4 Spd 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Tackle

Normal

4+



3 4
5 6

Heat Tackle

Fire

8+

!1



Hit: This Pokémon loses 1 HP.

7
8
9

Take Down

Normal

8+

!1



Hit: This Pokémon loses 1 HP.

10
11
12

Rage

Normal

7+

!1



If this Pokémon is at or below 3 HP, deals 9+ instead.





Order Leader — Marshall



Marshall's Kabutops



HP Def Spd
6 5 3

Cut, Surf

Rock x2: Elec Grs Fgt Grn
Water -1: Nrm Fire Ice Psn Fly

1 **Rage**
2 Normal 7+ !1
3 If this Pokémon is at or below 3 HP, deals 9+ instead.
8 Slash
9 Normal 8+ !1
10 5-6: Deals an additional hit.

4 5 **Leech Life**
6 7 Bug 6+ !1
Recovers HP equal to the HP the target loses.

11 **Guillotine**
12 Normal 12+ !3
6: The target faints.

Marshall's Rhydon



HP Def Spd
8 5 2

Surf, Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 **Rage**
2 Normal 7+ !1
3 If this Pokémon is at or below 3 HP, deals 9+ instead.
8 Fissure
9 Ground 12+ !3
10 6: The targets faints.

4 5 **Rock Slide**
6 7 Rock 8+ !1

11 **Horn Drill**
12 Normal 12+ !3
6: The target faints.

Marshall's Snorlax



HP Def Spd
11 3 1

Surf, Strength

Normal x2: Fgt
-1: Gho

1 **Rage**
2 Normal 6+ !1
3 If this Pokémon is at or below 5 HP, deals 8+ instead.
8 Flood
9 Water !3
10 Deals 3 hits.

4 5 **Body Slam**
6 7 Normal 9+ !2
3: Paralysis

11 **Earthquake**
12 Ground 9+ !2
Hit: This Pokémon loses 1 HP.

Marshall's Gyarados



HP Def Spd
7 3 3

Surf, Strength

Water x2: Elec Rck
Flying -1: Fire Wtr Fgt Grn Bug

1 **Rage**
2 Normal 7+ !1
3 If this Pokémon is at or below 3 HP, deals 9+ instead.
8 Dragon Rage
9 Dragon !3
10 Deals 4 hits.

4 5 **Flood**
6 7 Water !2
Deals 3 hits.

11 **Hyper Beam**
12 Normal !3
Deals 5 hits. If the target doesn't faint, this skips its next

Marshall's Arcanine



HP Def Spd
7 4 4

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 **Rage**
2 Normal 6+ !1
3 If this Pokémon is at or below 3 HP, deals 8+ instead.
8 Fire Blast
9 Fire !3
10 Deals 4 hits. 6: Poison.

4 5 **Heat Tackle**
6 7 Fire 8+ !1
Hit: This Pokémon loses 1 HP.

11 **Hyper Beam**
12 Normal !3
Deals 5 hits. If the target doesn't faint, this skips its next

Marshall's Dragonite



HP Def Spd
8 4 3

Fly, Surf, Strength

Dragon x2: Ice Rck Dra
Flying -1: Fire Wtr Grs Fgt Grn Bug

1 **Rage**
2 Normal 6+ !1
3 If this Pokémon is at or below 3 HP, deals 8+ instead.
8 Giant Tail
9 Normal 11+ !2
10

4 5 **Dragon Rage**
6 7 Dragon !3
Deals 4 hits.

11 **Hyper Beam**
12 Normal !3
Deals 5 hits. If the target doesn't faint, this skips its next





Lock, Stock & Barrel



Lock's Machop

HP Def Spd
6 3 2
Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 2 Push
3 4 Fighting 3+
Pushes the target back 1 space if that space is open.

8 Drag Off
9 Normal 6+ !1
Hit: Pulls the target towards this Pokémon.
10

5 Low Kick
6 Fighting 5+ !1
2: The target can't take actions this round.
7

11 Karate Chop
12 Fighting 5+ !1
6: Deals an additional hit.

Stock's Gastly

HP Def Spd
4 2 3
Fly

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 2 Trap
3 4 Ghost
Deals 1 hit and the target can't move this round.

9 10 Spook
11 Ghost !1
Deals 2 hits.
12 6: Target can't take actions this round.

5 6 Hypnosis
7 8 Psychic !2
Inflicts Sleep.

Barrel's Geodude

HP Def Spd
5 4 2
Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 2 Roll
3 4 Normal 3+
Move up to 2 extra spaces before using this Move.

9 Tremor
10 Ground 5+ !1
11

5 6 Rock Throw
7 8 Rock 5+ !1

11 Selfdestruct
12 Normal 6+
This Pokémon faints.
Deals 2 additional hits.

Lock's Machoke

HP Def Spd
7 4 2
Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 Push
2 Fighting 4+
Pushes the target back 1 space if that space is open.
3

7 Karate Chop
8 Fighting 6+ !1
6: Deals an additional hit.
9

4 Drag Off
5 Normal 7+ !1
Hit: Pulls the target towards this Pokémon.
6

10 Seismic Toss
11 Fighting 7+ !1
Hit: Moves the target to the other side of this Pokémon.
12

Stock's Haunter

HP Def Spd
5 2 4
Fly

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 Trap
2 Ghost
Deals 1 hit and the target can't move this round.
3

7 Dream Eater
8 Psychic !1
If target is Asleep: Deals 4 hits.
9 Recovers HP equal to HP lost.

4 Night Shade
5 Ghost !2
Deals 3 hits.
6

10 Hypnosis
11 Psychic !2
Inflicts Sleep.
12

Barrel's Graveler

HP Def Spd
6 5 2
Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 Roll
2 Normal 4+
Move up to 2 extra spaces before using this Move.
3

9 Earthquake
10 Ground 9+ !2
11

4 5 Rock Throw
6 7 Rock 6+ !1

11 Explosion
12 Normal 9+ !1
This Pokémon faints.
Deals 4 additional hits.



Lock's Poliwrath



HP Def Spd
7 5 3

Surf, Strength

Water x2: Elec Grs Fly Psy
Fighting -1: Fire Wtr Ice Bug Rck

1 Push
2 Fighting 5+
Pushes the target back 1 space if that space is open.

7 Drag Off
8 Normal 8+ !1
Hit: Pulls the target towards this Pokémon.

3 4 Seismic Toss
5 6 Fighting 8+ !1
Hit: Moves the target to the other side of this Pokémon.

10 Bubble Beam
11 Water !3
Deals 3 hits.
12 6: Paralysis

Lock's Machop



HP Def Spd
8 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 Push
2 Fighting 5+
Pushes the target back 1 space if that space is open.

7 Drag Off
8 Normal 8+ !1
Hit: Pulls the target towards this Pokémon.

3 4 Seismic Toss
5 6 Fighting 8+ !1
Hit: Moves the target to the other side of this Pokémon.

10 Submission
11 Fighting 9+ !1
Hit: This Pokémon loses 1 HP.

Stock's Hypno



HP Def Spd
7 4 3

Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1 Trap
2 Ghost
Deals 1 hit and the target can't move this round.

7 Dream Eater
8 Psychic !1
If target is Asleep: Deals 4 hits.
9 Recovers HP equal to HP lost.

3 4 Psychic
5 6 Psychic !2
Deals 3 hits.

10 Hypnosis
11 Psychic !2
Inflicts Sleep.

Stock's Gengar



HP Def Spd
5 3 5

Fly, Strength

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 Trap
2 Ghost
Deals 1 hit and the target can't move this round.

7 Dream Eater
8 Psychic !1
If target is Asleep: Deals 4 hits.
9 Recovers HP equal to HP lost.

3 4 Night Shade
5 6 Ghost !2
Deals 3 hits.

10 Hypnosis
11 Psychic !2
Inflicts Sleep.

Barrel's Sandslash



HP Def Spd
7 5 3

Cut, Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 Roll
2 Normal 4+
Move up to 2 extra spaces before using this Move.

9 Fissure
10 Ground 11+ !3
6: The target faints.

3 4 Pin Missile
5 6 Bug 4+ !3
Use 3 times (against the same target).

11 Rock Slide
12 Rock 7+ !1

Barrel's Golem



HP Def Spd
7 6 2

Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 Roll
2 Normal 4+
Move up to 2 extra spaces before using this Move.

9 Fissure
10 Ground 11+ !3
6: The target faints.

3 4 Rock Slide
5 6 Rock 7+ !1

11 Explosion
12 Normal 9+ !1
This Pokémon faints.
Deals 4 additional hits.



Team Engine

Alternative Names

The Industrialists, Consortium of Gears (COG)

Mission

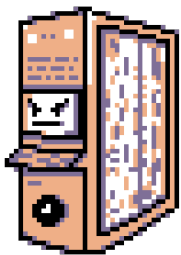
Team Engine wants to bring back the technology of the previous civilisation. They reject the core tenet of conservation—any damage done today can and will be fixed by just throwing more technology at it. Supercomputers will fix all problems, just you wait!

They also want to get the Super-Intelligent Linked Processor Hubs back up and running. These were a network of A.I. super-computers which may have played a role in the fall of the previous civilisation.



Leader

S.I.L.P.H. 15.1



The only known surviving S.I.L.P.H. hub. Always friendly and usually actively unhelpful. Engine members have entrusted it with their decision-making, even though it gives contradictory orders. While it acts as if it does, it doesn't really care about humans or Pokémon.

Members

The highest rank members of Team Engine are called **Executives**, followed by **Supervisors** and finally **Cogs**. The Cogs often dress in overalls and flatcaps, while the higher ranks take on more of a steampunk aesthetic.

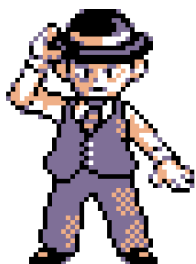


Recurring Antagonists



Crash

An overly confident engineer. She's always eager to start tinkering with something—often with little regard for safety—and comes up with ludicrous inventions.



Override

A posh, dapperly dressed schemer. He's apparently always doing something important and readily dismisses the Trainers as nuisances or distractions.



Polly the Porygon

An actual Porygon. They're programmed to understand and speak human speech, but sound robotic. They mostly chime in to quip or be pedantic.

Pokémon

Team Engine views its Pokémon as cogs in the perfect machine it is building. They train them for efficiency and dependability. A Team Engine Pokémon should respond to orders without hesitation.

In battle, each Team Engine Pokémon uses the Move Swift instead of its normal Basic Move.

Headquarters

Engine HQ is located in an old data centre within an abandoned industrial complex. The building is filled with all sorts of machines, tubes, and blinking lights.

There are two ways of entering the complex: through the old gate where trucks used to enter the facility, which is now rusted shut (Engine members use a well-guarded side entrance), or through an old, well-hidden service duct at the other side of the facility.



Entrance 1A: The old gate. It is rusted shut, but may be opened with the right Move(s). The side entrance is guarded by a team of Supervisors.

Entrance 1D: The old service duct gate. A broken truck behind it serves as a guardhouse. ☹ Nothing

Room 2A: A big warehouse full of old electronics and vehicles. ☹ A trusting worker and her Machoke

Room 2D: A network of service tunnels. ☹ Groups of wild Raticate

Room 3A: A floor full of conveyor belts. ☹ Team of Supervisors

Key Room 3B: A dirty room filled with old computers. Someone left a floppy disk with the Team Engine logo on a table. ☹ Nothing

Room 3C: A boiler room of sorts, very hot. ☹ Group of wild Magmar

Room 3D: A dirty workshop full of machine parts. ☹ Team of Cogs

Lock Room 4A & 4D: A high-tech metal door. It has a retina-scan lock, below which is a hole for a floppy disk. The retinas of a Supervisor or Executive should open the lock, as well as the floppy in room 3B.

Room 5A: An office full of desks and computers. ☹ Team of Executives

Room 5B: A huge room with two big Tesla coils. ☹ TM24 Thunderbolt

Room 5C: A round room with a large table in the middle. Large screens full of graphs, numbers, and code fill the walls. ☹ Team of Executives

Room 5D: A neat and tidy break room full of appliances. ☹ Executive

Room 6B: A cramped room full of cables. ☹ Supervisor with 3 Tangela

Boss Room 6C: A massive data centre filled with server racks. These all form the brains of S.I.L.P.H. 15.1. It is loud and hot in here.

	A	B	C	D
6			☹	
5				
4	☹			☹
3		☹		
2				
1	☹			☹

Schemes

In a Settlement

- ☹ Team Engine is restarting an old factory within or close to the settlement. This ends up draining the local power supply, leaving the residents without power. A thick, smelly fog occasionally envelops the settlement. The people in the settlement are too busy dealing with the consequences of this to deal with the perpetrators.
- ☹ Dubious radio broadcasts have filled the airwaves. Sometimes they sound like weird beeps, sometimes like Team Engine propaganda messages. An abandoned radio tower near the settlement is probably the origin of them.
- ☹ Team Engine is trying to implement weird “improvements” throughout the settlement to gather support. These include adding unnecessary automations, surveillance systems, and robots that take over from Poké-Mart proprietors and Poké-Centre nurses. As time goes on, these “improvements” increasingly malfunction, causing all sorts of issues. The organiser may need a stern talking to...

In the Wilderness

- ☹ A weird tank-like vehicle is forcing its way through the wilderness, crushing everything in its wake. It’s being driven by a group of Team Engine members testing their “useful new invention”.
- ☹ The Trainers hear a sudden explosion. It turns out Team Engine is doing some experiments in the area with old technology they dug up. It’s quite obvious that if these experiments continue, the local Pokémon will not be having a good time.
- ☹ A foul odour hangs in the area. Team Engine (in hazmat suits) has been doing excavation works in the area and is digging up all sorts of nasty stuff. If nobody stops them, things will start dying here...



Engine Tier 1 — Cog



1 — Abra

No. 063



HP Def Spd
4 2 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2
3 4

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Confusion

Psychic



!1



Deals 2 hits. Swap with target.
6: Confusion.

Disable

Normal



!1



Deals 1 hit. The target must
use a Basic Move next round.

12

Super Psy

Psychic



!3



Deals 4 hits.

2 — Magnemite

No. 081



HP Def Spd
4 4 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

Supersonic

Normal



!2



Inflicts Confusion.

12

Thunder

Electric



!3



Deals 4 hits.
6: Paralysis.

3 — Grimer

No. 088



HP Def Spd
7 2 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Nasty Goo

Poison

5+

!1



2: Paralysis.

Poison Gas

Poison



!4



Inflicts Poison.

12

Selfdestruct

Normal

6+



This Pokémon faints.
Deals 2 additional hits.

4 — Voltorb

No. 100



HP Def Spd
5 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

Chain Lightning

Electric



!2



Deals 2 hits and 1 hit to each
Pokémon next to the target.

12

Explosion

Normal

6+

!1



This Pokémon faints.
Deals 4 additional hits.

5 — Koffing

No. 109



HP Def Spd
5 4 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

Foul Odour

Poison



!3



Deals 2 hits. This Pokémon and
each target becomes Confused.

12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

6 — Staryu

No. 120



HP Def Spd
5 3 4

Surf, Flash

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

5 6
7 8

Water Gun

Water



!2



Deals 2 hits.

Recover

Normal



!3



Recovers HP equal to the
result of the Move die -3.

12

Hydro Pump

Water



!4



Deals 4 hits.





Engine Tier 2 — Supervisor



1 — Kadabra

No. 064



HP Def Spd
5 2 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

Swift

Normal



1
2
3

Deals 1 hit to any Pokémon.
Can't be prevented.

10
11

Recover

Normal



!2



Recovers HP equal to the
result of the Move die -2.

Psybeam

Psychic



!1



4 5
6 7
8 9

Deals 2 hits.
6: Confusion.

12

Super Psy

Psychic



!2



Deals 4 hits.

2 — Electrode

No. 101



HP Def Spd
6 3 7

Flash

Electric

x2: Grn

-1: Elec Fly

Swift

Normal



1
2
3

Deals 1 hit to any Pokémon.
Can't be prevented.

10
11

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

Chain Lightning

Electric



!2



4 5
6 7
8 9

Deals 2 hits and 1 hit to each
Pokémon next to the target.

12

Explosion

Normal



7+ !1



This Pokémon faints.
Deals 4 additional hits.

3 — Weezing

No. 110



HP Def Spd
6 6 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

Swift

Normal



1
2
3

Deals 1 hit to any Pokémon.
Can't be prevented.

10
11

Haze

Ice



!2



Removes all effects/conditions
on this Pokémon and on targets.

Smog

Poison



!3



4 5
6 7
8 9

Deals 1 hit + Poison.

12

Explosion

Normal



9+ !1



This Pokémon faints.
Deals 4 additional hits.

4 — Tangela

No. 114



HP Def Spd
6 6 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

Swift

Normal



1
2
3

Deals 1 hit to any Pokémon.
Can't be prevented.

10
11

Healing Pollen

Grass



!2



Recovers 2 HP from this
Pokémon and each target.

Absorb

Grass



!1



4 5
6 7
8 9

Deals 1 hit. Recovers HP equal
to the HP the target loses.

12

Solar Beam

Grass



!1



Charges, roll next round.
Deals 5 hits on the next turn.

5 — Starmie

No. 121



HP Def Spd
6 4 5

Surf, Flash

Water

x2: Elec Grs Bug Gho

Psychic

-1: Fire Wtr Ice Fgt Psy

Swift

Normal



1
2
3

Deals 1 hit to any Pokémon.
Can't be prevented.

10
11

Recover

Normal



!2



Recovers HP equal to the
result of the Move die -2.

Water Gun

Water



!1



4 5
6 7
8 9

Deals 2 hits.

12

Star Freeze

Ice



!3



Deals 3 hits and inflicts
Paralysis.

6 — Porygon

No. 137



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

Swift

Normal



1
2
3

Deals 1 hit to any Pokémon.
Can't be prevented.

10
11

Recover

Normal



!2



Recovers HP equal to the
result of the Move die -2.

Psybeam

Psychic



!1



4 5
6 7
8 9

Deals 2 hits.
6: Confusion.

12

Hyper Beam

Normal



!2



Deals 5 hits. If target doesn't
faint, this skips its next turn.





Engine Tier 3 — Executive



1 — Blastoise

No. 009



HP Def Spd
7 5 3

Surf, Strength

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

9
10

Skull Bash

Normal

13+ !1



Charge for this round, try to
attack on the next round.

3 4
5 6
7 8

Bubble Beam

Water



!3



Deals 3 hits.
6: Paralysis.

11
12

Hydro Pump

Water



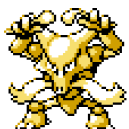
!3



Deals 4 hits.

2 — Alakazam

No. 065



HP Def Spd
6 3 6

Flash

Psychic

x2: Bug Gho
-1: Fgt Psy

1
2

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

9
10

Recover

Normal



!2



Recovers HP equal to the
result of the Move die -2.

3 4
5 6
7 8

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

11
12

Super Psy

Psychic



!2



Deals 4 hits.

4 — Magnetron

No. 082



HP Def Spd
6 5 3

Fly, Flash

Electric

x2: Grn
-1: Elec Fly

1
2

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

9
10

Supersonic

Normal



!2



Inflicts Confusion.

3 4
5 6
7 8

Chain Lightning

Electric



!1



Deals 2 hits and 1 hit to each
Pokémon next to the target.

11
12

Tri Attack

Normal



!3



Deals 2 hits. Use 3 times
(against the same target).

3 — Muk

No. 089



HP Def Spd
9 4 2

Poison

x2: Grn Psy Bug
-1: Fgt Psn

1
2

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

9
10

Acid Armour

Poison



!2



Increase this Pokémon's
Defence by 2 (max +2).

3 4
5 6
7 8

Sludge

Poison

7+

!1



2: Poison.

11
12

Explosion

Normal

9+

!1



This Pokémon faints.
Deals 4 additional hits.

5 — Electabuzz

No. 125



HP Def Spd
7 3 5

Strength, Flash

Electric

x2: Grn
-1: Elec Fly

1
2

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

9
10

Light Screen

Psychic



!2



Acts first. Can't move this round,
unaffected by Special Moves.

3 4
5 6
7 8

Thunder Punch

Electric

6+

!1



2: Paralysis.

11
12

Thunder

Electric



!3



Deals 4 hits.
6: Paralysis.

3 — Magmar

No. 126



HP Def Spd
7 3 4

Strength, Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1
2

Swift

Normal



Deals 1 hit to any Pokémon.
Can't be prevented.

9
10

Confuse Ray

Ghost



!2



Inflicts Confusion.

3 4
5 6
7 8

Fire Punch

Fire

7+

!1



2: Poison.

11
12

Fire Blast

Fire



!3



Deals 4 hits.
6: Poison.





Engine Leader — S.I.L.P.H.



Porygon A



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal

2+



Recover

Normal

!2



Recovers HP equal to the result of the Move die -2.

4 5 Linked Sharpen

6 7
8 9
10

Normal



!1



Change All Porygon's Tackle's damage to 5+.

Porygon B



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal

2+



Recover

Normal

!2



Recovers HP equal to the result of the Move die -2.

4 5 Linked Conversion

6 7
8 9
10

Normal



!1



All Porygon become resistant to every type.

Porygon C



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal

2+



Recover

Normal

!2



Recovers HP equal to the result of the Move die -2.

4 5 Linked Agility

6 7
8 9
10

Psychic

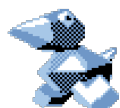


!1



All Porygon now have 7 Speed and can move 4 spaces.

Cool Porygon



HP Def Spd
6 4 2

Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

1
2
3

Tackle

Normal

2+



Ice Beam

Ice

!2



Deals 3 hits.
6: Sleep.

4 5 Tri Attack

6 7

Normal



!3



Deals 2 hits. Use 3 times (against the same target).

11 12 Linked Sharpen

8 9
10

Normal



!1



Change All Porygon's Tackle's damage to 5+.

Hot Porygon



HP Def Spd
6 4 2

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3

Tackle

Normal

2+



Flamethrower

Fire

!2



Deals 3 hits.
6: Poison.

4 5 Tri Attack

6 7

Normal



!3



Deals 2 hits. Use 3 times (against the same target).

11 12 Linked Conversion

8 9
10

Normal



!1



All Porygon become resistant to every type.

Amped Porygon



HP Def Spd
6 4 2

Flash

Electric

x2: Grn

-1: Elec Fly

1
2
3

Tackle

Normal

2+



Thunderbolt

Electric

!2



Deals 3 hits.
6: Paralysis.

4 5 Tri Attack

6 7

Normal



!3



Deals 2 hits. Use 3 times (against the same target).

11 12 Linked Agility

8 9
10

Psychic



!1



All Porygon now have 7 Speed & can move 4 spaces.





Crash, Override & Polly



Crash's Magnemite



HP Def Spd
4 4 2

Fly, Flash

Electric x2: Grn
-1: Elec Fly

1 2 Zap
3 4 Electric Deals 1 hit.
5 or 6: Paralysis.



5 6 Sonic Boom
7 8 Normal Deals 2 hits.
Always deals exactly 2 hits.



9 Thunder Shock
10 Electric Deals 2 hits.
11 6: Paralysis.



12 Explosion
Normal 6+ !1
This Pokémon faints.
Deals 4 additional hits.



Override's Koffing



HP Def Spd
5 4 1

Fly

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 2 Puff
3 4 Poison Deals 1 hit.
5 or 6: Poison.



5 6 Smog
7 8 Poison Deals 1 hit + Poison.



9 Foul Odour
10 Poison Deals 2 hits. This Pokémon and
11 each target becomes Confused.



12 Explosion
Normal 7+ !1
This Pokémon faints.
Deals 4 additional hits.



Polly the Porygon



HP Def Spd
5 3 1

Flash

Normal x2: Fgt
-1: Gho

1 2 Beep
3 4 Normal Deals 1 hit.
5 or 6: Confusion.



5 6 Psybeam
7 8 Psychic Deals 2 hits.
6: Confusion



9 Recover
10 Normal Recovers HP equal to the
11 result of the Move die -2.



12 Explosion
Normal 7+ !1
This Pokémon faints.
Deals 4 additional hits.



Crash's Magnemite(s)??



HP Def Spd
5 4 3

Fly, Flash

Electric x2: Grn
-1: Elec Fly

1 2 Zap
2 Electric Deals 1 hit.
3 5 or 6: Paralysis.



4 5 Thunder Shock
6 7 Electric Deals 2 hits.
8 6: Paralysis.



9 Supersonic
10 Normal Inflicts Confusion.
11



12 Explosion
Normal 6+ !1
This Pokémon faints.
Deals 4 additional hits.



Override's Weezing??



HP Def Spd
6 5 2

Fly

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 2 Puff
2 Poison Deals 1 hit.
3 5 or 6: Poison.



4 5 Sludge
6 7 Poison 6+ !1
8 2: Poison.



9 Sludge
10 Poison 6+ !1
11 2: Poison.



12 Explosion
Normal 8+ !1
This Pokémon faints.
Deals 4 additional hits.



Polly the Porygon



HP Def Spd
6 4 2

Flash

Normal x2: Fgt
-1: Gho

1 2 Beep
2 Normal Deals 1 hit.
3 5 or 6: Confusion.



4 5 Psybeam
6 7 Psychic Deals 2 hits.
8 6: Confusion



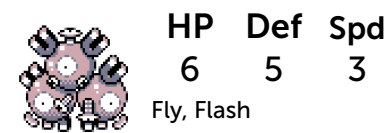
9 Recover
10 Normal Recovers HP equal to the
11 result of the Move die -2.



12 Explosion
Normal 7+ !1
This Pokémon faints.
Deals 4 additional hits.



Crash's Magnetron



Electric x2: Grn
-1: Elec Fly

1 Zap
2 Electric Deals 1 hit.
5 or 6: Paralysis.



3 4 Chain Lightning
5 6 Electric Deals 2 hits and 1 hit to each
7 8 Pokémon next to the target.



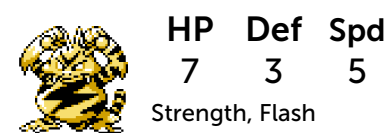
9 Tri Attack
10 Normal Deals 2 hits. Use 3 times
11 (against the same target).



12 Explosion
Normal 6+ !1
This Pokémon faints.
Deals 4 additional hits.



Crash's Electabuzz



Electric x2: Grn
-1: Elec Fly

1 Zap
2 Electric Deals 1 hit.
5 or 6: Paralysis.



3 4 Thunder Punch
5 6 Electric 6+ !1
7 8 2: Paralysis.



9 Seismic Toss
10 Fighting 6+ !1
11 Hit: Moves the target to the
other side of this Pokémon.



12 Thunder
Electric Deals 4 hits.
6: Paralysis.



Override's Weezing



Poison x2: Grn Psy Bug
-1: Fgt Psn

1 Puff
2 Poison Deals 1 hit.
5 or 6: Poison.



3 4 Sludge
5 6 Poison 7+ !1
7 8 2: Poison.



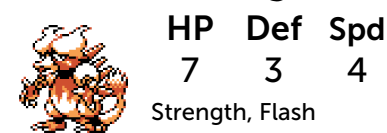
9 Toxic
10 Poison Deals 1 hit.
11 Poison, but increase the
damage by 1 each time.



12 Explosion
Normal 9+ !1
This Pokémon faints.
Deals 4 additional hits.



Override's Magmar



Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 Puff
2 Poison Deals 1 hit.
5 or 6: Poison.



3 4 Fire Punch
5 6 Fire 7+ !1
7 8 2: Poison.



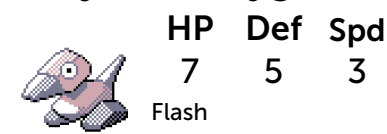
9 Seismic Toss
10 Fighting 7+ !1
11 Hit: Moves the target to the
other side of this Pokémon.



12 Fire Blast
Fire Deals 4 hits.
6: Poison.



Polly the Porygon



Normal x2: Fgt
-1: Gho

1 Beep
2 Normal Deals 1 hit.
5 or 6: Confusion.



3 4 Psychic
5 6 Psychic Deals 3 hits.
7 8



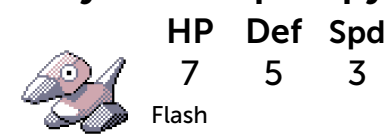
9 Max Recover
10 Normal Recovers all HP.
11



12 Explosion
Normal 7+ !1
This Pokémon faints.
Deals 4 additional hits.



Polly's Backup Copy



Normal x2: Fgt
-1: Gho

1 Beep
2 Normal Deals 1 hit.
5 or 6: Confusion.



3 4 Ice Beam
5 6 Ice Deals 3 hits.
7 8 6: Sleep.



9 Max Recover
10 Normal Recovers all HP.
11



12 Super Psy
Psychic Deals 4 hits.



Dominion

Alternative Names

The Aristocrats, The Old Guard, The Crown

Mission

Dominion wants to restore the wealth and splendour of ancient civilisations. They have no love for the technological revolution that brought about the previous civilisation and think that the world should've returned to monarchies and nobility after the fall.



Its prominent members often trace their ancestry back to ancient times. They hoard riches and occupy grand buildings in the idea that these will give them the power and respect they rightly deserve.

Leader

Queen Regan



Descended from a long line of ancient monarchs, the Queen believes it is her moral duty to rule the region. She is friendly to those of good birth and cruel to those she deems of lesser birth. Her actions behind the scenes are cold and calculating.

Members

Promotion within Dominion can only be attained through a noble title. Commoners, referred to as **serfs**, rarely acquire these. The lowest title is that of **Knight**, followed by Baron, Viscount, Count, Marquess, and Duke (all grouped under the title of 'Noble').

Recurring Antagonists



Audrey

She looks like a gentle farm girl (and later noble lady), but is usually filled with rage and contempt. She's very much the leader of the bunch and often barks orders.



William

An oddly-dressed gentleman. He often breaks into soliloquies which are rarely deep or even cogent. Other than that, he rarely speaks.



Touchstone

A somewhat disturbing-looking jester. He doesn't speak except to tell horrible jokes, which aren't helped by his shrill voice. He's constantly doing pratfalls.

Pokémon

Serfs often have Pokémon which are useful for menial tasks, while the nobility have Pokémon that show off either wealth or knightly valour. Many knights and nobles ride a Ponyta or Rapidash, even if they do not use it for battle.

In battle, each Dominion Pokémon has access to Swords Dance.

Headquarters

Dominion HQ is an old castle, once home to a long-forgotten dynasty. While it may look somewhat dilapidated on the outside, the inside is lavishly decorated. A wide, Seaking-filled moat surrounds the castle.

There are two entrances into the castle: the main gatehouse (which can be accessed by crossing a drawbridge) or a little door (a sallyport) which leads out to a small docking area.

Entrance 1A: A small docking area which is connected to the castle through a small door. (Trainers need to cross the moat to enter here.)

Room 1B: A food storage room. ☹ Team of Serfs

Entrance 1C: A guarded drawbridge and gatehouse. ☹ Team of Knights

Room 1D: Armoury full of old weapons. ☹ Knight, TM03 Swords Dance

Room 1E: Winding stairs which lead up to the castle walls. ☹ Nothing

Room 2A: A corridor with 6 doors: 2 have a Knight, 1 has a Noble, 1 has nothing, 1 has a Moon Stone, and 1 leads to 3A (decide randomly).

Lock Room 2C: A crowded courtyard full of Pokémon topiaries, beyond which lies the (locked) door to the central keep. ☹ Team of Nobles

Room 2E: A wide walkway atop the walls. ☹ A team of patrolling Knight

Key Room 3A: A richly decorated room. ☹ A mysterious masked Noble with three Luxwan who's willing to battle for the key to 2C and 4C.

Boss Room 3C: The central keep with the Queen's lavish throne room.

Key Room 3E: A guardhouse atop the castle walls. A bored Knight is inside playing with a fancy-looking key (which opens 2C & 4C).

Room 4A: Sleeping quarters. ☹ Tired Knight who just finished her watch.

Room 4B: A menagerie for exotic Pokémon, complete with a small lake and fountain. ☹ Three wild Dragonair guarding TM23 Dragon Rage

Lock Room 4C: The back entrance to the keep, locked but unguarded.

Room 4D: A dusty old library. ☹ A Noble quietly reading a book

Room 4E: A tower with a narrow, winding staircase. ☹ Noble

	A	B	C	D	E
4			👤		
3	🔑		🏰		🔑
2			👤		
1	▲		▲		

Schemes

In a Settlement

- Dominion members are collecting or outright stealing old family heirlooms from the settlement's residents. The goal is to eventually get their newly-acquired riches to the Queen, but they're currently being stored in an old dungeon below the settlement. Most of this activity happens under the shroud of darkness.
- The old ruins of a nearby castle have been taken over by Dominion. They've proclaimed themselves as the new noble rulers of the settlement and are demanding tribute from its residents. They're blocking paths to the settlement, posting guards everywhere, and are generally being obnoxious.
- Dominion is trying to organise some sort of festival to garner public support and to create an air of legitimacy. It looks to be a very decadent affair, with a big Pokémon tournament to indulge the masses. If a Dominion member wins, the people may not be able to see through all the waste and inequality caused by the Dominion.

In the Wilderness

- Serfs can be seen carting around mining equipment and materials. It turns out Dominion is mining for gold and ore in the area. They've captured a lot of wild Pokémon and are forcing them to work.
- Dominion has claimed part of the wilderness. They've built or repurposed stone watchtowers and plan to erect a castle here, something the local Pokémon do not seem to appreciate.
- Rapidash-riding armoured knights are passing through as part of some hunting expedition. Their stated goal is to catch rare Pokémon to be locked up in the Queen's personal menagerie.





Dominion Tier 1 — Serf



1 — Nidoran ♀ No. 029

HP Def Spd
6 4 2



Poison x2: Grn Psy Bug
-1: Fgt Psn

1 2 Poison Sting
3 4 Poison 2+
1: Poison.



5 Bite
Normal 4+ !1
2: The target can't take actions this round.



6 7 Swords Dance
8 9 Normal !1
10 Double the hits of the next successful regular Move.



11 Thunder Shock
12 Electric !3
Deals 2 hits.
6: Paralysis.



2 — Nidoran ♂ No. 032

HP Def Spd
6 3 3



Poison x2: Grn Psy Bug
-1: Fgt Psn

1 2 Poison Sting
3 4 Poison 2+
1: Poison.



5 Horn Attack
Normal 5+ !1



6 7 Swords Dance
8 9 Normal !1
10 Double the hits of the next successful regular Move.



11 Aurora Beam
12 Ice !3
Deals 2 hits.



3 — Sandshrew No. 027

HP Def Spd
5 4 2



Cut, Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2 Poison Sting
3 4 Poison 3+
1: Poison.



5 Slash
Normal 6+ !1
6: Deals an additional hit.



6 7 Swords Dance
8 9 Normal !1
10 Double the hits of the next successful regular Move.



11 Sand-Attack
12 Normal 4+ !3
Inflicts Confusion.



4 — Oddish No. 043

HP Def Spd
5 3 2



Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1 2 Tackle
3 4 Normal 2+



5 Razor Leaf
Grass 5+ !1
6: Deals an additional hit.



6 7 Swords Dance
8 9 Normal !1
10 Double the hits of the next successful regular Move.



11 Absorb
12 Grass !2
Deals 1 hit. Recovers HP equal to the HP the target loses.



5 — Krabby No. 098

HP Def Spd
4 4 2



Cut, Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2 Pound
3 4 Normal 4+



5 Crabhammer
Water 9+ !2
6: Deals an additional hit.



6 7 Swords Dance
8 9 Normal !1
10 Double the hits of the next successful regular Move.



11 Bubble
12 Water !3
Deals 2 hits.
6: Paralysis



6 — Cubone No. 104

HP Def Spd
6 4 2



Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2 Pound
3 4 Normal 2+



5 Skull Bash
Normal 11+ !1
Charge for this round, try to attack on the next round.



6 7 Swords Dance
8 9 Normal !1
10 Double the hits of the next successful regular Move.



11 Bone Club
12 Ground 5+ !1
2: The target can't take actions this round.





Dominion Tier 2 – Knight



1 — Nidorina

No. 030



HP Def Spd
7 4 2

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 Poison Sting
Poison 3+

1: Poison.



6 7 Swords Dance
Normal !1

8 9 Double the hits of the next successful regular Move.

10



4 Poison Fang
Poison 6+ !1

5 2: Poison.



11 Thunderbolt
Electric !3

12 Deals 3 hits.
6: Paralysis.



2 — Nidorino

No. 033



HP Def Spd
7 3 3

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 Poison Sting
Poison 3+

1: Poison.



6 7 Swords Dance
Normal !1

8 9 Double the hits of the next successful regular Move.

10



4 5 Double Kick
Fighting 6+ !3

6 7 Use twice (against the same target).



11 Ice Beam
Ice !3

12 Deals 3 hits.
6: Sleep.



3 — Ponyta

No. 077



HP Def Spd
6 3 4

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 Tackle
Normal 3+

2 3



6 7 Swords Dance
Normal !1

8 9 Double the hits of the next successful regular Move.

10



4 Heat Tackle
Fire 7+ !1

5 Hit: This Pokémon loses 1 HP.



11 Flamethrower
Fire !3

12 Deals 3 hits.
6: Poison.



4 — Farfetch'd

No. 083



HP Def Spd
6 3 3

Cut, Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1 Peck
Flying 4+

2 3



6 7 Swords Dance
Normal !1

8 9 Double the number of hits of the next successful Move.

10



4 Slash
Normal 7+ !1

5 5-6: Deals an additional hit.



11 Leek Slap
Normal 9+ !1

12



5 — Cloyster

No. 091



HP Def Spd
5 7 2

Surf

Water x2: Elec Fgt Rck
Ice -1: Wtr Ice

1 Tackle
Normal 4+

2 3



6 7 Swords Dance
Normal !1

8 9 Double the hits of the next successful regular Move.

10



4 Clamp
Water 5+ !1

5 Hit: Stops this & target until end of next round or either moves.



11 Bubble Beam
Water !3

12 Deals 3 hits.
6: Paralysis.



6 — Marowak

No. 105



HP Def Spd
7 6 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 Pound
Normal 4+

2 3



6 7 Swords Dance
Normal !1

8 9 Double the hits of the next successful regular Move.

10



4 Bonemerang
Ground 7+ !3

5 Use twice (against the same target).



11 Toxic
Poison !3

12 Poison, but increase the damage by 1 each time.





Dominion Tier 3 — Noble



1 — Nidoqueen

No. 031



HP Def Spd
8 5 3

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug
Ground -1: Fgt Elec Psn Rck

Poison Sting

1 2 Poison 3+

1: Poison.



Poison Fang

3 4 5 Poison 6+ !1

2: Poison.



Swords Dance

6 7 8 9 10 Normal !1

Double the hits of the next successful regular Move.



Thunder

11 12 Electric !3

Deals 4 hits.
6: Paralysis.



2 — Nidoking

No. 034



HP Def Spd
7 4 4

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug
Ground -1: Fgt Elec Psn Rck

Poison Sting

1 2 Poison 4+

1: Poison.



Horn Drill

3 4 5 Normal 11+ !3

6: The target faints.



Swords Dance

6 7 8 9 10 Normal !1

Double the hits of the next successful regular Move.



Blizzard

11 12 Ice !3

Deals 3 hits.
6: Sleep.



3 — Vileplume

No. 045



HP Def Spd
7 5 2

Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

Tackle

1 2 Normal 3+



Razor Leaf

3 4 5 Grass 6+ !1

6: Deals an additional hit.



Swords Dance

6 7 8 9 10 Normal !1

Double the hits of the next successful regular Move.



Petal Dance

11 12 Grass !1

Deals 3 hits. This Pokémon becomes confused.



4 — Rapidash

No. 078



HP Def Spd
6 3 5

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

Tackle

1 2 Normal 4+



Heat Tackle

3 4 5 Fire 8+ !1

Hit: This Pokémon loses 1 HP.



Swords Dance

6 7 8 9 10 Normal !1

Double the hits of the next successful regular Move.



Fire Spin

11 12 Fire !3

Deals 1 hit + targets can't take actions until end of next round.



5 — Kingler

No. 099



HP Def Spd
6 5 3

Cut, Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

Pound

1 2 Normal 5+



Crabhammer

3 4 5 Water 10+ !2

6: Deals an additional hit.



Swords Dance

6 7 8 9 10 Normal !1

Double the hits of the next successful regular Move.



Hydro Pump

11 12 Water !3

Deals 4 hits.



6 — Luxwan

No. S05



HP Def Spd
7 3 4

Cut, Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

Peck

1 2 Flying 4+



Sky Attack

3 4 5 Flying 19+ !1

Charge for this round, try to attack on the next round.



Swords Dance

6 7 8 9 10 Normal !1

Double the hits of the next successful regular Move.



Psychic

11 12 Psychic !3

Deals 3 hits.





Dominion Leader — Queen Dominique



The Queen's Vaporeon



HP Def Spd
9 3 3

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2
3

Water Gun

Water



!1



Deals 2 hits.

7
8
9

Blizzard

Ice



!3



Deals 4 hits.
6: Sleep.

4
5
6

Flood

Water



!2



Deals 3 hits.

10
11
12

Hydro Pump

Water



!3



Deals 4 hits.

The Queen's Jolteon



HP Def Spd
6 3 6

Flash

Electric

x2: Grn
-1: Elec Fly

1
2
3

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

7
8
9

Pin Missile

Bug

2+

!3



Use 3 times (against the same target).

4
5
6

Thunderbolt

Electric



!2



Deals 3 hits.
6: Paralysis.

10
11
12

Thunder

Electric



!3



Deals 4 hits.
6: Paralysis.

The Queen's Flareon



HP Def Spd
6 3 3

Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1
2
3

Ember

Fire



!1



Deals 2 hits.
6: Poison.

7
8
9

Heat Tackle

Fire

9+

!1



Hit: This Pokémon loses 1 HP.

4
5
6

Double-Edge

Normal

10+

!1



Hit: This Pokémon loses 1 HP.

10
11
12

Fire Blast

Fire



!3



Deals 4 hits.
6: Poison.

The Queen's Espeon



HP Def Spd
6 3 5

Flash

Psychic

x2: Bug Gho
-1: Fgt Psy

1
2
3

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

7
8
9

Reflect

Psychic



!2



Acts first. Can't move this round, unaffected by regular Moves.

4
5
6

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

10
11
12

Super Psy

Psychic



!3



Deals 3 hits.

The Queen's Umbreon



HP Def Spd
8 5 3

Poison

x2: Grn Psy Bug
-1: Fgt Psn

1
2
3

Acid

Poison



!2



Deals 2 hits.

7
8
9

Dark Wave

Ghost



!3



Deals 2 hits. Darkens the room until the end of the round.

4
5
6

Night Shade

Ghost



!3



Deals 3 hits.

10
11
12

Toxic

Poison



!3



Poison, but increase the damage by 1 each time.

The Queen's Leafeon



HP Def Spd
6 6 3

Strength

Grass

x2: Fire Ice Psn Fly Bug
-1: Wtr Elec Grs Grn

1
2
3

Razor Leaf

Grass

5+

!1



5-6: Deals an additional hit.

7
9
10

Mega Drain

Grass



!2



Deals 2 hits. Recovers HP equal to the HP the target loses.

4
5
6

Wrap

Normal

3+

!1



Hit: Stops this & target until end of next round or either moves.

10
11
12

Healing Pollen

Grass



!2



Recovers 2 HP from this Pokémon and each target.





Audrey, William & Touchstone



Audrey's Oddish



HP Def Spd
5 3 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1 2
3 4

Scuttle

Normal 2+



Move 1 space after using this Move.

8
9
10

Strange Powder

Grass !2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

5
6
7

Acid

Poison !2



Deals 2 hits.

11
12

Petal Dance

Grass !2



Deals 3 hits. This Pokémon becomes confused.

William's Bellsprout



HP Def Spd
6 2 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1 2
3 4

Pivot

Normal 3+



Move target 1 space clockwise around this 'mon (if possible).

8
9
10

Vine Whip

Grass 5+ !1



5
6
7

Wrap

Normal 4+ !1



Hit: Stops this & target until end of next round or either moves.

11
12

Solar Beam

Grass !2



Charge for this round. Deals 5 hits on the next turn.

Touchstone's Hoppip



HP Def Spd
5 3 3

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck

Flying -1: Wtr Grs Fgt Grn

1 2
3 4

Hop

Normal 2+



Move to the opposite side of the target (if possible).

8
9
10

Healing Pollen

Grass !3



Recovers 2 HP from this Pokémon and each target.

5
6
7

Absorb

Grass !2



Deals 1 hit. Recovers HP equal to the HP the target loses.

11
12

Double-Edge

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

Audrey's Gloom



HP Def Spd
6 4 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1
2
3

Scuttle

Normal 3+



Move 1 space after using this Move.

8
9
10

Foul Odour

Poison !3



Deals 2 hits. This Pokémon and each target becomes Confused.

4 5
6 7

Strange Powder

Grass !2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

11
12

Petal Dance

Grass !2



Deals 3 hits. This Pokémon becomes confused.

William's Weepinbell



HP Def Spd
6 3 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1
2
3

Pivot

Normal 4+



Move target 1 space clockwise around this 'mon (if possible).

8
9
10

Acid

Poison !1



Deals 2 hits.

4 5
6 7

Vine Whip

Grass 6+ !1



10
11
12

Solar Beam

Grass !2



Charge for this round. Deals 5 hits on the next turn.

Touchstone's Skiploom



HP Def Spd
6 3 4

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck

Flying -1: Wtr Grs Fgt Grn

1
2
3

Hop

Normal 2+



Move to the opposite side of the target (if possible).

8
9
10

Mega Drain

Grass !3



Deals 2 hits. Recovers HP equal to the HP the target loses.

4 5
6 7

Slam

Normal 7+ !2



11
12

Double-Edge

Normal 7+ !1



Hit: This Pokémon loses 1 HP.



Audrey's Rapidash



HP Def Spd
6 3 5

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Scuttle

Normal 3+



Move 1 space after using this Move.

3 4
5 6

Heat Tackle

Fire 8+ !1



Hit: This Pokémon loses 1 HP.

Audrey's Vileplume



HP Def Spd
7 5 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Scuttle

Normal 3+



Move 1 space after using this Move.

3 4
5 6

Petal Dance

Grass !1



Deals 3 hits. This Pokémon becomes confused.

William's Tauros



HP Def Spd
6 4 5

Strength

Normal

x2: Fgt

-1: Gho

1
2

Pivot

Normal 4+



Move target 1 space clockwise around this 'mon (if possible).

3 4
5 6

Overrun

Normal 7+ !1



Can move +2 spaces, can/must cross target to opposite side.

William's Victreebel



HP Def Spd
7 3 3

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Pivot

Normal 4+



Move target 1 space clockwise around this 'mon (if possible).

3 4
5 6

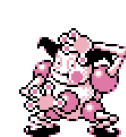
Acid

Poison !1



Deals 2 hits.

Touchstone's Mr. Mime



HP Def Spd
5 5 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Hop

Normal 2+



Move to the opposite side of the target (if possible).

3 4
5 6

Confusion

Psychic !1



Deals 2 hits. Swap with target. 6: Confusion.

Touchstone's Jumpluff



HP Def Spd
7 3 5

Fly, Flash

Grass

x2: Fire Ice Psn Fly Rck

Flying

-1: Wtr Grs Fgt Grn

1
2

Hop

Normal 2+



Move to the opposite side of the target (if possible).

3 4
5 6

Double-Edge

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

7 8
9 10

Mega Drain

Grass !2



Deals 2 hits. Recovers HP equal to the HP the target loses.

11 12

Hyper Beam

Normal !3



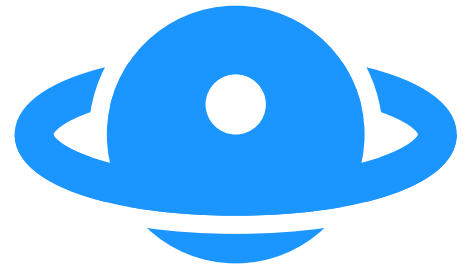
Deals 5 hits. If target doesn't faint, this skips its next turn.



NPS

Alternative Names

The Cosmic Society, Team Blue



About

NPS is different from the other teams in that it is not inherently malicious and doesn't have a clear hierarchy or motive. Its main function as an enemy team is to act as a way of involving MissingNo. in your game.

This all adds a friendly dose of eldritch horror to the game. If that's not something you're interested in, just ignore this team.

Mission

NPS started as the **Neptune Popularisation Society**. A group of astronomers and science enthusiasts came together because they thought that Neptune, the 8th planet, didn't get enough attention—it has rings like Saturn, a big storm like Jupiter, extremely strong winds (up to 2000 km/h!), and its moon Triton goes backwards!—, which is why they decided to try and start a popularisation campaign. While the general public didn't care all that much, the group has attracted quite a few scientists and science enthusiasts. Its Neptune-popularisation goals are now secondary to its goals of promoting science in general.

However, at some point, some of its members discovered places where impossible things were happening. They found multiple identical copies of the same object and areas that were weirdly scrambled. The more the NPS members research these phenomena, the more they start acting erratically. The research is generally kept under wraps.



MissingNo.

MissingNo.'s true nature can never be discovered. It is likely some sort of glitch in reality—a mistake made by whatever made the world.

Places visited by MissingNo. often look nonsensical, as if reality was scrambled and then hastily put back. This often involves objects being upside-down, split, merged, or fundamentally altered in shape and colour. MissingNo. also tends to duplicate objects. Finding multiple identical rocks or seeing identical trees often signals MissingNo.'s (former) presence. Putting an item close to MissingNo. has a 50% chance of duplicating it and a 50% chance of erasing it from existence.

It's unclear if MissingNo. is one Pokémon, multiple Pokémon, or even a Pokémon at all. It looks like some kind of Tetris piece consisting of flashing, ever-changing pixels. Trying to catch MissingNo. is impossible. Any Poké Ball thrown at it ends up holding a Ditto. Battling MissingNo. is possible, but this battle should involve up to 10 MissingNo. (the stats of which can be found in the base game). Each of these MissingNo. is slow and fragile, but when they attack, they inflict a lot of damage.

When a wilderness encounter seems boring, you can always make it weird by involving MissingNo.'s presence in some way.

Members

Quite a few prominent scientists are part of NPS. This includes a few of the Gym Leaders. Each of these Leaders would know of the MissingNo. research, but would be somewhat hesitant to share more information unless the Trainers have done some research themselves.

For generic NPS members, you can simply use Scientists from the base game's Trainer Tables.

Prolonged exposure to MissingNo. can lead to a form of madness. Some higher rank NPS members can act erratically because of this.



Recurring Antagonists



Trenton

An energetic explorer. He desperately wants to discover new Pokémon. While definitely intelligent, he's often somewhat obnoxious and stubborn.



Narys

An inquisitive researcher. She's often calm, but can be rude, especially if someone is in the way of her research or doesn't understand what she's blabbering about.



Proto

A bright young lad—and he knows it. As a true savant, he was able to join the NPS at a remarkably young age. He can be quite arrogant and a bit of a know-it-all.

Start by using these three NPS members as a sort of generic rival team. They each have a previous undiscovered starter Pokémon team (using the starter Pokémon of the initial Pokémon Gold beta version). You can even make them comic relief characters, for example, by having them somewhat aggressively promote the planet Neptune.

Then, once the Trainers are familiar with them, start making them increasingly erratic and paranoid. Dial up the weirdness: have them show up in weird places with no memory of how they got there, describe weird features of the landscape or current location right before they show up, repeat encounters with them without them remembering the previous one, that sort of thing.

This all ramps up to their final teams, where each of them has a Pokémon corrupted by MissingNo. Defeating their final teams causes their MissingNo. to flee and releases them from their madness. You can give the Trainers a (duplicated) Master Ball as a reward for saving them.



Trenton, Narys & Proto



Trenton's Palssio



HP Def Spd
5 4 2

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal

2+



5
6
7

Water Gun

Water



!2



Deals 2 hits.

8
9
10

Bite

Normal

4+ !1



2: The target can't take actions this round.

11
12

Aurora Beam

Ice



!2



Deals 2 hits.

Narys' Cubburn



HP Def Spd
5 3 3

Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2
3 4

Scratch

Normal

2+



5
6
7

Ember

Fire



!2



Deals 2 hits.

6: Poison.

8
9
10

Bite

Normal

4+ !1



2: The target can't take actions this round.

11
12

Roar

Normal



!2



Pushes targets back 1 space, opponents can't enter area.

Proto's Chikorita



HP Def Spd
5 3 2

Cut

Grass

x2: Fire Ice Psn Fly Bug
-1: Wtr Elec Grs Grn

1 2
3 4

Tackle

Normal

2+



5
6
7

Razor Leaf

Grass

5+

!1



6: Deals an additional hit.

8
9
10

Strange Powder

Grass



!2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

11
12

Leech Seed

Grass



!3



Pokémon next to target each recover 1 HP. It loses that HP.

Trenton's Pressio



HP Def Spd
6 4 2

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2
3

Tackle

Normal

3+



4 5
6 7

Water Gun

Water



!2



Deals 2 hits.

8
9
10

Aurora Beam

Ice



!2



Deals 2 hits.

11
12

Body Slam

Normal

8+

!2



2: Paralysis

Narys' Flambear



HP Def Spd
6 3 3

Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1
2
3

Scratch

Normal

3+



4 5
6 7

Heat Tackle

Fire

9+

!1



Hit: This Pokémon loses 1 HP.

8
9
10

Pounce

Normal

3+ !1



Move up to 1 extra space before using this Move.

11
12

Flamethrower

Fire



!3



Deals 3 hits.

6: Poison.

Proto's Bayleaf



HP Def Spd
6 3 2

Cut

Grass

x2: Fire Ice Psn
-1: Wtr Elec Grs

1
2
3

Tackle

Normal

3+



4 5
6 7

Razor Leaf

Grass

6+

!1



6: Deals an additional hit.

8
9
10

Slam

Normal

8+ !2



11
12

Leech Seed

Grass



!2



Pokémon next to target each recover 1 HP. It loses that HP.



Enemy Teams

Trenton's Donmarin



HP Def Spd
7 5 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Tackle

Normal 3+



3 4
5 6

Aurora Beam

Ice !2



Deals 2 hits.

Body Slam

Normal 8+ !2



11
12

Hydro Pump

Water !3



Deals 4 hits.

Trenton's MissingNo.



HP Def Spd
7 3 6

Cut, Fly

Bird

x2: Elec Ice Rck

Flying

-1: Grs Fgt Grn Bug

1
2

Corrupt

Bird 4+



Grants 1 Poké.

3 4
5 6

Seismic Toss

Fighting 7+ !1



Hit: Moves the target to the other side of this Pokémon.

Swords Dance

Normal !1



11
12

Double the number of hits of the next successful Move.

Dive Bomb

Flying 7+ !1



Disappear, reappear in open space and attack next round.

Narys' Bruinus



HP Def Spd
7 4 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Scratch

Normal 3+



3 4
5 6

Heat Tackle

Fire 7+ !1



Hit: This Pokémon loses 1 HP.

Pounce

Normal 3+ !1



11
12

Move up to 1 extra space before using this Move.

Fire Blast

Fire !3



Deals 4 hits.
6: Poison.

Narys' MissingNo.



HP Def Spd
6 5 3

Cut, Fly

Bird

x2: Wtr Grs Fgt Grn

Rock

-1: Nrm Fire Psn Fly

1
2

Corrupt

Bird 5+



Grants 1 Poké.

3 4
5 6

Substitute

Normal !1



Swap spaces with the target (if possible).

Double-Edge

Normal 10+ !1



11
12

Hit: This Pokémon loses 1 HP.

Fissure

Ground 12+ !3



6: The targets faints.

Proto's Meganium



HP Def Spd
7 4 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1
2

Tackle

Normal 3+



3 4
5 6

Razor Leaf

Grass 6+ !1



5-6: Deals an additional hit.

Double-Edge

Normal 8+ !1



11
12

Hit: This Pokémon loses 1 HP.

Solar Beam

Grass !1



Charges, roll next round.
Deals 5 hits on the next turn.

Proto's MissingNo.



HP Def Spd
5 3 5

Cut, Fly

Bird

x2: Gho

Ghost

-1: Nrm Fgt Psn Bug

1
2

Corrupt

Bird 2+



Grants 1 Poké.

3 4
5 6

Psychic

Psychic !2



Deals 3 hits.

Thunder Wave

Electric !1



11
12

Inflicts Paralysis.

Blizzard

Ice !3



Deals 3 hits.
6: Sleep.





Pokémon



Extra Pokémon

This chapter includes six additional Pokémon. They're mostly here to give the Gym Leaders and elite trainers some unique Pokémon, but you can definitely have the Trainers encounter them in the wild.

The first four Pokémon cannot go beyond Power: 2, which usually wouldn't make them optimal team members. However, they each have a unique gimmick which should still make them usable even against Power: 3 Pokémon (this is also the case with Raticate, Onix, Lickitung, Hitmonlee, Hitmonchan, and Porygon in the base game):

- **Gavillain** has Bite as a Basic Move.
- **Gligar** has a unique type combination and has access to a powerful signature move in Stun Poison.
- **Margren** has a unique type combination and has access to a powerful signature move in Fire Ball.
- **Shuckle** has incredibly high Defence, making it an absolute tank against non-Special Moves.

Leafeon is another possible evolution for Eevee, using the only remaining Evolutionary Stone. The sprite uses the beta design for Pokémon Gold, which means it looks significantly different from when Leafeon was finally introduced in pokémon Diamond and Pearl.

Ho-Oh is another legendary Pokémon you can use for legendary encounters. However, it's probably more interesting to keep it as the ace of the Champion team. Otherwise, it might be difficult to make the final fight feel special.





Gavillain

Normal

HP: ○○○○○○
7

Abilities: Strength
Size: Medium

No. B01

Attack d10
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

Bite

Normal

d6 !1

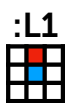


2: The target can't take actions this round.

Sand-Attack

Normal

d4 !2



Hit: Confusion.

PP: ○○○

Disable

Normal



d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

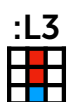
PP: ○○○○

Hypnosis

Psychic



d6



Inflicts Sleep.

PP: ○○○○

Rock Throw

Rock

d6 !1



PP: ○○○

Rage

Normal

d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

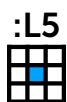
PP: ○○○○

Rest

Psychic



d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○○

Hyper Beam

Normal



d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

1 3 5 6 7 8 9 10 11 12 13 14 15
26 27 31 32 33 35 37 38

20 24 25
44 45 48 50



Extra Pokémon

130



Gligar

Ground

Flying

HP:
5

Abilities: Cut, Fly

Size: Small

No. B02

Attack d10

Defence 4

Speed 4

Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

-1

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

Poison Sting

Poison d4



1: Poison.

Sand-Attack

Normal d4 !2



Hit: Confusion.

PP:

Quick Attack

Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Stun Poison

Poison d6 !2



Hit: Paralysis.

PP:

Slash

Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP:

Screech

Normal  d4



Deals 2 hits.

PP:

Guillotine

Normal d12 !4



12: The target faints.

PP:

2

3

4

6

7

9

10

15

39

40

42

44

20

50



Margren

Water

Fire

HP: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
8

Abilities: Surf, Flash

Size: Small

No. B03

Attack d6
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal

Fire

-1

Water

Electric

x2

Grass

Ice

-1

Fighting

Poison

Ground

x2

Flying

Psychic

Bug

-1

Rock

x2

Ghost

Dragon

Tackle

Normal

d4

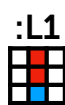


Water Gun

Water



d4



Deals 2 hits.

PP: ☐ ☐ ☐ ☐

Ember

Fire



d4



Deals 2 hits.
1: Poison.

PP: ☐ ☐ ☐ ☐

Fire Ball

Fire

d4 !1



Hit: Deals 2 additional hits.

PP: ☐ ☐ ☐

Smog

Poison



d6



Deals 1 hit + Poison.

PP: ☐ ☐ ☐ ☐

Heat Tackle

Fire



d10 !1



Hit: This Pokémon loses 1 HP.

PP: ☐ ☐ ☐

Take Down

Normal

d10 !1



Hit: This Pokémon loses 1 HP.

PP: ☐ ☐ ☐ ☐

Hydro Pump

Water



d8



Deals 4 hits.

PP: ☐

6 7 8 9 10 11 12 13 14 15 16 17
31 32 33 36 37 38

20
44

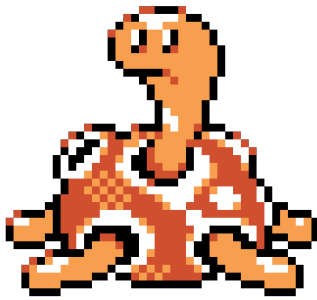
50



Extra Pokémon

132

Shuckle



Bug

Rock

HP: ○○○
3

Abilities: Strength, Flash
Size: Small

No. B04

Attack d4
Defence 12
Speed 1
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

-1

x2

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

Constrict

Normal d4



The target can't move this round.

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○○○

Withdraw

Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: ○○○○○○

Rest

Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○○

Toxic

Poison d6



Poison, but up the damage dealt by 1 after each time the target takes Poison damage.

PP: ○○

Sludge

Poison d8 !2



3: Poison.

PP: ○○○○

Healing Pollen

Grass d6



Recovers 2 HP from this Pokémon and each target.

PP: ○○

26

28

6

7

8

9

10

31

32

34

35

15

16

18

20

42

44

48

50

Leafeon



Grass

HP:
6

Abilities: Cut
Size: Small

No. B05

Attack d6
Defence 6
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting	Poison x2	Ground -1	Flying x2
Psychic	Bug x2	Rock	Ghost	Dragon

Tackle

Normal d4



Absorb

Grass  d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP:

Quick Attack

Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal d6 !1



2: The target can't take actions this round.

PP:

Razor Leaf

Grass d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP:

Healing Pollen

Grass  d6



Recovers 2 HP from this Pokémon and each target.

PP:

Mega Drain

Grass  d6



Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP:

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP:

Solar Beam

Grass  d4



Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP:

3

6

7

8

9

10

15

20

21

22

31

32

33

39

44

50



Ho-Oh

Flying

HP: ○○○○○○
8

Abilities: Fly, Flash
Size: Huge

No. B06

Attack d12
Defence 4
Speed 4
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			x2	-1
Ice	Fighting	Poison	Ground	Flying
x2	-1		-1	
Psychic	Bug	Rock	Ghost	Dragon
	-1	x2		

Gust

Normal d6 !1



Hit: Pushes the target back 1 space if that space is open.

Wing Attack

Flying d6 !1



PP: ○○○○○

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○○○○

Whirlwind

Normal d4 !1



Hit: Pushes each target back 1 space (if that space is open).

PP: ○○○○

Light Screen

Psychic d4



Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○○○○○

Reflect

Psychic d4



Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.

PP: ○○○○

Sacred Fire

Fire d8



Deals 3 hits and each target can't take actions this round.

PP: ○

Recover

Normal d6



This Pokémon recovers HP equal to the result of the Move die.

PP: ○○○○

Sky Attack

Flying d12 !2



Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

PP: ○

4 6 7 9 10 13 14 15 20 22 24 25 31 32 33 37 38 39 40 41 43 44 45 50

Gavillain

No. B01



HP Def Spd
7 3 2

Strength

Normal

x2: Fgt

-1: Gho

1 2
3 4
5 6

Bite

Normal 6+ !1

2: The target can't take actions this round.



9
10

Hypnosis

Psychic !3

Inflicts Sleep.



7
8
7

Sand-Attack

Normal 5+ !3

Inflicts Confusion.



11
11

Rock Throw

Rock 6+ !1



Gligar

No. B02



HP Def Spd
5 4 4

Cut, Fly

Ground

x2: Wtr Ice

Flying

-1: Elec Fgt Psn Grn Bug

1
2
3

Poison Sting

Poison 4+

1: Poison.



7
8
9

Stun Poison

Poison 6+ !2

Hit: Paralysis.



4
5
6

Quick Attack

Normal 6+ !1

This Move happens before all other Moves this round.



10
11
12

Slash

Normal 7+ !1

4-6: Deals an additional hit.



Margren

No. B03



HP Def Spd
8 3 2

Surf, Flash

Water

x2: Elec Grn Rck

Fire

-1: Fire Ice Bug

1
2
3

Tackle

Normal 2+



4 5
6 7

Water Gun

Water !2

Deals 2 hits.



8
9
10

Ember

Fire !2

Deals 2 hits.
6: Poison.



11
12

Fire Ball

Fire 3+ !2

Hit: Deals 2 additional hits.



Shuckle

No. B04



HP Def Spd
3 12 1

Strength, Flash

Bug

x2: Wtr Rck

Rock

-1: Nrm Psy

1
2
3

Constrict

Normal 1+

The target can't move this round.



10
11
12

Toxic

Poison !4

Poison, but increase the damage by 1 each time.



4 5
6 7
8 9

Wrap

Normal 2+ !1

Hit: Stops this & target until end of next round or either moves.



Leafeon

No. B05



HP Def Spd
6 6 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1
2

Tackle

Normal 2+



3 4
5 6
6

Razor Leaf

Grass 5+ !1

5-6: Deals an additional hit.



7
9
10

Mega Drain

Grass !2

Deals 2 hits. Recovers HP equal to the HP the target loses.



11
12

Healing Pollen

Grass !2

Recovers 2 HP from this Pokémon and each target.



Ho-Oh

No. B06



HP Def Spd
8 4 4

Fly, Flash

Flying

x2: Elec Ice Rck

-1: Grs Fgt Grn Bug

1

Gust

Normal 4+ !1

Pushes the target back 1 space if that space is open.



2 3
4 5
6 7

Whirlwind

Normal 6+ !1

Hit: Pushes each target back 1 space (if that space is open).



8
9
10

Recover

Normal !2

Recovers HP equal to the result of the Move die.



11
12

Sacred Fire

Fire !2

Deals 3 hits and each target can't take actions this round.



Gavillain

No. B01

Crocodile Pokémon



Normal

Power: 2

Size: Medium

Habitat:



Description

Gavillain lurks in tall reeds and grasses, waiting for unsuspecting prey to cross its path. It can strike quickly and fiercely. Its luscious locks help it camouflage, although its large, bulbous eyes often give away its location.

As frightening as Gavillain is as an ambush predator, seeing it walk around in the wild is often a surprisingly humorous sight. Its awkward gait and somewhat silly appearance belie its ruthlessness. It loses its hair when it moults, making it look even sillier for the weeks it takes for it to grow back fully.

Gligar

No. B02

Fly Scorpion Pokémon



Ground

Flying

Power: 2

Size: Small

Habitat:



Description

Gligar can often be found clinging to cliffs. When it spots its prey, it spreads its wings and glides down to attack. Once it clamps down on its victim, it injects it with strong venom to immobilise it.

A Gligar attack can be quite disorienting. It often attacks in groups. One Gligar—usually the biggest of the group—tries to startle its victim by flying straight at its face while the others try to clamp down on it from the sides.

Margren

No. B03

Ball Sport Pokémon



Water

Fire

Power: 2

Size: Small

Habitat:



Description

As a fire-type Pokémon that lives in the water, Margren is considered quite a puzzling Pokémon by scientists. It hunts by finding a large rock underwater and pushing it up to the surface on its snout. It then heats this rock to incredible temperatures and chucks it at its unsuspecting prey on the shore.

Margren seems to prefer warm waters and can usually be found in tropical seas or near hydrothermal vents.

Shuckle

No. B04

Mold Pokémon



Bug

Rock

Power: 2

Size: Small

Habitat:



Description

Shuckle's shell is made from a seemingly indestructible material. When it feels threatened, it quickly retreats into this shell.

The shell seems to be filled with a corrosive liquid, which Shuckle uses to digest its food. It can guide this liquid along its appendages to carve holes into rocks, where it can then nest or hide from predators.

Its vase-like shell has become quite popular among certain collectors, which has sadly made Shuckle a rare Pokémon.

Leafeon

No. B05

Verdant Pokémon



Grass

Power: 3

Size: Small

Habitat:



Description

Eevee's evolution when presented with a Leaf Stone. This seems to be its least reliable evolution, with many attempts to evolve Eevee having failed throughout the years.

After evolving, Leafeon becomes reliant on photosynthesis for sustenance. Its leaf-like ears collect sunlight while it buries its root-like paws into the soil to collect water.

Ho-Oh

No. B06

Rainbow Pokémon



Flying

Power: 5

Size: Huge

Habitat:

Description

Ho-Oh is considered to be a legendary Pokémon. Worshipped as the protector of the skies, it seems that this mythical Pokémon never needs to land. While flying, its body emits an iridescent glow and a rainbow is said to form behind it in the sky. Legend says that it only reveals itself to those who are pure of heart.

It is often said that whoever finds one of its rainbow-coloured wings is blessed with seven years of good fortune.

