

Pocket Monster Adventures



World Guide Special Kanto Version



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World Guide

Special Kanto Version

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Table of Contents



Region

Introduction	2
The Kanto Region	3

Gyms

Introduction	20
List of Gyms	22
Elite Four	41

Enemy Teams

Introduction	45
Team Rocket	46
Silph Co.	51



Region



Introduction

What Is This?

This is an alternative version of the World Guide for Pocket Monster Adventures. PMA 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 the World Guides come in. The original World Guide has two custom-made regions, 50 new Gyms, and 4ish new enemy teams. This World Guide, however, simply rips off the original Pokémon games. It has 1 region—Kanto—with 18 Gyms and only 1 real Enemy Team, which is of course Team Rocket.

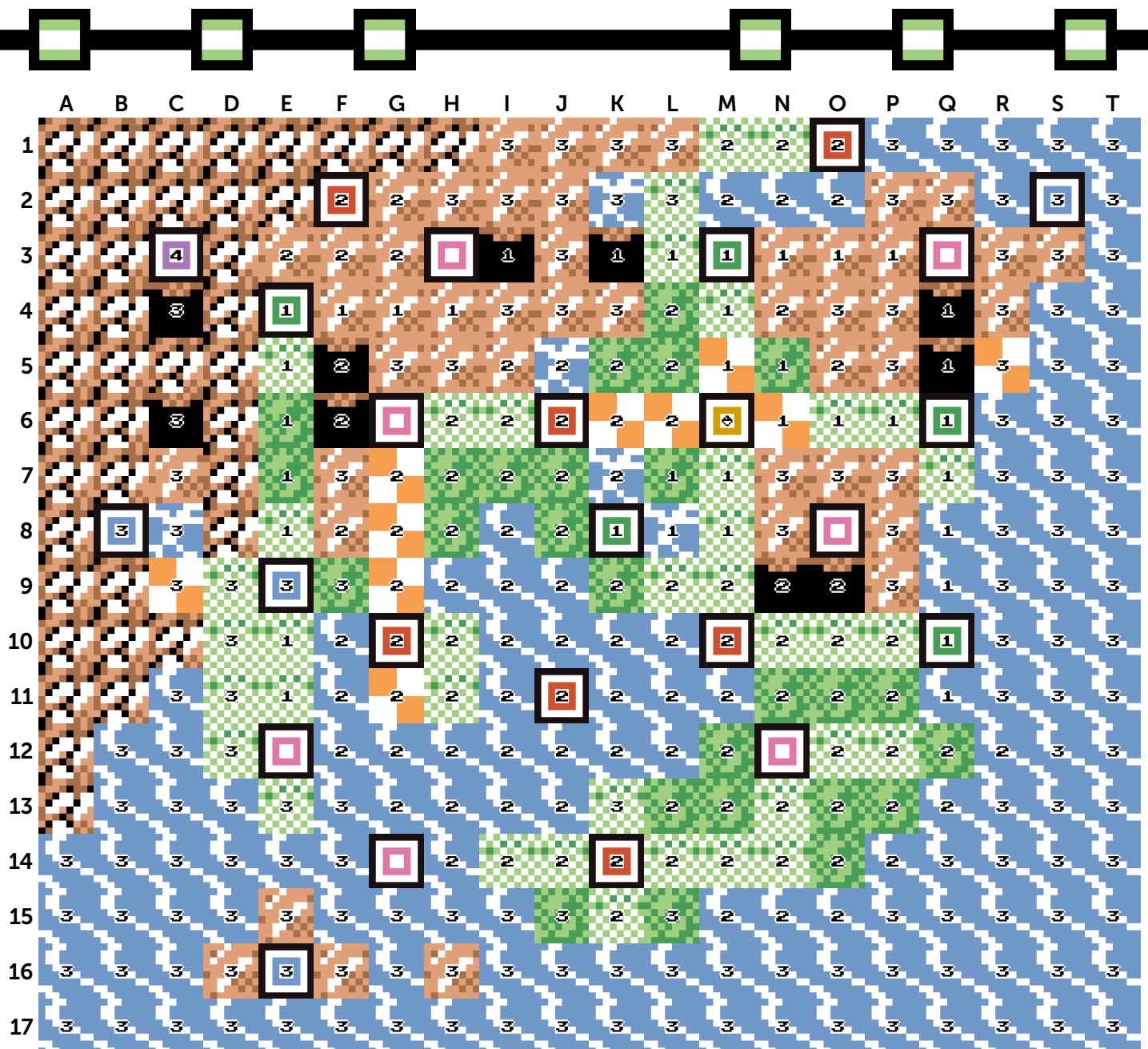
Everything that could be adapted from the original games was used, but some concessions were made to make sure everything works well within the PMA framework. This means that the world is somewhat post-apocalyptic and the people here follow the Core Tenets as described in the main book.

Each settlement in Kanto gets a short description, which usually includes one or more Points of Interest (POI) to give the Trainers something to visit and/or investigate. Most also feature a Gym. A list of the Gyms is provided in the next chapter. You can click the Gym's name to immediately go to that Gym's section. Each settlement also has one or more NPCs (denoted with a trainer icon).

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, change it! The world's your Cloyster!



The Kanto Region



Kanto is based on the Kantō region in Japan, with places like Saffron City and Celadon City based on the Tokyo metropolitan area. The Kanto presented here is a lot less densely populated...

Pick the Kanto region if only the Professor has played the original games (or remakes) or if the Trainers want to go somewhere familiar.

You can start in Saffron City to give the Trainers more choices or in Pallet Town if you want to stay true to the original games.



Locations Overview

B8 — Obsidian Outpost 
An outpost on the way to glory

C3 — Indigo Plateau 
The ultimate goal of trainers!

E4 — Pewter City 
A stone grey city

E9 — Viridian City 
The eternally green paradise

E12 — Pallet Town 
Shades of your journey await!

E16 — Cinnabar Island 
The fiery town of burning desire

F2 — Russet Peaks 
Ascend to greatness!

G6 — Cerise Town 
The quiet mountain village

G10 — Crimson City 
Watch out for hoodlums!

G14 — Turquoise Island 
A peaceful bridge to nowhere

H3 — Mt. Moon Base 
Beware! Zubat is a blood sucker!

H6 — Saffron City 
Shining, golden land of commerce

J6 — Celadon City 
The city of rainbow dreams

J11 — S.S. Anne 
The famous luxury cruise ship

K8 — Canvas Town 
So many old trucks!

K14 — Fuchsia City 
Behold! It's passion pink!

M3 — Cerulean City 
A mysterious, blue aura surrounds it

M10 — Vermilion City 
The port of exquisite sunsets

N12 — Mauve Town 
The town of a thousand gardens

O1 — The Sea Cottage 
Bill lives here!

O8 — Carmine Research St. 
An alpine research station

Q3 — Sepia Town 
Where time stands still

Q6 — Lavender Town 
The noble purple town

Q10 — Chartreuse City 
Don't scare away the fish!

S2 — Azure Town 
Where the waves meet the rocks

Mythical Quest Locations

H16 — R5 — K1



H6 — Saffron City



The biggest city of the region. It used to be the financial heart of Kanto, but now functions as an administrative hub. Most important events in the region take place here. Its central position is also why it was chosen as the headquarters of the Pokémon League and why it gets to have two separate Gyms (one of which has to be called the Saffron Dojo instead, as decided in a battle between the two Leaders).

Saffron City is also by far the most populous city in the region. People from all walks of life have found a home here. Some of them—like Copycat and Mr. Psychic—are the subject of a lot of gossip.



Copycat & Doduo — A girl who likes to copy other people. She has taught her Doduo to repeat certain phrases. Her mom, dad, and their Chansey are worried about her not having a lot of friends. If the Trainers can find her a cute doll, she gives them TM31 Mimic.



Mr. Psychic & Abra — A curious older man who swears he can predict the future. If the Trainers as a team can show him two different Psychic-type Pokémon, he gives them TM29 Psychic.

Gym 9: Saffron Dojo — Led by karate master Kiyo.

Gym 14: Saffron Gym — Led by the psychic-type expert Sabrina.

POI: Silph Co. Head Office — A massive skyscraper in the middle of the city. It's operated by Silph Co. (see *Enemy Teams*), which uses it not only as its headquarters, but also to research Poké Ball designs and short-range teleportation technology, among other technologies. The inside of the building is a maze of cubicles and storage rooms. Team Rocket might take it over at some point. If the Trainers can help chase them off, the president gives them a Master Ball.



Lewis & Lapras — An expert on Pokémon intelligence. He may give away his Lapras if the Trainers promise to help beat Team Rocket.

Mart:  ₣4  ₣2  ₣4



B8 — Obsidian Outpost

A small outpost at the start of the Victory Road—the dangerous stretch of wilderness on the way to the Indigo Plateau. Trainers often come here to stock up on supplies before they make the big trek. It consists of only a few small, wooden buildings, as well as a prominent Gym and Pokémon sanctuary.



Gregory & Mr. Mime — A warden at the sanctuary. He only ever seems to talk in 1-word sentences. If the Trainers come to him with a Pokémon in need of help, he'll gladly help them out. Otherwise he's pretty standoffish.

Gym 18: Obsidian Gym — Led by dragon master Lance.

Mart:  ₣8  ₣12  ₣10 Heart Stone ₣4

C3 — Indigo Plateau

A remote stadium hidden deep within the mountains is where the very best trainers come to face the ultimate challenge. The stadium and the surrounding infrastructure was built by the Pokémon League specifically to serve as the place to challenge the Elite Four. It has all the amenities anyone could ask for. Once a Trainer team shows up with the prerequisite 8 badges, the various Gym Leaders of the Elite Four are called to assemble here.

The area surrounding the stadium has a fancy restaurant, a spa, a training centre, a swimming pool, several minigolf courses, a cinema, and a surprising number of Rhydon statues.

POI: The Pokémon Stadium — A state-of-the-art Pokémon stadium. Battles fought here are broadcast all throughout the region.

Mart:  ₣10  ₣12  ₣10  ₣10



E4 — Pewter City

A quiet city at the edge of a massive mountain range. It is filled with simple stone buildings and pleasant gardens. Most of its inhabitants aren't especially interested in Pokémon battles and tend to be more into things like gardening and bug collecting.

Gym 1: Pewter Gym — Led by the rock-solid Leader Brock.

POI: Pewter Museum of Science — A museum famous for its many prehistoric Pokémon skeletons, large Moon Stone, and space exhibit.



Megan — A joyful museum guide. If the Trainers seem interested in the exhibits, she discreetly gives them Old Amber, which she thinks might hold Pokémon DNA. Her colleagues doubt her on this.

Mart:  ₣6  ₣4  ₣4

E9 — Viridian City

R

A small city known as the eternally green paradise. Flowers bloom here year-round. The city's Gym Leader is said to be one of the strongest trainers in the region. However, it seems that he's rarely here.



Doug & Weedle — A belligerent drunk. If the Trainers manage to calm him down and bring him home, his granddaughter Dana thanks them and offers an Elixir as recompense.

Gym 16: Viridian Gym — Led by Giovanni, secretly the Team Rocket boss. The Trainers can't enter until they have enough badges.

POI: The Trainer School — A school where prospective trainers come to learn all there is to learn about training Pokémon.



Alma — An eager student. She readily shares any information she has on almost any Pokémon. (Simply read the Pokédex for this.)

Mart:  ₣8  ₣2  ₣4



E12 — Pallet Town

A small town which was only established after the fall of the previous civilisation. A lovely little place, full of cozy-looking buildings.

POI: The Oak Pokémon Research Lab — A state-of-the-art lab full of research equipment and books on all sorts of Pokémon subjects.



Professor Oak — A famous Pokémon researcher and one of the founding members of the Pokémon League. He was once an accomplished Pokémon battler, but now focuses exclusively on Pokémon research. If the Trainers can show him at least 6 different Pokémon, he gives them a Bulbasaur, Squirtle, or Charmander. He's impossibly bad at remembering names.

Mart:  ₣4  ₣4  ₣2

E16 — Cinnabar Island



A large volcanic island which has a decently-sized town located at its shore. It has a very active scientific community.

Gym 15: Cinnabar Gym — Led by the hot-headed quiz master Blaine.

POI 1: The Pokémon Lab — A big laboratory which can revive fossils. It was founded by Silph Co. scientist Dr. Fuji.



Braydon & Electrode — A peculiar scientist who speaks with an odd accent. He gives the Trainers ₣2 for each fossil they revive.

POI 2: The Pokémon Mansion — An old mansion which was once owned by Silph Co. scientist Dr. Fuji. It burned down a while ago. If the Trainers dare enter it (and face wild Magmar, Arcanine, Ninetales, Muk, and Weezing), they may discover the old lab below the mansion and notes about Mewtwo. See *Silph Co. in Enemy Teams* for more info.

Mart:  ₣10  ₣4  ₣8  ₣10 Moon Stone ₣4



F2 — Russet Peaks

A collection of log cabins high up in the mountains. Trainers come here to find inner peace or for rigorous high-altitude training.

Gym 11: Russet Gym — Led by the iron-willed powerhouse Bruno.

Mart:  ₣6  ₣6  ₣8 Moon Stone ₣4

G6 — Cerise Town

R

A quiet little town next to the mountains. To the south of it lies what was once the widest highway in the region. The fairly steep gradient of this highway makes it a popular cycling destination.

POI: The Mountain Retreat — A small resort up in the mountains near the town. The entrance to the main building is blocked by a Snorlax.



Becky & Fearow — A famous flying ace who's trying to lay low by staying at the resort. If the Trainers manage to stop the Snorlax from blocking the entrance, she gives them TM40 Dive Bomb.

Mart:  ₣6  ₣4  ₣6

G10 — Crimson City

A decently-sized city which seems somewhat dilapidated. The buildings seem poorly maintained and are filled with graffiti. Most of the town's inhabitants look like ruffians.

Gym 10: Crimson Gym — Led by the short-fused sergeant Blaine.

POI: The Cycling Road — A large overpass which spans the city. It used to be popular among cyclists, but biker gangs have chased them off.



Jaxon & Weezing — A local biker gang leader. Tough and rude.

Mart:  ₣2  ₣10  ₣4 Fire Stone ₣4



G14 — Turquoise Island

An artificial island. It was built in ages past to act as a waypoint between the different landmasses that surround it. The bridges that used to connect it to the mainland are long gone.

POI: The Observation Tower — A tall radio tower with an observation deck at the top. If a Trainer looks out from one of the binoculars, they can see Articuno emerge from the Seafoam Islands at H16 (see *the Mythical Quest locations*).



Reece & Saryu — A man who sits atop the observation deck every day. He says he looks out at the sea to forget.

Mart:  ₣6  ₣4  ₣4 Water Stone ₣4

H3 — Mt. Moon Base

R

A somewhat touristy location at the foot of the famous Mt. Moon. The mountain is famous for its beautiful peak, which can always be clearly seen on the horizon, and for its Moon Stones. Most of these Moon Stones have been excavated and are now in museums, but sometimes a lucky traveller finds a big one.

Team Rocket apparently has a lair nearby.



Miguel & Voltorb — A very eager fossil collector who can be a bit rude. He'll happily trade either a Dome or Helix Fossil for a Moon Stone (but will only trade for one of each).

POI: Basecamp — A large cabin set up to help travellers who wish to climb Mt. Moon or who wish to travel through its many tunnels.



Mysterious Man & Magikarp — A weird man who claims to sell a powerful Pokémon for just ₣2. This powerful Pokémon is actually only a simple Magikarp. He refuses to give a refund.

Mart:  ₣6  ₣2  ₣4



J6 — Celadon City

R

A sprawling city with many colourful buildings. It is the second largest city in the region after Saffron city. A very lively place full of fine restaurants, flower shops, and all sorts of entertainment.



Elliot & Poliwrath — A friendly local who gladly gives a tour.

Gym 7: Celadon Gym — Led by the nature-loving princess Erika.

POI 1: The Rocket Game Corner — A mock casino which gives away Pokémon as prizes. The Pokémon are all either stolen or caught en masse by Team Rocket. Below the casino lies a secret Rocket lair.



Arthur & Koffing — A customer at the casino. He thinks he saw a Rocket member push a button behind a poster to reveal the entrance to the secret lair.

POI 2: The Celadon Condominiums — Full of game developers.



Aaron — A man who claims to know everything about Pokémon. If the Trainers can prove him wrong, he gives them an Eevee.

POI 3: The Pokémon Hotel — A fancy hotel for visitors to the city.



Dillon — His girlfriend Janice brought her brother Josh along on their trip, to Dillon's dismay. They're staying at the Hotel.

POI 4: Celadon Department Store — The region's biggest Poké-Mart. It has many different floors as well as a lovely rooftop square from which you can see the entire city. They sell Pokémon dolls for ₣1 each.



Mrs. Wiseman — The owner of the store—she's on all the posters!



Miriam — Wiseman's young daughter. She likes to hang out at the rooftop square. If the Trainers entertain her, they get a TM for free.

Mart:  ₣6  ₣6  ₣6  ₣4  ₣4  ₣6

 ₣8  ₣4  ₣2  ₣2  ₣6  ₣8

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



J11 — S.S. Anne

A massive cruise liner with a plethora of amenities, including its very own Gym! The original ship was built by the previous civilisation as a steam ship for the ultra-wealthy, but has since turned into its own city of sorts. Most people here try to act fancy and may be a bit rude.



Sally & Wigglytuff — A young passenger. She's excited to be here.



Trevor & Machoke — A sailor working on the ship. He's very eager to see the captain take on the Trainers.



??? — A Police Officer. He's investigating Team Rocket and will gladly exchange information with the Trainers.

Gym 12: S.S. Anne Gym — Led by the ship's captain, a swords master.

POI: The Kitchen — A large kitchen full of chefs either frantically cooking or doing boring-looking menial tasks.



Pierre — A chef peeling spuds. He says he saw an odd ball in one of the rubbish bins. If the Trainers go look, they find an Ultra Ball.

Mart:  ₣8  ₣10  ₣4 **Water Stone** ₣4

K8 — Canvas Town

A somewhat isolated little town. It used to be a transport hub in the before times. The remains of old trucks and trains can still be found throughout the town and the surrounding area. The town recently got a new Gym, to the surprise of most of its residents.



Hugo — Lived here his entire life. He doesn't like the new Leader.

Gym 5: Canvas Gym — Led by Jack, who's still just a kid.

POI: The Truckyard — An old storage facility which is full of abandoned warehouses and trucks. One locked truck has a Poliwhirl doll inside.

Mart:  ₣2  ₣4  ₣4



K14 — Fuchsia City

A rustic, historic city. It's popular among tourists and surfers.

Gym 8: The Fuchsia Gym — Led by the poisonous ninja master Koga.

POI 1: The Safari Zone — A large area where it is forbidden to battle wild Pokémon. Rare Pokémon sometimes show up here. Those who wish to catch one will have to be clever. It costs ₣1 per Trainer to enter.



Baoba — The Safari Zone warden. Nicknamed 'Slowpoke' because of the vacant look in his eyes. He lost his gold teeth somewhere in the Zone, making him difficult to understand. If the Trainers can find them, they may get TM08 Body Slam as a reward.



Sarah — Seems to have lost her boyfriend Erik.

POI 2: The Pokémon Zoo — A large zoo where injured Safari Zone Pokémon are treated. Has a Chansey, Lapras, and Kangaskhan.



Erik — Says he agreed to meet up with his girlfriend Sarah here.

Mart:  ₣4  ₣2  ₣8

M3 — Cerulean City

R

A picturesque city near a sea inlet. It has lots of canals and bridges. Many people come here to relax or to bike around the city.



Ronald Badgeman — An expert on Pokémon Gyms. The Trainers can ask him for advice on various Gyms.



Darian — An avid Pokémon trader. He's willing to trade a Seel, Lickitung, Farfetch'd, Mr. Mime, Jynx, or Tangela for a sufficiently interesting Pokémon (probably of comparable Power).

Gym 2: Cerulean Gym — Led by tomboyish mermaid Misty.

Mart:  ₣4  ₣2  ₣4



M10 — Vermilion City

A seaside city famous for its big harbour. The massive cargo ships that used to dock here have made way for pleasure cruises. The city is famous for its magnificent sunsets. Parts of the city are under active construction, with Machop and Machoke carrying heavy materials.

Gym 6: Vermilion Gym — Led by the lightning outsider Lt. Surge.

POI: The Pokémon Fan Club — A place for Pokémon fans to meet up. The frequent events here include seminars and events where kids and adults alike can come and see/pet rare Pokémon.



Clifford & Rapidash & Fearow — The chairman of the fan club. He likes to ramble endlessly about his favourite Pokémon, especially his cute, lovely, smart, stunning, kindly, ravishing, warm and cuddly Rapidash. If the Trainers show him a cool enough Pokémon, he may allow them to ride his Fearow to the S.S. Anne (J11).

Mart:  ₣10  ₣8  ₣4 Thunder Stone ₣4

N12 — Mauve Town

A quiet little town which is somewhat isolated from the rest of the region. Most of the town consists of neatly fenced-off gardens, between which run various bike paths and footpaths.

POI: The Mauve Aviary — A collection of massive bird cages. It serves as a refuge for wounded bird Pokémon and as a gathering place for flying-type trainers.



Sebastian & Pidgeotto — A bird Pokémon expert. He collects stories about the legendary birds. If the Trainers come to him with specific questions about one of them, he should be able to answer.

Mart:  ₣8  ₣6  ₣6



O1 — The Sea Cottage



A massive seaside cottage which houses a Pokémon Gym and an entire laboratory inside. It is home to the eccentric Pokémon maniac and inventor Bill. A few smaller cottages line the seaside, all of which house Bill's aides and fans. This entire small settlement seems weirdly devoted to this one guy.



Reli — One of Bill's aides who has accidentally been transformed into a Clefairy. She can't talk. She was shooed out of the lab by one of the scientists at Bill's lab and is now desperately trying to find anyone who will help her. If the Trainers get her back into a teleporter at the lab, she turns back to normal and gladly rewards the Trainers with TM35 Metronome and a Moon Stone.

Gym 13: Bill's Gym — Led by the world-famous Pokémaniac Bill.

POI: Bill's Laboratory — The back part of the cottage. It's filled with all sorts of bizarre-looking machines, all connected by a complex web of tubes and cables. Quite a few scientists work here.

Mart:  ₣8  ₣2  ₣4 Thunder Stone ₣4

O8 — Carmine Research Station



A remote research station located deep within the mountains.



Sonia & Eevee — An expert on Pokémon evolution. For ₣5, she can evolve a Pokémon at a level below which it should normally evolve.

POI: Diglett's Cave — A dark network of tunnels carved by wild Diglett and Dugtrio. If the Trainers venture inside (resolve as if travelling through a Cave area for two consecutive days) and then defeat four wild Dugtrio, they find TM26 Earthquake and TM27 Fissure.

Mart:  ₣4  ₣8  ₣4



Q3 — Sepia Town

A small mountain village. It looks like it hasn't changed in centuries, with rustic wooden buildings and Ponyta-drawn carriages.

 **Franklin & Graveler** — A hiker who's come here to rest. He'll gladly trade an evolutionary stone for a Fossil.

Mart:  28 £4  42 £4  45 £4

Q6 — Lavender Town



A quiet little town with a solemn atmosphere. It is a hometown of one of the founding members of the Pokémon League (and current oldest member of the League), which is why it got to have its own Gym.

 **The Official Name Rater** — If the Trainers show him a Pokémon with a unique and fitting nickname, he gives them TM50 Substitute.

Gym 3: Lavender Gym — Led by the spooky old lady Agatha.

POI 1: The Pokémon Tower — A tall building which serves as a burial ground for Pokémon. People from all over the region travel here to lay their companions to rest. The building seems to attract Gastly. Team Rocket apparently has a secret base at the top of the tower.

 **Patricia & Gastly** — A channeller who thinks she's possessed.

POI 2: The Lavender Volunteer Pokémon House — A sanctuary for wounded and abandoned Pokémon.

 **Mr. Fuji & Cubone** — A friendly old man. He seems to have a mysterious past. (*See the Prominent Members section of Silph Co. to learn more.*) Team Rocket may at one point kidnap Mr. Fuji to find out more about Mewtwo (ideally when the Trainers are at a higher level). They take him to the top of the Pokémon Tower, which at that point acts as a Team Rocket secret lair.

Mart:  12 £2  40 £6  42 £4



Q10 — Chartreuse City

This peaceful island city is connected to the mainland thanks to a massive metal pier built long ago. Surrounding the city are a lot of smaller islands, all connected to the main island by a network of wooden bridges. The most prominent of these bridges—called Silence Bridge—leads to the Gym.

Gym 4: The Chartreuse Gym — Led by the fishing guru Wade.

POI: Silence Bridge — A wide wooden bridge which connects the city to the small southern island where the Gym is located. The bridge is nearly flush with the waterline and is filled with fishers.

 **Tommy & Psyduck** — A friendly local fisher who calls himself the fishing fool. He can teach the Trainers to fish. Each Trainer who attempts rolls a d12. On 1–8, they only ever catch Magikarp. 9 gets a Krabby, 10 a Goldeen, 11 a Horsea, and 12 a Gyarados (!!).

Mart:  ₣8  ₣10  ₣4

S2 — Azure Town



A remote town built at the end of a rocky peninsula. Tall waves continuously crash against its rocky shore. The people here tend to be hardy and self-sufficient.

Gym 17: The Azure Gym — Led by the cold-hearted scholar Lorelei.

POI: Azure Lighthouse — A tall lighthouse located at the tip of the peninsula. It was built to lead sailors away from the rocks.

 **Edmond & Cloyster** — The lighthouse keeper, a grumpy old man. If the Trainers can befriend him, he may point them towards an old shipwreck with perhaps some notable items on board.

Mart:  ₣12  ₣10  ₣2  ₣4 Heart Stone ₣4



Mythical Quest Locations

H16 — HM14 Coldsnap

Deep below these rocky islands (called the Seafoam Islands) lies a large, flooded cavern covered in ice. It is here that the legendary Articuno has made its home.

1	#055 Golduck
2	#087 Dewgong
3	#091 Cloyster
4	#099 Kingler

Hiker		1 Daring	2 Cold	3 Cautious	4 Ambitious		
1	Blastoise #009	2	Golbat #042	3	Dugtrio #051	4	Golem #076
5	Onix #095	6	Rhydon #112	7	Gyarados #130	8	Lapras #131

R5 — HM25 Thunderstorm

This abandoned power plant still generates quite a bit of power. This attracts all sorts of electric Pokémon from all over Kanto, including the legendary Zapdos.

1	#026 Raichu
2	#082 Magneton
3	#101 Electrode
4	#125 Electabuzz

Engineer		1 Shocked	2 Puzzled	3 Seasoned	4 Inquisitive		
1	Raticate #020	2	Raichu #026	3	Magneton #082	4	Muk #089
5	Electrode #101	6	Weezing #110	7	Jolteon #135	8	Porygon #137

K1 — HM38 Wildfire

Smoke emanates from a narrow entrance. It leads to swelteringly hot caverns where you can find the mighty Moltres. (Not Mewtwo, we're going with the beta version for this.)

1	#105 Marowak
2	#112 Rhydon
3	#113 Chansey
4	#126 Magmar

PokéManiac		1 Hot	2 Bothered	3 Ruthless	4 Competitive		
1	Charizard #006	2	Ninetales #038	3	Arcanine #059	4	Slowbro #080
5	Marowak #105	6	Lickitung #108	7	Rhydon #112	8	Magmar #126





Gyms



Introduction

This chapter has a list of 18 Gym Leaders. It includes the original eight, four Gyms for the Elite Four members, and six Gyms based either on (somewhat) prominent NPCs of the original games or on Leaders found in the prototype versions of gen 1 (including another Blaine).

Each Gym has a **badge** it gives out when defeated. You can find a printable sheet with the badges in the extra documents. You can print them, cut them out, and glue them onto the Trainer Cards whenever the Trainers beat a Gym.

There's some overlap between badges used here and the badges used in the original World Guide. Most of these were badge designs stolen from the anime, so it makes sense that they'd show up here as well.

The **star** to the right of the badge'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.

Some Gyms have symbols below the badge. These are the logos of either Team Rocket or Silph Co., as explained *in the chapter on Enemy Teams*. The symbols indicate that the Gym is involved with that organisation in some way.

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



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.

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.



The Gym Leader's lackeys are generally based on the trainers who are present in the Gyms in the original games. If there aren't enough trainers in the Gyms (or if they don't provide enough different Pokémon), trainers from the surrounding routes were used as well.

In some cases, the lackeys use Pokémon they don't use in the original games. These Pokémon were usually chosen based on their Pokémon in Pokémon Stadium 1, although for some Elite Four teams thematic Pokémon were chosen instead. The lackey names were generally taken from Pokémon FireRed and LeafGreen.



List of Gyms



Low-rank

- 1 — Pewter Gym
- 2 — Cerulean Gym
- 3 — Lavender Gym
- 4 — Chartreuse Gym
- 5 — Canvas Gym

★★ High-rank ★★

- 14 — Saffron Gym
- 15 — Cinnabar Gym
- 16 — Viridian Gym
- 17 — Azure Gym
- 18 — Obsidian Gym

★ Medium-rank ★

- 6 — Vermilion Gym
- 7 — Celadon Gym
- 8 — Fuchsia Gym
- 9 — Saffron Dojo
- 10 — Crimson Gym
- 11 — Russet Gym
- 12 — S.S. Anne Gym
- 13 — Bill's Gym

Elite Four

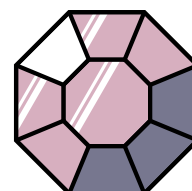


1 – Pewter Gym

The Boulder Badge

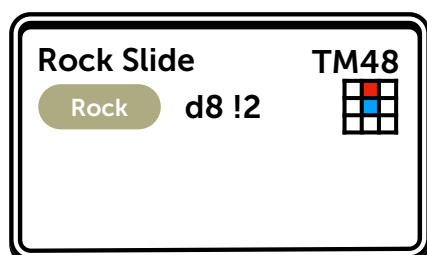
The inside of this Gym looks like it was carved out of a mountain. There are boulders everywhere and even the furniture was carved out of rock. The arena itself looks like an open-pit mine.

BADGE



LEADER/ **Brock** :L2

Brock is seemingly the only serious trainer in Pewter City. He believes in rock-hard defences. He has little faith in the Trainers (until they beat him).



Geodude
#074



Onix
#095



Jerry :L1

A young trainer who's very confident in Brock. He says the Trainers are "light years" from being able to beat him.



Diglett
#050



Sandshrew
#027



Robin :L1

A young trainer who seems uncertain of her own capabilities. She's easily startled.



Nidoran ♀
#029



Jigglypuff
#039

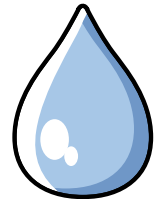


2 – Cerulean Gym

The Cascade Badge

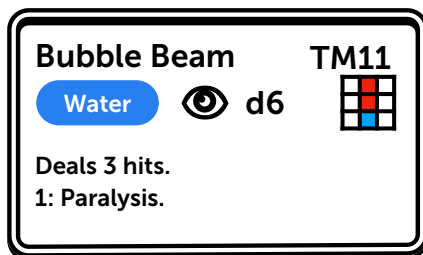
The majority of this Gym is one massive indoor swimming pool. Walkways across the water allow visitors to reach most of the Gym on foot. Trainers come here to learn all about water battling.

BADGE



LEADER/ **Misty** :L2

An elegant swimmer, despite her somewhat rude communication style. She rarely minces words. In battles, she favours all-out offensive strategies.



Saryu
#120



Starmie
#121



Luis :L1

A fervent swimmer. He doesn't ever seem to leave the water, even during the Gym battle. He's a big fan of Misty.



Horsea
#116



Shellder
#090



Diana :L1

A confident young trainer who believes she can easily take on the Trainers.



Tentacool
#072



Goldeen
#118

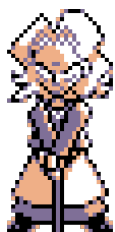


3 – Lavender Gym

The Spirit Badge

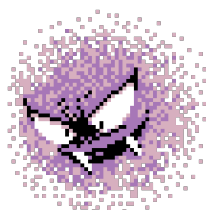
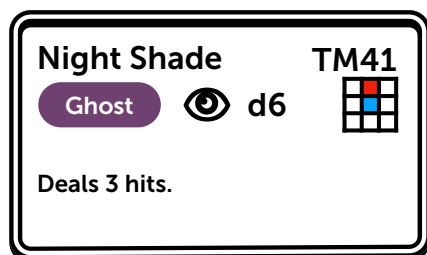
This Gym also serves as a graveyard. Its dimly-lit, foggy interior is filled with tombstones which surround the training grounds and arena. It is said that the Pokémon of great trainers are laid to rest here.

BADGE



LEADER/ **Agatha** :L2

A fierce older lady. She cares little for Pokémon research and is mostly interested in fighting. She used to have some sort of relationship with Professor Oak.



Gastly
#092



Haunter
#093



Herman :L1

A PokéManiac who knows all the names of the Pokémon buried here. He's either extremely happy or sad.



Slowpoke
#079

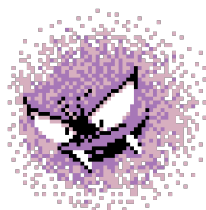


Cubone
#104

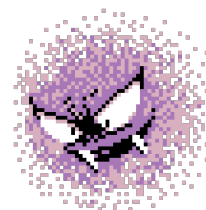


Hope :L1

A channeller who believes she can channel the ghosts of the Pokémon buried here. She acts... possessed.



Gastly
#092



Gastly
#092

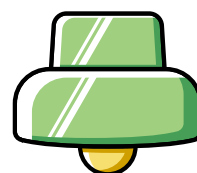


4 — Chartreuse Gym

The Marina Badge



BADGE

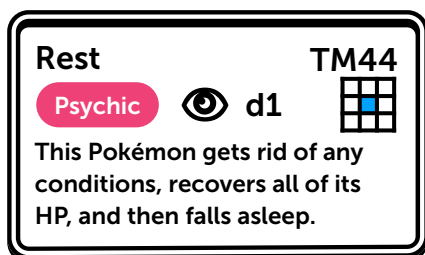


A Gym located on a small island which can be reached by crossing Silence Bridge. The Gym is full of fishing supplies and is open to all fishers who need help with anything. The arena itself has a pond in the middle.



LEADER/ **Wade** :L3

Known as the fishing guru. He simply looves fishing and can't shut up about it! His Snorlax was caught while fishing and required the entire city to help reel it in.



Magikarp

#129



Snorlax

#143



Chip

:L2

The fishing guru's younger brother. He shares his brother's fascination with fishing.



Magikarp

#129



Poliwag

#060



Dale

:L2

The fishing guru's older brother. He also absolutely loves fishing. All three brothers are remarkably similar.



Magikarp

#129



Goldeen

#118

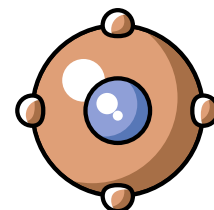


5 — Canvas Gym

The Cyclone Badge

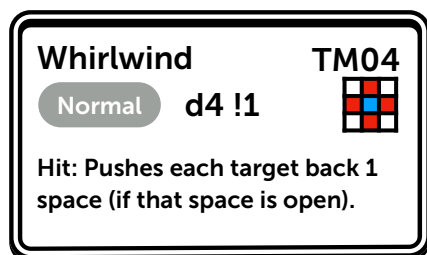
A hastily-constructed Gym at the edge of town. Construction material and scaffolding are still everywhere. Most of the people in town don't seem to know much about it or its leader.

BADGE



LEADER/ **Jack** :L2

The youngest Leader in the League. It is rumoured that he got in because his dad is the Leader of the Viridian Gym. He's quite rude and doesn't mince words.



Spearow

#021



Farfetch'd

#083



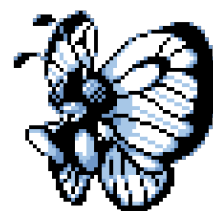
Elijah :L1

A fairly inexperienced Bug Catcher. He has very little faith in his own abilities as a Pokémon trainer.



Metapod

#011



Butterfree

#012



Nancy :L1

A novice trainer and Jack's biggest fan. She can't stop talking about how good he is at [insert any skill here].



Rattata

#019



Pikachu

#025



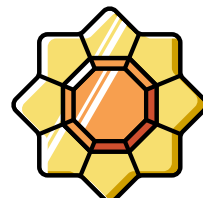
6 — Vermilion Gym

The Thunder Badge

This seaside Gym is filled with all sorts of electronic equipment and assorted rubbish. It's a popular hangout spot for tinkerers and makers. The central arena is somewhat excessively illuminated.

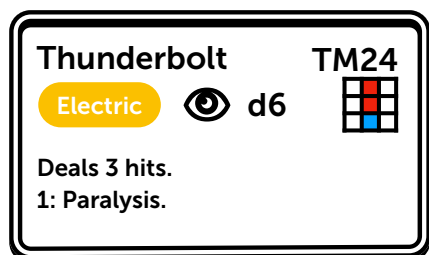


BADGE



LEADER/ **Lt. Surge** :L5

A rambunctious man from a distant land. He left his homeland to fight in an unspecified war and decided to stay here. He's quite loud and frighteningly tactless.



Voltorb

#100



Pikachu

#025



Raichu

#026



Dwayne :L4

A sailor who used to serve alongside Surge in the war. He's every bit as abrasive as his old lieutenant.



Shellder

#090



Krabby

#098



Golduck

#055



Tucker :L4

A distinguished-looking gentleman. He used to be some sort of commander. Cool and collected.



Growlithe

#058



Charmeleon

#005



Ponyta

#077



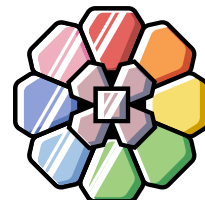
7 — Celadon Gym

The Rainbow Badge

This Gym also serves as a massive greenhouse for all sorts of exotic plants. It is known for making some of the most fragrant perfumes in the region. All of its members seem to be female.



BADGE



LEADER/ **Erika** :L4

A refined young lady. A strong trainer who nevertheless prefers the art of flower arrangement. She always seems very relaxed and is prone to dozing off.

Mega Drain

TM21

Grass



d6

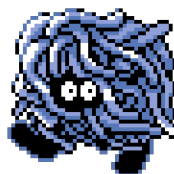


Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.



Weepinbell

#070



Tangela

#114



Vileplume

#045



Lori

:L3

An expert flower arranger. She's always worried anything may mess up her makeup.



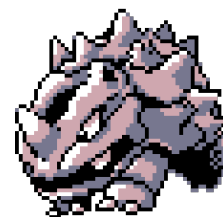
Exeggcute

#102



Pidgeotto

#017



Rhyhorn

#111



Mary

:L3

A fierce trainer who strongly believes in girl power. She's only ever nice to other female trainers.



Paras

#046



Nidorina

#030



Ivysaur

#002



Gyms

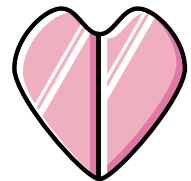
8 — Fuchsia Gym

The Marsh Badge

This Gym is apparently also used to train in the art of ninjutsu. The building is filled with invisible walls, hidden doorways and various trapdoors, making it very hard to navigate for visitors.

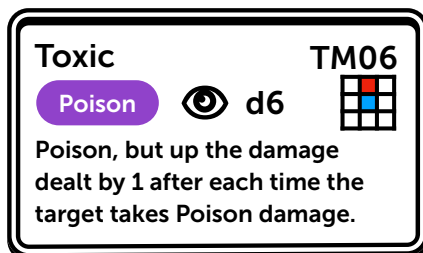


BADGE



LEADER/ **Koga** :L4

A ninja master descended from a long line of ninja masters. He's cocky and confident in his abilities. He's an expert in poisons and sleep potions.



Koffing

#109



Muk

#089



Weezing

#110



Shawn :L3

An expert at juggling knives and other scary objects. He believes strategy matters most in battle.



Drowzee

#096



Kadabra

#064



Hypno

#097



Edgar :L3

A Pokémon tamer who's here to study the way of the ninja, especially in working with Pokémon.



Ekans

#023



Ivysaur

#002



Sandslash

#028



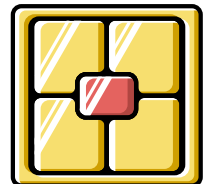
9 — Saffron Dojo

The Karate Badge

This sparsely-decorated Gym has a tatami floor and uses wooden panels to separate the rooms. Trainers and their Pokémon come here to learn various martial arts, most notably karate. No shoes allowed.

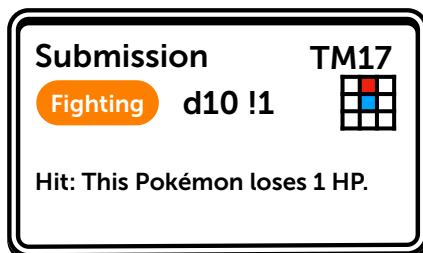


BADGE



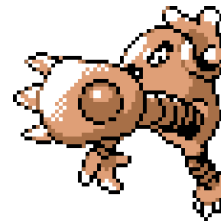
LEADER/ **Kiyo** :L4

The notorious karate master. He's courteous, but never backs down from a fight and shows little mercy. He's still mad about not being the city's top Gym.



Hitmonchan

#107



Hitmonlee

#106



Mike :L3

A fearless fighter known for his immense strength. He apparently breaks boulders for training... but cries if he gets hurt.



Mankey

#056



Primeape

#057



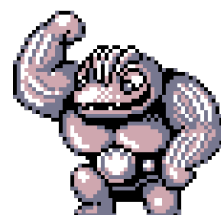
Hitoshi :L3

A highly disciplined fighter. He claims to have mastered various martial arts. He's excited to battle the Trainers.



Machop

#066



Machoke

#067



10 – Crimson Gym

The Discipline Badge

This Gym looks like it has seen better days. Its walls and floors are filled with scorch marks and even holes. There are quite a few dangerous-looking weapons on display. It is often used for bootcamps for Pokémon and trainers.

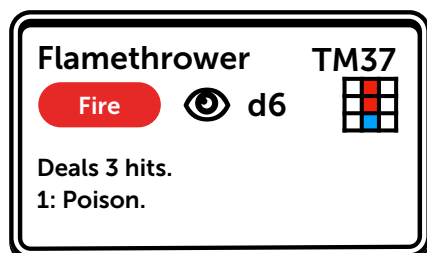


BADGE



LEADER/ **Sgt. Blaine** :L4

A veteran of an overseas war where he served alongside fellow Leader Lt. Surge. He's strict, direct, and always seems a bit on edge. He's the brother of Dr. Blaine.



Charmeleon

#005



Magmar

#126



Nikolas :L3

A rebel and a punk. He's part of the Gym as some sort of communal punishment, but hates following orders.



Koffing

#109



Muk

#089



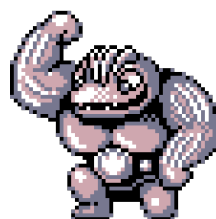
Isaiah :L3

A disciplined martial artist with a thick neck and broad shoulders. He gladly follows Blaine's orders.



Mankey

#056



Machoke

#067



11 — Russet Gym

The Summit Badge

This Gym is completely open to the elements. Thick wooden walls separate its boulder-filled 'rooms'. The main arena is actually an old impact crater. Trainers come here to follow Bruno's strict training regimen.



BADGE



LEADER/ **Bruno** :L5

A stoic, muscular man who spends most of his time weight training deep in the mountains. He has great confidence in his strength.

Seismic Toss

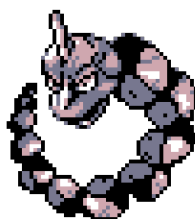
TM19

Fighting

d8 !2



Hit: Moves the target to the opposite side of this Pokémon if that space is open.



Onix

#095



Machop

#068



Donald :L4

A bird keeper who used to go where the wind took him, but has now settled here to learn Bruno's ways.



Pidgeotto

#017



Farfetch'd

#083



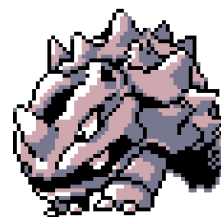
Michelle :L4

A strong and confident trainer. She doesn't believe the Trainers can ever beat her, let alone Bruno.



Nidorino

#033



Rhyhorn

#111



12 — S.S. Anne Gym

The Blade Badge

An arena located within the S.S. Anne. It's used by the passengers for recreational Pokémon battles, but also functions as the official Gym arena. The glass dome above it lets a lot of natural light through.

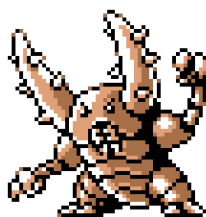
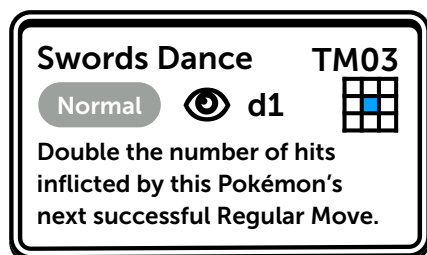


BADGE



LEADER/ The Captain :L4

An old swords master and the captain of the ship. He's a bit unsteady on his feet and tends to get seasick, but once challenged becomes deathly serious.



Pinsir

#127



Scyther

#123



Dylan :L3

A sailor aboard the ship. He's a proud sailor, but very aggressive. He claims this is just the nature of sailors.



Staryu

#120



Seadra

#117



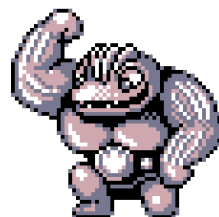
Duncan :L3

Another sailor. He talks like a stereotypical pirate and threatens to have the Trainers walk the plank if they misbehave or lose.



Shellder

#090



Machoke

#067



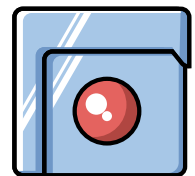
13 — Bill's Gym

The Progress Badge

This 'Gym' is part of the Sea Cottage. The arena is state-of-the-art, with an elaborate lighting rig, modern seating, and a mechanically adaptable battle area. There's room for a way bigger audience than lives here.



BADGE

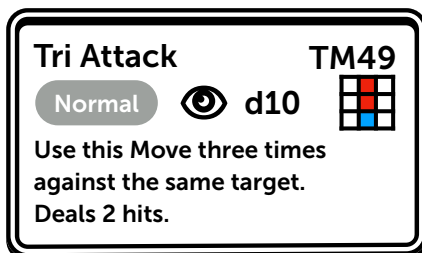


LEADER/ **Bill**

:L5

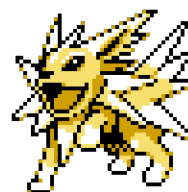


An eccentric inventor and Pokémon maniac. He rediscovered various ways of transforming Pokémon into information. He tries to act 'normal', but often fails.



Vaporeon

#134



Jolteon

#135



Flareon

#136



Haley

:L4

A young scientist. She loves cute Pokémon, and is very jealous of any cute Pokémon the Trainers have.



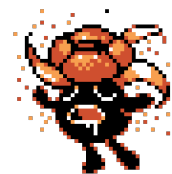
Pidgey

#016



Sandshrew

#027



Gloom

#044



Joey

:L4

A young researcher & know-it-all. He claims to predict everything. Thinks everyone is always jealous of Bill.



Ekans

#023



Slowpoke

#079



Raticate

#020



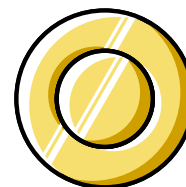
14 — Saffron Gym

The Soul Badge



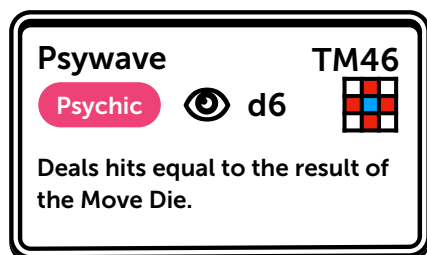
BADGE

This Gym is filled with the latest Silph. Co. inventions to help its members and their Pokémon hone their psychic powers. The building has no doors—warp panels are used for those who cannot teleport.



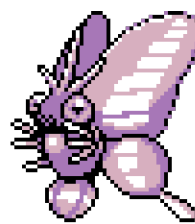
LEADER/ **Sabrina** :L7

A young woman with incredible powers. She can move objects with her mind and can seemingly predict the future. She dislikes fighting, but deems it necessary.



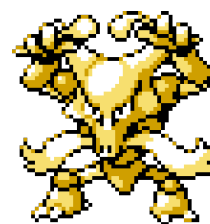
Mr. Mime

#122



Venomoth

#049



Alakazam

#065



Cameron :L6

A young psychic. Anything the Trainers do apparently makes him lose his concentration.



Starmie

#121



Hypno

#097



Slowbro

#080



Amanda :L6

An old lady who seems aware of everything the Trainers have done. She respects Sabrina.



Lickitung

#108



Golbat

#042



Gengar

#094



15 — Cinnabar Gym

The Volcano Badge

This Gym also functions as a centre of learning. Various AI Machines are set up throughout the industrial-looking building to quiz trainers on all sorts of trivia or to simulate Pokémon battles.



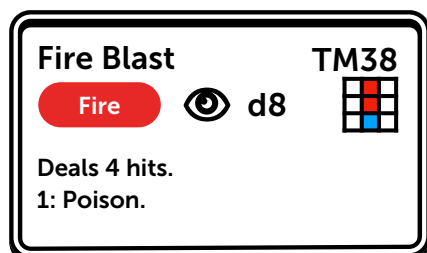
BADGE



LEADER/ **Dr. Blaine** :L7



A hotheaded researcher and lover of trivia. He knows all sorts of trivia about every Pokémon (use the Pokédex as a reference) and constantly quizzes the Trainers.



Rapidash

#078



Arcanine

#059



Avery :L6

A nerdy young man. He quickly corrects any perceived mistake the Trainers make (and is often wrong).



Muk

#089



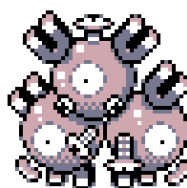
Ninetales

#038



Ivan :L6

A Silph Co. scientist and Pokémon researcher. He claims his research is far too complicated for the Trainers.



Magneton

#082



Electrode

#101



16 — Viridian Gym

The Earth Badge

This Gym is one of the biggest and most ruthless training complexes in the region. The building is filled with training equipment to help trainers push their Pokémon as hard as possible (possibly too hard).



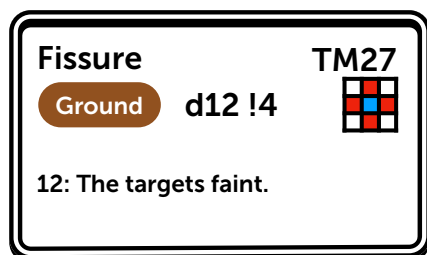
BADGE



LEADER/ **Giovanni** :L8

R

The cruel and calculating boss of Team Rocket. He believes his harsh training practices make him the best trainer in the region. He repents if he loses.



Nidoking
#034



Nidoqueen
#031



Rhydon
#112



Rocket :L7

A stylish Team Rocket member who aims to win through both grace and power. Afraid of Giovanni.



Dugtrio
#051



Sandslash
#028



Tauros
#128



Rocket :L7

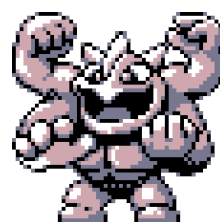
A muscular Team Rocket member who's pushing himself and his Pokémon to the limit. Always angry.



Hitmonchan
#107



Poliwrath
#062



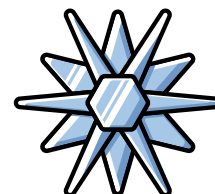
Machop
#068

17 — Azure Gym

The Aurora Badge



BADGE



This small Gym is part of a research station. The trainers here are also researchers. The arena functions as one big laboratory and is used to research all sorts of theories about Pokémon.



LEADER/ **Lorelei** :L8



One of the foremost experts on Pokémon research. She often comes across as cold and uncaring and quickly laughs at any mistakes the Trainers make.



Dewgong
#087



Cloyster
#091

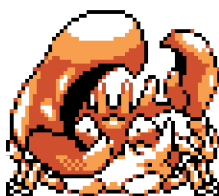


Lapras
#131



Colby :L7

An avid researcher who has apparently heard of the Trainers' exploits throughout the region.



Kingler
#099



Tentacruel
#073



Blastoise
#009



Naomi :L7

A professional Pokémon trainer dedicated to figuring out how strong Pokémon can get.



Persian
#053



Ninetales
#038



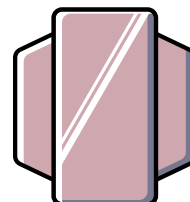
Charizard
#006

18 — Obsidian Gym

The Wyvern Badge



BADGE



The Gym looks like a gothic cathedral. The exterior is decorated with far too many dragon statues. The interior is fairly barren. It consists of a single massive chamber with a few benches and a lot of pillars.



LEADER/ **Lance** :L9

Widely considered the best trainer in the region. His heroic exploits are the stuff of legend. He tries to live a peaceful life away from prying eyes. The coolest dude.



Gyarados
#130



Aerodactyl
#142



Dragonite
#149



George :L8

One of Lance's protégés and a strong trainer in his own right. He has a bit of imposter syndrome.



Exeggutor
#103



Arcanine
#059

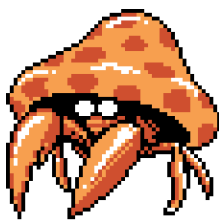


Cloyster
#091



Caroline :L8

Another of Lance's protégés. She desperately wants to demonstrate how good she is.



Parasect
#047



Dewgong
#087



Chansey
#113

Elite Four

The Championship functions a bit differently from the base game and the other World Guide. Instead of facing 4 individual teams, the League has the challengers battle against four teams of three Gym Leaders each. This makes sure that all the original gym leaders make an appearance and makes it so you don't have to use generic trainers as part of the elite teams.

The one exception is Giovanni. Since he's already both a Gym Leader and the boss of Team Rocket, his spot is instead taken by Karate Master Kiyo.

The 'leader' of each team is the original Elite Four member at that spot, e.g. Lorelei leads the first team, Bruno the second, etc. This hopefully makes the Elite Four still feel somewhat special even after their demotion to Gym Leader.

You can always go back to the Gym Leader's page to see what each Gym Leader's personality is like.

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 Gym Leaders all have to gather at the Indigo Plateau once the Trainers get there, so you can even have the Leaders show up one by one in somewhat spectacular fashion.



The teams for the Gym Leaders were mostly chosen to make things more interesting, with some consideration for their teams in Pokémon Stadium.

Lorelei



Jynx
#124



Cloyster
#091



Lapras
#131

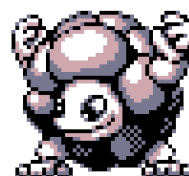
Brock



Omastar
#139



Kabutops
#141



Golem
#076

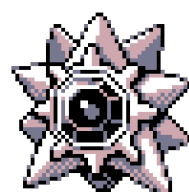
Misty



Seadra
#117

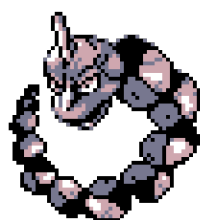


Poliwrath
#062



Starmie
#121

Bruno



Onix
#095



Rhydon
#112



Machop
#068

Lt. Surge



Electabuzz
#125



Electrode
#101



Raichu
#026

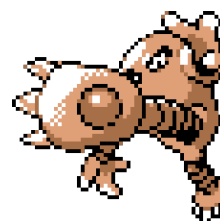
Kiyo



Primeape
#057



Hitmonchan
#107



Hitmonlee
#106



Agatha



Arbok
#024



Golbat
#042

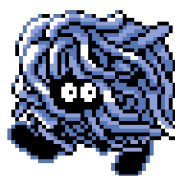


Gengar
#094

Erika



Victreebel
#071

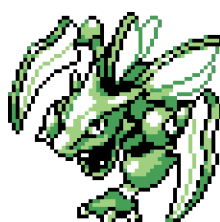


Tangela
#114



Vileplume
#045

Koga



Scyther
#123



Muk
#089



Weezing
#110

Lance



Gyarados
#130



Aerodactyl
#142

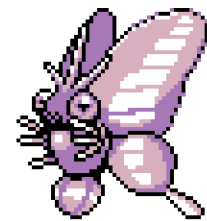


Dragonite
#149

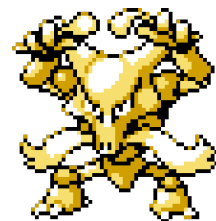
Sabrina



Exeggutor
#103



Venomoth
#049



Alakazam
#065

Dr. Blaine



Magmar
#126



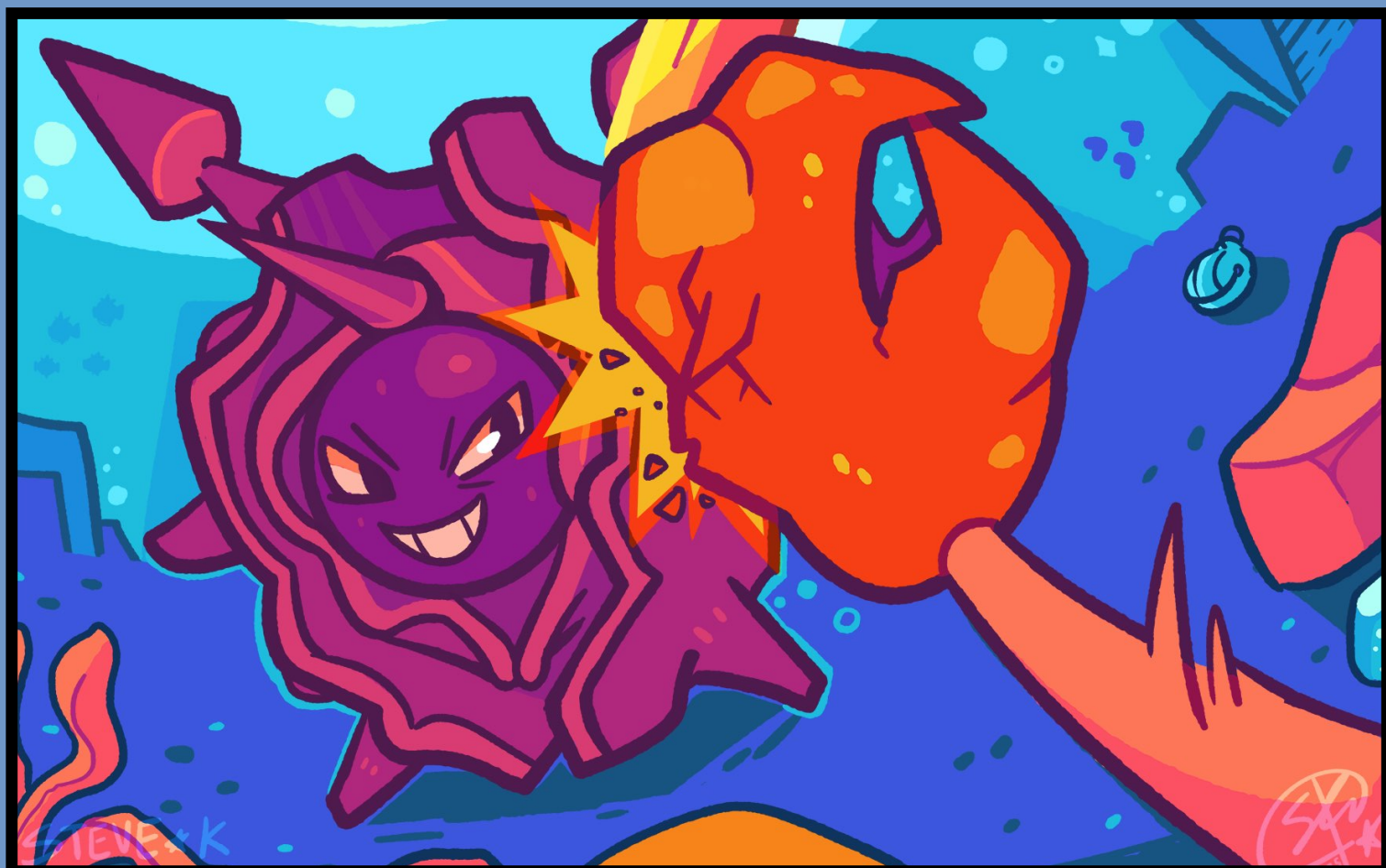
Rapidash
#078



Arcanine
#059



☹️ Enemy Teams ☹️



Introduction



This chapter introduces two enemy teams which were present in the original games—Team Rocket (obviously) and Silph Co. Silph Co. isn't generally 'evil' in the original games, but there are enough shady things going on that it's not that hard to treat them as such.

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

Each team has three levels of hierarchy below the leader. 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.

Additionally, 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 basic World Guide also has a headquarters, recurring antagonists, and a list of potential schemes for each team. These don't really exist for either team in the original games, which is why they were omitted here. If you still want to include these, you can repurpose The Order's headquarters, schemes, and recurring members for Team Rocket and Team Engine's for Silph Co. (Or you can always use Jessie, James, and Meowth from the anime for Team Rocket.)

Team Rocket

Mission

Team Rocket is a crime syndicate whose only mission is to acquire power at all costs. They do this by stealing rare and powerful Pokémon and artefacts. They wish to eventually subjugate all Pokémon as slaves. With these Pokémon, they should be able to take control of the world.



Members



Team Rocket members are referred to as Rockets. They usually wear all-black outfits with a big, red R emblazoned on their shirts. They don't tend to be very nice to their Pokémon or their victims.

Prominent Members



Giovanni — The mysterious boss of Team Rocket. He's called "The Boss" by Rocket members and is never referred to by name. He's also the Gym Leader of the Viridian Gym, although nobody seems to know this connection. See *his Gym page* for more information.



The Imposter — A Rocket member who's really good at copying people. His most notable disguise is Professor Oak. If the Trainers show up at a location with a somewhat notable character, maybe consider replacing that character with The Imposter.

1 – Rattata

No. 019

HP Def Spd
5 3 4



Normal

x2: Fgt

-1: Gho

1 2
3 4

Tackle

Normal 2+



8
9

Hyper Fang

Normal 5+ !1



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

5
6
7

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

2 – Zubat

No. 041

HP Def Spd
6 2 3



Fly, Flash

Poison

x2: Elec Ice Psy Rck

Flying

-1: Grs Fgt Psn Grn

1 2
3 4

Tackle

Normal 2+



8
9

Supersonic

Normal !3



Inflicts Confusion.

5
6
7

Leech Life

Bug 3+ !1



Recovers HP equal to the HP the target loses.

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

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+



8
9

Drag Off

Normal 6+ !1



Hit: Pulls the target towards this Pokémon.

5
6
7

Low Kick

Fighting 5+ !1



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

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

4 – Sandshrew

No. 027

HP Def Spd
5 4 2



Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1 2
3 4

Poison Sting

Poison 3+



1: Poison.

7
8

Sand-Attack

Normal 4+ !3



Inflicts Confusion.

5
6
7

Slash

Normal 6+ !1



6: Deals an additional hit.

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

5 – Ekans

No. 023

HP Def Spd
5 3 2



Strength

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Poison Sting

Poison 2+



1: Poison.

7
8

Glare

Normal !2



Inflicts Paralysis.

5
6

Bite

Normal 4+ !1



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

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

6 – Meowth

No. 052

HP Def Spd
6 2 4



Flash

Normal

x2: Fgt

-1: Gho

1 2
3 4

Scratch

Normal 2+



8
9

Pay Day

Normal 4+ !1



Hit: The opponent gains 1 Poké.

5
6
7

Fury Swipes

Normal 2+ !3



Use 3 times (against the same target).

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.



1 – Grimer

No. 088



HP Def Spd
7 2 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Pound

Normal 3+

8
9

Poison Gas

Poison !4



Inflicts Poison.

4 5
6 7

Sludge

Poison 6+ !1



2: Poison.

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

2 – Cubone

No. 104



HP Def Spd
6 4 2

Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2
3

Pound

Normal 2+

8
9

Bonemerang

Ground 5+ !3



Use twice (against the same target).

4 5
6 7

Bone Club

Ground 5+ !1



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

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

3 – Drowzee

No. 096



HP Def Spd
6 2 2

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

Pound

Normal 1+

8
9

Hypnosis

Psychic !2



Inflicts Sleep.

4 5
6 7

Psychic

Psychic !2



Deals 3 hits.

10
11
12

Take Down

Normal 5+ !1



Hit: This Pokémon loses 1 HP.

4 – Raticate

No. 020



HP Def Spd
6 3 4

Normal

x2: Fgt

-1: Gho

1 2
3 4

Tackle

Normal 3+

8
9

Quick Attack

Normal 5+ !1



This Move happens before all other Moves this round.

4 5
6 7

Super Fang

Normal 6+



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

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

5 – Machoke

No. 067



HP Def Spd
7 4 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2
3

Jab

Fighting 4+

8
9

Seismic Toss

Fighting 7+ !1



Hit: Moves the target to the other side of this Pokémon.

4 5
6 7

Karate Chop

Fighting 6+ !1



6: Deals an additional hit.

10
11
12

Take Down

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

6 – Golbat

No. 042



HP Def Spd
7 4 4

Fly, Flash

Poison

x2: Elec Ice Psy Rck

Flying

-1: Grs Fgt Psn Grn

1
2
3

Tackle

Normal 3+

8
9

Confuse Ray

Ghost !2



Inflicts Confusion.

3 4
5 6

Wing Attack

Flying 5+ !1

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

1 – Sandslash

No. 028



HP Def Spd
7 5 3

Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1 Poison Sting

Poison 4+



1: Poison.

3 4 Slash

Normal 7+ !1



5 6 6: Deals an additional hit.

2 – Arbok

No. 024



HP Def Spd
6 4 4

Strength

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 Poison Sting

Poison 4+



1: Poison.

3 4 Poison Fang

Poison 7+ !1



5 6 2: Poison.

3 – Marowak

No. 105



HP Def Spd
7 6 2

Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1 Pound

Normal 4+



3 4 Fury Attack

Normal 4+ !3



5 6 Use 3 times (against the same target).

4 – Hypno

No. 097



HP Def Spd
7 4 3

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 Pound

Normal 3+



3 4 Psychic

Psychic !2



5 6 Deals 3 hits.

5 – Persian

No. 053



HP Def Spd
6 3 6

Flash

Normal

x2: Fgt

-1: Gho

1 Scratch

Normal 3+



3 4 Slash

Normal 6+ !1



5 6 2-6: Deals an additional hit.

6 – Weezing

No. 110



HP Def Spd
6 6 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 Tackle

Normal 4+



5 6 Sludge

Poison 7+ !1



7 8 2: Poison.

7 Smog

Poison !3



10 Take Down

Normal 7+ !1



11 Hit: This Pokémon loses 1 HP.

12

7 8 9 Deals 1 hit + Poison.



The Boss's Onix



HP Def Spd
6 6 3

Strength

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

1

Tackle

Normal 2+



2 3
4 5
6

Rock Throw

Rock 4+ !1



The Boss's Pinsir



HP Def Spd
6 5 3

Cut, Strength

Bug x2: Fire Psn Fly Rck
-1: Grs Fgt Grn Psy

1

Constrict

Normal 5+



Hit: The target can't move this round.

2 3
4 5
6

Seismic Toss

Fighting 8+ !1



Hit: Moves the target to the other side of this Pokémon.

The Boss's Persian



HP Def Spd
6 3 6

Flash

Normal x2: Fgt
-1: Gho

1

Scratch

Normal 3+



2 3
4 5
6

Slash

Normal 6+ !1



2-6: Deals an additional hit.

The Boss's Machop



HP Def Spd
8 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1

Jab

Fighting 5+



2 3
4 5
6

Seismic Toss

Fighting 8+ !1



Hit: Moves the target to the other side of this Pokémon.

The Boss's Kangaskhan



HP Def Spd
8 4 4

Surf, Strength

Normal x2: Fgt
-1: Gho

1

Pound

Normal 4+



2 3
4 5
6

Comet Punch

Normal 7+ !3



Use twice (against the same target).

The Boss'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

Tackle

Normal 5+



2 3
4 5
6

Fury Attack

Normal 5+ !3



Use 3 times (against the same target).

Horn Drill

Normal 12+ !3



10
11
12

Fissure

Ground 12+ !3



6: The targets faint.

6: The target faints.

Silph Co.



Mission

Silph Co. is by far the largest corporation in the region, which isn't surprising since corporations aren't really a thing in the region. It was founded to research the technology of the previous civilisation and to develop new technologies.



It has since grown to become a true political power in the region. Many people and Pokémon depend on Silph Co. products and services, including Pokémon storage (Poké Balls and computer storage), communications, and transportation.

While the corporation isn't actively antagonistic, it does have a sinister side. Some of its research is quite dangerous. Most settlements where the corporation is active have stories of buildings burning down, sudden explosions, power outages, and weird phenomena.

Mewtwo

The corporation is also known to work with Team Rocket. Most notably, one of its researchers (Dr. Fuji) was asked by Team Rocket to create the world's strongest Pokémon... and he succeeded. The result was Mewtwo, who escaped and now roams the region.

Mewtwo is highly intelligent. It harbours an intense hatred towards Silph Co. as a result of the many experiments it was subjected to. While it spends most of its time on a private island (perhaps at Q16 on the map), it sometimes appears to wreak havoc upon Silph Co.



Members



Most Silph Co. members are either researchers or clerks at one of its many buildings. The researchers often have fairly strong Pokémon, but experimentation may have made them a bit explosive.

Prominent Members



The President — The corporation's president isn't much of a scientist himself. He very much plays a managerial role within the company and acts as its figurehead. He lives a life of excess and luxury.



Dr. Fuji — An old man who used to be one of Silph Co.'s most prominent scientists. He was in charge of creating Mewtwo. After Mewtwo escaped and destroyed his lab on Cinnabar Island, he moved to Lavender Town in the hope of leading a quiet life away from prying eyes. At some point, his past (and Team Rocket) catches up with him.



Dr. Blaine — A Gym Leader and the head scientist of the Cinnabar research branch. His Gym now acts as the regional HQ there. See *his Gym page* for more information.



Bill — A true prodigy who's responsible for many of the most important inventions of the last decade. While associated with the corporation, Bill mostly works alone (alongside his team of researchers/fans). The corporation would prefer to have him at the Saffron City HQ. See *his Gym page* for more information.



Silph Scientist Tier 1



1 – Ditto

No. 132



HP 6 Def 3 Spd 2

Normal

x2: Fgt

-1: Gho

1 2
3 4
5 6
7 8
9
10

Transform

Normal



This Pokémon becomes the same Pokémon as the target, except for its HP.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

2 – Magnemite

No. 081



HP 4 Def 4 Spd 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



5
6
7

Thunder Shock

Electric



!1



Deals 2 hits. 6: Paralysis.

8
9
10

Supersonic

Normal



!2



Inflicts Confusion.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

3 – Grimer

No. 088



HP 7 Def 2 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Tackle

Normal

1+



5
6
7

Nasty Goo

Poison

5+

!1



2: Paralysis.

8
9
10

Poison Gas

Poison



!4



Inflicts Poison.

11
12

Selfdestruct

Normal

6+



This Pokémon faints. Deals 2 additional hits.

4 – Voltorb

No. 100



HP 5 Def 3 Spd 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



5
6
7

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

8
9
10

Chain Lightning

Electric



!2



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

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

5 – Koffing

No. 109



HP 5 Def 4 Spd 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Tackle

Normal

2+



5
6
7

Smog

Poison



!3



Deals 1 hit + Poison.

8
9
10

Foul Odour

Poison



!3



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

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

6 – Abra

No. 063



HP 4 Def 2 Spd 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2
3 4

Teleport

Psychic



!1



Move to any open space.

5
6
7

Confusion

Psychic



!1



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

8
9
10

Disable

Normal



!1



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

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.





Silph Scientist Tier 2



1 – Omanyte

No. 138

HP Def Spd
5 4 2



Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2
3

8
9
10

Tackle

Normal

1+



4 5
6 7

Water Gun

Water



!2



Deals 2 hits.

Spike Cannon

Normal

1+

!3



11
12

Use 3 times (against the same target).

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

2 – Kabuto

No. 140

HP Def Spd
5 4 2



Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2
3

8
9
10

Scratch

Normal

3+



4 5
6 7

Leech Life

Bug

4+

!1



Recovers HP equal to the HP the target loses.

Fury Swipes

Normal

3+

!3



11
12

Use 3 times (against the same target).

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

3 – Porygon

No. 137

HP Def Spd
6 4 2



Flash

Normal

x2: Fgt

-1: Gho

1
2
3

8
9
10

Tackle

Normal

2+



4 5
6 7

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

Tri Attack

Normal



!3



11
12

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

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

4 – Kadabra

No. 064

HP Def Spd
5 2 5



Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

8
9
10

Teleport

Psychic



!1



Move to any open space.

4 5
6 7

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

Disable

Normal



!1



11
12

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

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

5 – Electrode

No. 101

HP Def Spd
6 3 7



Flash

Electric

x2: Grn

-1: Elec Fly

1
2
3

8
9
10

Tackle

Normal

2+



4 5
6 7

Chain Lightning

Electric



!2



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

Swift

Normal



11
12

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

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

6 – Weezing

No. 110

HP Def Spd
6 6 2



Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

8
9
10

Tackle

Normal

4+



4 5
6 7

Smog

Poison



!3



Deals 1 hit + Poison.

Sludge

Poison

7+

!1



11
12

2: Poison.

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.



Enemy Teams



Silph Scientist Tier 3



1 – Omastar

No. 139



HP Def Spd
6 6 2

Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2

Tackle

Normal

2+



3 4
5 6
7

Water Gun

Water



!1



Deals 2 hits.

8
9
10

Spike Cannon

Normal

2+

!3



Use 3 times (against the same target).

11
12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

2 – Kabutops

No. 141



HP Def Spd
6 5 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2

Scratch

Normal

5+



3 4
5 6
7

Leech Life

Bug

6+

!1



Recovers HP equal to the HP the target loses.

8
9
10

Slash

Normal

8+

!1



5-6: Deals an additional hit.

11
12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

3 – Aerodactyl

No. 142



HP Def Spd
7 3 6

Fly

Rock

x2: Wtr Elec Ice

Flying

-1: Nrm Fire Psn Grn Fly Bug

1
2

Tackle

Normal

4+



3 4
5 6
7

Wing Attack

Flying

6+

!1



8
9
10

Bite

Normal

6+

!1



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

11
12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

4 – Magnetron

No. 082



HP Def Spd
6 5 3

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal

2+



3 4
5 6
7

Chain Lightning

Electric

!1



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

8
9
10

Tri Attack

Normal

!3



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

11
12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

5 – Muk

No. 089



HP Def Spd
9 4 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Pound

Normal

4+



3 4
5 6
7

Sludge

Poison

7+

!1



2: Poison.

8
9
10

Poison Gas

Poison

!2



Inflicts Poison.

11
12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

6 – Alakazam

No. 065



HP Def Spd
6 3 6

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Teleport

Psychic

!1



Move to any open space.

3 4
5 6
7

Psybeam

Psychic

!1



Deals 2 hits.
6: Confusion.

8
9
10

Psychic

Psychic

!2



Deals 3 hits.

11
12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.



Enemy Teams



Silph Co. President



The President's Omastar



HP Def Spd
6 6 2

Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1

Tackle

Normal

2+



2 3
4 5
6

Bubble Beam

Water

!2



Deals 3 hits.
6: Paralysis.

7

Night Shade

Ghost

!2



8

Deals 3 hits.

9

10
11
12

Blizzard

Ice

!2



Deals 4 hits.
6: Sleep.

The President's Kabutops



HP Def Spd
6 5 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

7

Mega Kick

Normal

11+

!2



8

9

10
11
12

Hyper Beam

Normal

!4



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

The President's Aerodactyl



HP Def Spd
7 3 6

Fly

Rock

x2: Wtr Elec Ice

Flying

-1: Nrm Fire Psn Grn Fly Bug

1

Tackle

Normal

4+



2 3
4 5

Dragon Rage

Dragon

!4



Deals 4 hits.

6 7
8 9

Fire Blast

Fire

!4



Deals 4 hits.
6: Poison.

10
11
12

Sky Attack

Flying

20+

!1



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

The President's Ditto



HP Def Spd
6 3 2

Normal

x2: Fgt

-1: Gho

1 2
3 4
5 6
7 8
9
10

Transform

Normal

!1



This Pokémon becomes the same Pokémon as the target, except for its HP.

11
12

Explosion

Normal

7+

!1



This Pokémon faints.
Deals 4 additional hits.

The President's Porygon



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1

Tackle

Normal

2+



2 3
4 5

Blizzard

Ice

!3



Deals 4 hits.
6: Sleep.

6 7
8 9

Thunder

Electric

!3



Deals 4 hits.
6: Paralysis.

10
11
12

Hyper Beam

Normal

!3



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

The President's Mew



HP Def Spd
8 5 5

Cut, Fly, Surf, Strength, Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1

Pound

Normal

4+



2 3
4 5

Dragon Rage

Dragon

!3



Deals 4 hits.

6 7
8 9

Mega Drain

Grass

!2



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

10
11
12

Fissure

Ground

10+

!3



6: The target faints.



Enemy Teams