Pocket Monster Adventures



World Guide

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Version 1.3

Released 2026-11-13

Chapter Art by Steve K

(Cover art, badges, and new sprites by Heavenly Spoon)

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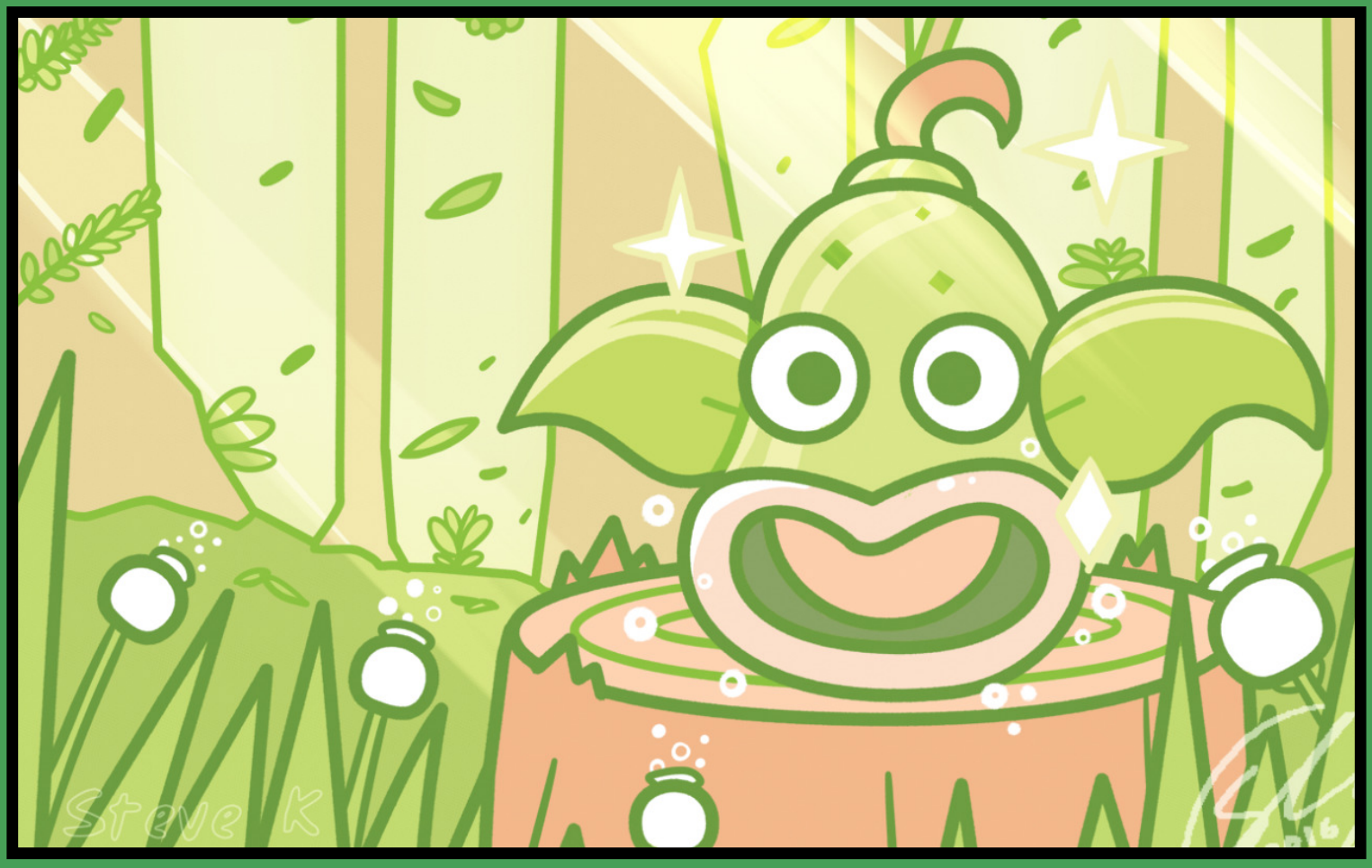
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Regions



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 themself. 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). If you want a more familiar region, check out the Special Kanto Version of the world guide.

Each region has a world map and a full list of towns and cities, each with a short description and one or more Points of Interest (POI) to give the Trainers something to visit 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.



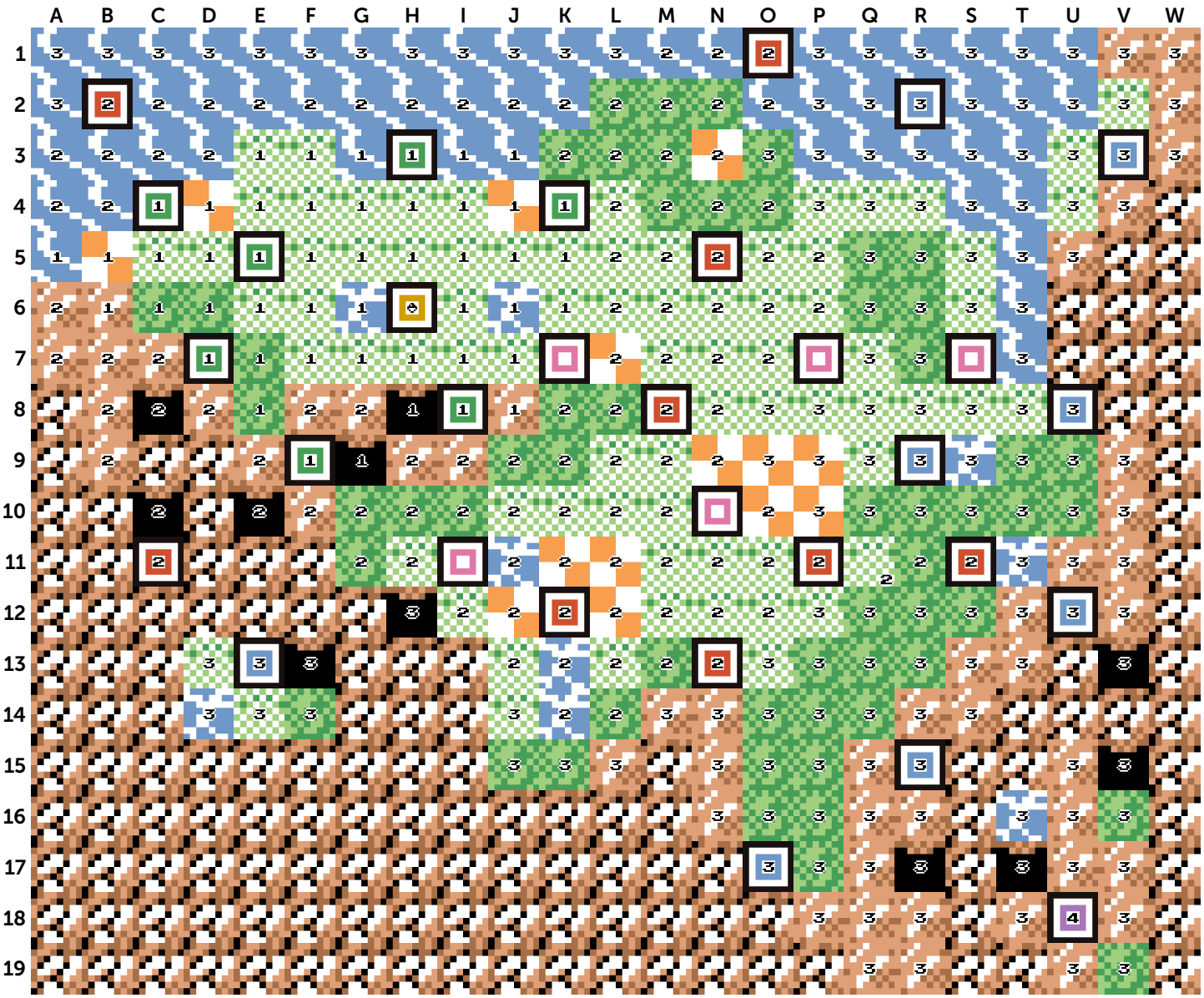
Don't forget that the local Gym Leader and their lackeys can (and should) also be used as prominent NPCs!

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 angry, 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, Machamp
	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, Magneton
	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.

Settlements Overview

B2 — Pike Town 
A rocky island, once wealthy

C4 — Trident Town 
Beautiful white beaches, touristy

C11 — Ranseur City 
Centre of art and learning, remote

D7 — Godendac Town 
Once a big city, now a small town

E5 — Spontoon City 
Canals and flowery architecture

E13 — Fauchard Town 
Rural, remote, very low-tech

F9 — Spear Town 
Mountain town with mighty walls

H3 — Sarisa Town 
Artificial island once full of industry

H6 — Partizan City 
Vibrant and historic, 2 gyms

I8 — Scythe Town 
Former city, now mostly wasteland

I11 — Pilum Town 
A simple, quiet, but active town

K4 — Javelin City 
A once great harbour city, still big

K7 — Glaive City 
Biggest city, feels like own region

K12 — Bardiche Town 
Built within an industrial wasteland

M8 — Brandestock Town 
Old-timey and quite pretty

N5 — The Kontus Area 
Steppe with some outposts

N10 — Angon Town 
Used to be the heart of industry

N13 — Assegai Town 
Rural town next to tall cliffs

O1 — Earspoon Town 
Island town full of windmills

O17 — Voulge Town 
A town of many legends

P7 — Woldo Town 
Quiet town built over old ruins

P11 — Dory Town 
Full of abandoned power stations

R2 — Billhook Town 
Islands surrounded by dams

R9 — Guisearme City 
Home to the biggest Poké-Mart

R15 — Corbin Town 
Old military base, heavily fortified

S7 — Planson City 
Modern city built around a river

S11 — Sparth Town 
Resort town renowned for its spas

U8 — Spetum Town 
Known for its ornate glassworks

U12 — Falx Town 
Old mining town, nothing to see...

U18 — The Halberd Plateau 
Home of the championship

V3 — Ahlspiess City 
Isolated big city, once a capital

Mythical Quest Locations
W01 — J15 — R19

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: 3 ₽4 7 ₽4 39 ₽4 15 ₽12 44 ₽4 22 ₽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 servants are long gone, 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: 12 ₽2 19 ₽8 48 ₽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: 4 ₽2 7 ₽4 31 ₽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: 6 ₽8 28 ₽4 48 ₽8 50 ₽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.

 **Jewel & Eevee** — Really wants to trade away her “useless” Eevee.

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: 1 ₽6 9 ₽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: 31 ₽4 34 ₽4 44 ₽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: 17 ₽6 21 ₽10 30 ₽2 49 ₽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 — The Star Gym, a telescope array and 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: 3 ₽4 28 ₽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 — The Signal Gym, an old radio tower.

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

Mart: 40 ₽6 42 ₽4

I8 — 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: 1 ₽3 4 ₽2

I11 — Pilum Town

A quiet town with mostly simple wooden buildings. Belying its humble appearance, it has 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: 6 ₽8 17 ₽6 24 ₽8 30 ₽2 31 ₽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: 1 ₽6 9 ₽4 34 ₽4 50 ₽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 & Magneton** — 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: 34 ₽4 37 ₽8 45 ₽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: 13 ₽8 17 ₽6 30 ₽2 31 ₽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: 18 ₽6 20 ₽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: 1 ₽6 5 ₽6 37 ₽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: 18 ₽6 40 ₽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: 11 ₽8 21 ₽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.

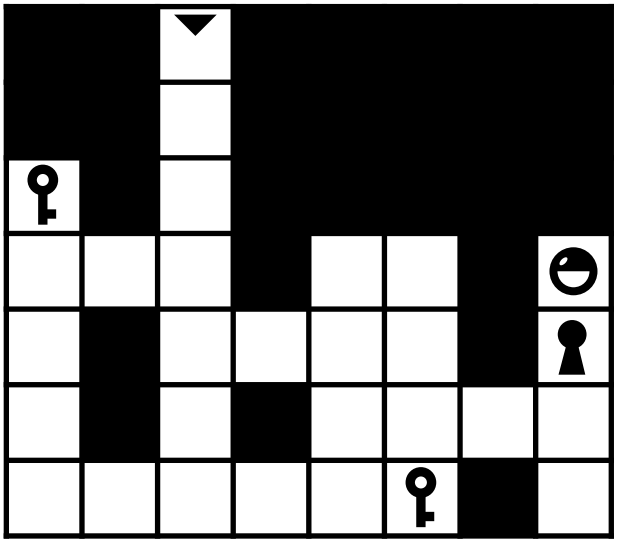
POI: The Old Shrines — Dotted around the town are old shrines to long-forgotten deities. The statues there resemble the legendary birds.

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 2

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: 2 ₽6 9 ₽4 42 ₽4 Thunder Stone ₽4

R2 — Billhook Town 3

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 — The Tsunami Gym, 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 is 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: 7 ₽4 8 ₽8 21 ₽10 29 ₽8 35 ₽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:

6 ₽8 13 ₽8 14 ₽10 24 ₽8 25 ₽10 26 ₽8

31 ₽4 33 ₽2 37 ₽8 38 ₽10 39 ₽4 49 ₽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 Trainers sends out a Magneton.)

Mart: 5 ₽6 8 ₽8 10 ₽8 17 ₽6 19 ₽8 47 ₽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: 16 ₽10 21 ₽10 36 ₽8 41 ₽8 Moon Stone ₽4

S11 — Sparth Town

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

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

POI: The Sparth Circuit — A racetrack outside of town where obstacle races are held involving Doduo, Dodrio, Ponyta, Rapidash, or Arcanine. A trainer with one of these Pokémon can enter. They start at position 7 – the Pokémon's Speed. 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. Winner gets TM47 Overrun.

Mart: 7 ₽4 8 ₽8 44 ₽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 rival...

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: 3 ₽4 32 ₽2 46 ₽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: 5 ₽6 20 ₽4 28 ₽4 Moon Stone ₽4

U18 — The Halberd Plateau 4

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 Elite Teams 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 3

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: 6 ₽8 33 ₽2 39 ₽4 44 ₽4 50 ₽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 #S04

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	Magneton #082	2	Muk #089	3	Electrode #101	4	Exeggutor #103
5	Weezing #110	6	Tangela #114	7	Electabuzz #125	8	Ampharos #S14

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	7	Rhydon #112	8	Magmar #126

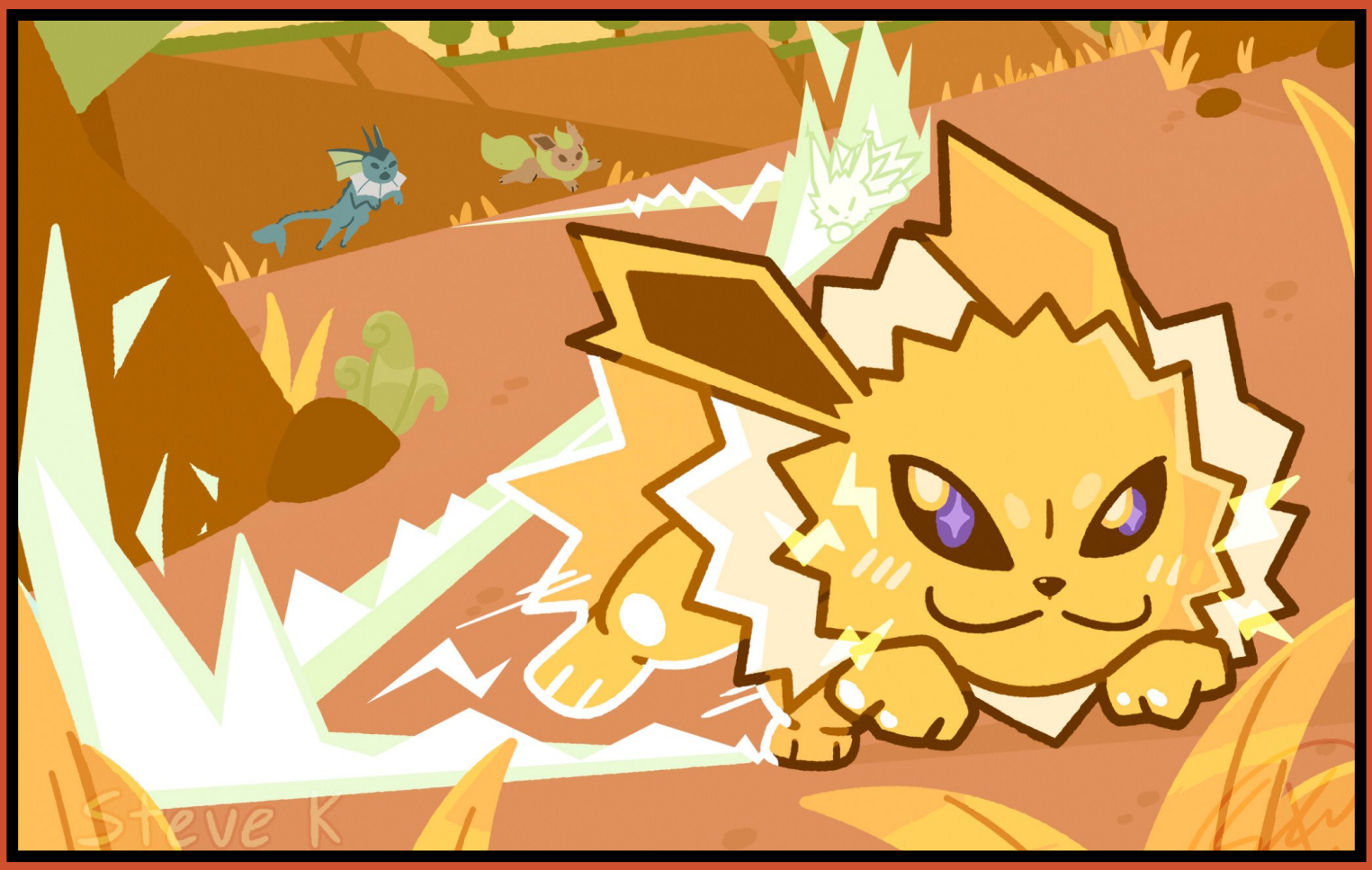
The Kemro Region



Coming Eventually

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 member's name shows the highest level of move they can use. The Leader's final Pokémon is their **ace**. Have it be out of its Poké Ball when the Trainers first meet the Leader.

Each Gym's Leader has a custom sprite. These sprites are admittedly a bit shoddy, but hey, you try making 50 sprites for a free game... The sprite should hopefully give you a rough idea of what they look like.

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.

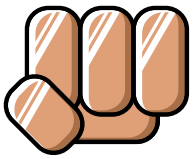
List of Gyms

TM01 Mega Punch	30	TM26 Earthquake	55
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TM25 Thunder	54	TM50 Substitute	79

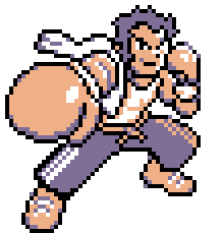
TM01 Mega Punch

The Wallop Gym

BADGE



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.



LEADER/ **Big Knucks** :L2

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

Mega Punch	TM01
Normal	d10 !3



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

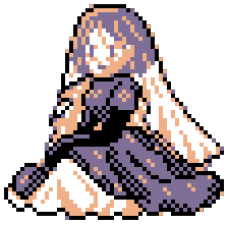
TM02 Dark Wave

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

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

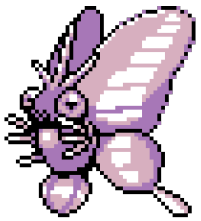
Dark Wave TM02

Ghost d6

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



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

BADGE



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.



LEADER/ **Hildegard** :L2

A historian and weapon enthusiast. She always dresses in medieval garb, often incorporating chainmail. She carries a rapier which she casually uses to point with.

Swords Dance TM03

Normal d1

Double the number of hits inflicted by this Pokémon's next successful Regular Move.



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

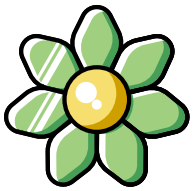


Tentacool
#072

TM04 Whirlwind

The Roost Gym

BADGE



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.



LEADER/ **Tubert** :L2

A strapping young lad who's been taking care of birds his whole life. He's seemingly beloved by all. He communicates mostly using sayings and proverbs.

Whirlwind TM04

Normal d4 !1

Hit: Pushes each target back 1 space (if that space is open).



Spearow
#021



Pidgeotto
#017

Whitley :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

Betran :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

BADGE



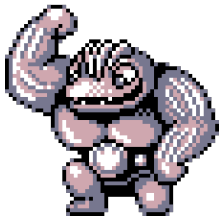
This Gym is part of a big sports stadium built for some long-forgotten athletic competition. Many different sports are practised here, most of which involve Pokémon in one way or another.



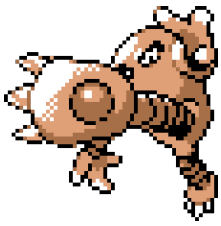
LEADER/ **Pedro** :L5

An excellent trainer who's also extremely talented in a wide variety of sports. He only communicates in generic phrases. He's always giving "110%".

Mega Kick	TM05
Normal	d12 !4



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

BADGE



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.



LEADER/ **Wolfsbane** :L4

Wolfsbane (real name Jerry) thinks of himself as an assassin. He definitely wants to appear threatening, but usually comes across as rather harmless.

Toxic TM06

Poison d6

Poison, but up the damage dealt by 1 after each time the target takes Poison damage.



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

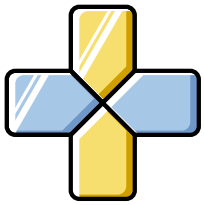


Weepinbell
#070

TM07 First Aid

The Health Gym

BADGE



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.



LEADER/ **Salma** :L2

An older lady who's very caring and maybe a bit eccentric. She's obsessed with different kinds of potions and medicine and has a 'cure' for everything.

First Aid **TM07**

Normal d6

Recovers HP from the target equal to the result of the Move Die.



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

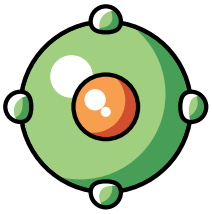


Clefairy
#035

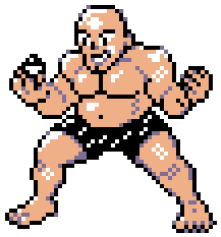
TM08 Body Slam

The Squish Gym

★★ BADGE



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.



LEADER/ **Odys 'The Steamroller' Lamb** :L7

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

Body Slam TM08

Normal d10 !3

4: Paralysis.



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



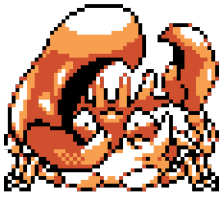
Raichu
#026



Wigglytuff
#040

'Heartless' Hailey Crusher :L6

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



Kingler
#099



Golem
#076

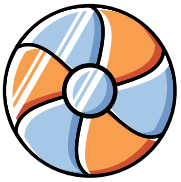


Rhydon
#112

TM09 Take Down

The Conflux Gym

BADGE



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.



LEADER/ **Petey Burnam** :L2

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

Take Down TM09

Normal d10 !1

Hit: This Pokémon loses 1 HP.



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

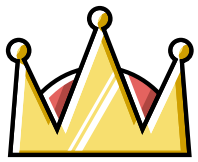


Growlithe
#058

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.

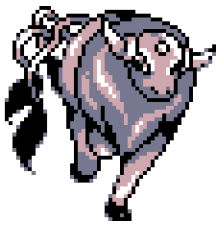


LEADER/ **Humphrey Dumpley** :L7

A gentleman who wishes to restore his noble family's prestige. The palace is his ancestral home. He's terrified of anyone breaking things. He is, however, very clumsy.

Double-Edge	TM10
Normal	d12 !2

Hit: This Pokémon loses 1 HP.



Tauros
#128



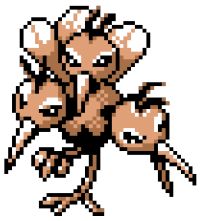
Donphan
#S09



Chansey
#113

Horace :L6

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



Dodrio
#085



Arcanine
#059



Rapidash
#078

Manfred :L6

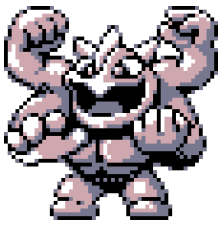
Sir Humphrey's loyal servant. When called, he shows up immediately. He's quite rude to guests.



Mr. Mime
#122



Hypno
#097



Machamp
#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/ **Bubella** :L4

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

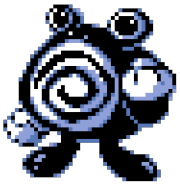
Bubble Beam TM11

Water d6

Deals 3 hits.
1: Paralysis.



Wartortle
#008



Poliwhirl
#061



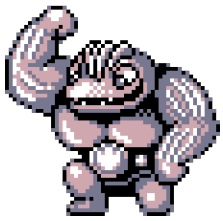
Azumarill
#S11

Manu :L3

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



Ivysaur
#002



Machoke
#067



Weepinbell
#070

Leulu :L3

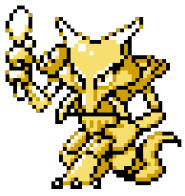
A calm woman who always wears a white bathrobe. She's in charge of the saunas.



Charmeleon
#005



Graveler
#075



Kadabra
#064

TM12 Water Gun

The Creek Gym

BADGE

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.



LEADER/ **John Wade** :L2

Nicknamed 'The Sheriff'. His Staryu often clings to his chest and his Horsea is often fastened to his belt. He takes himself very seriously.

Water Gun TM12

Water | d4

Deals 2 hits.



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

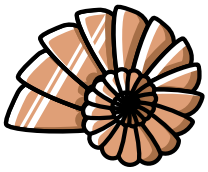


Eevee
#133

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 always busy. Her outfits have fun patterns, usually involving bones.

Ice Beam TM13

Ice d6

Deals 3 hits.
1: Sleep.



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

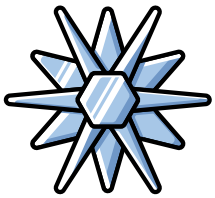


Porygon
#137

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 polar expeditions. He often boasts about his adventures. Now an old man, he calls everything a young person's game.

Blizzard TM14
Ice d8
Deals 4 hits.
1: Sleep.



Wearlycan
#S04



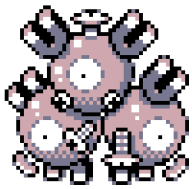
Jynx
#124



Dewgong
#087

D. O'Ray :L7

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



Magneton
#082



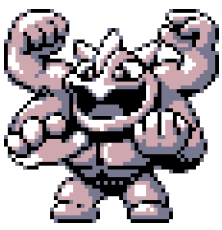
Electabuzz
#125



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

★★ BADGE

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!



LEADER/ **Victor** :L9

A ruthless trainer who thinks of himself as the very best, like no one ever was. He looks down on everyone and quickly dismisses any of the Trainers' accomplishments.

Hyper Beam TM15

Normal d8

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



Aerodactyl
#142



Rhydon
#112



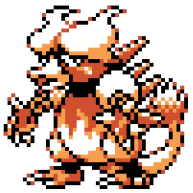
Gyarados
#130

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

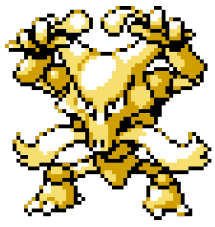
An ardent explorer who has seen most of the region. She's always eager to trade Pokémon and ideas.



Gengar
#094



Machamp
#068

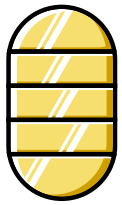


Alakazam
#065

TM16 Pay Day

The Luck Gym

BADGE



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.



LEADER/ **Lucky Tony** :L3

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

Pay Day TM16

Normal d6 !1

Hit: Gain 1 Poké.



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 stoic head monk. She studies ancient martial arts and has a gruelling daily training regimen. She is always deeply serious and never cracks a smile.

Submission TM17

Fighting d10 !1

Hit: This Pokémon loses 1 HP.



Hitmonlee
#106



Hitmonchan
#107



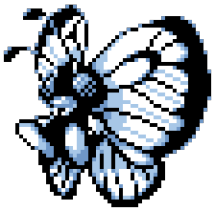
Machamp
#068

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

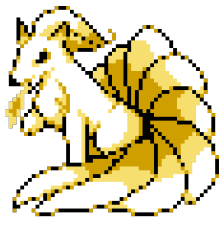
A monk dressed in darker robes. A bit creepy. She always looks like she's doing something shifty.



Drowzee
#096



Haunter
#093



Ninetales
#038

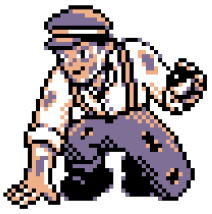
TM18 Drag Off

The Engine Gym

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.

BADGE





LEADER/ **Axel** :L5

Axel desperately wants to rebuild some of the machines of the previous civilisation. He's always working with his Pokémon on some mechanical monstrosity.

Drag Off TM18

Normal d8 !2

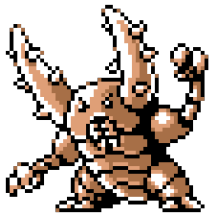
Hit: Pulls the target towards this Pokémon (if possible).



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

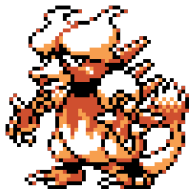
Obsessed with old engines. He's always covered in soot. Things tend to explode around him.



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

More muscle than man. He's a champion at a lot of the games at the Gym, most notably Geodude tossing. He is always bare-chested, even in winter.

Seismic Toss TM19
Fighting d8 !2
Hit: Moves the target to the opposite side of this Pokémon if that space is open.


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

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.

BADGE



LEADER/ **Lilith** :L4

A hyper-competitive trainer. She subjects her Pokémon (and her fellow Gym members) to gruelling training regimes and gets incredibly cross whenever she loses.

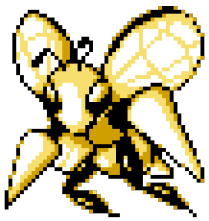
Rage TM20

Normal d6 !2

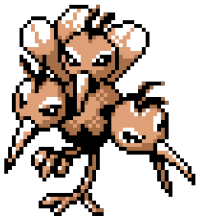
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.



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. Friendly until someone steps on a plant.

Mega Drain TM21

Grass d6

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



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



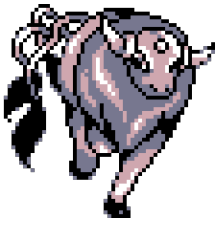
Blastoise
#009

Tillie :L6

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



Onix
#095



Tauros
#128

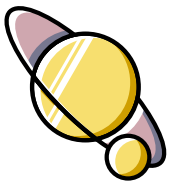


Dugtrio
#051

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 usually wears t-shirts with some kind of science pun, e.g. "I need my space".

Solar Beam TM22

Grass d4

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



Exeggutor
#103



Vileplume
#045



Venusaur
#003

Terra :L7

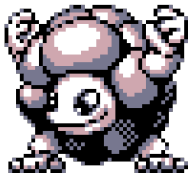
A young geologist. She dresses in a suit and tie and takes her work extremely seriously.



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

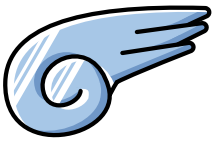


Clefable
#036

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 lives a secluded life. She can sometimes be seen flying around on her Dragonite. She says little, often pausing between sentences.

Dragon Rage TM23

Dragon d8

Deals 4 hits.



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



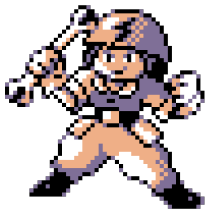
Arcanine
#059

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 who's always tinkering with something. She seems maniacally delighted in the work she does at the Gym and whenever she gets to battle.

Thunderbolt TM24
Electric d6
Deals 3 hits.
1: Paralysis.


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

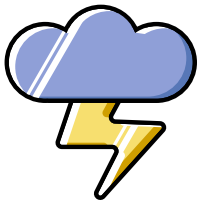

Lickitung
#108


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 switches between being very professional and being laid back and jovial for no apparent reason.

Thunder TM25
Electric d8
Deals 4 hits.
1: Paralysis.



Weezing
#110



Starmie
#121



Raichu
#026

Tatiana :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
#S04



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

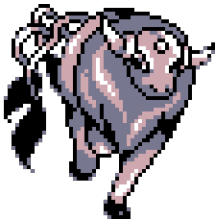
The foreman of this 'mine'. His big, bushy moustache hides some of his dust-covered face. He's very direct and quite rude. Always wears overalls and a helmet.

Earthquake TM26

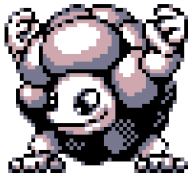
Ground d10 !3



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



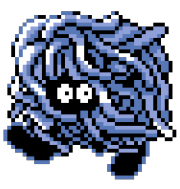
Golduck
#055



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.)



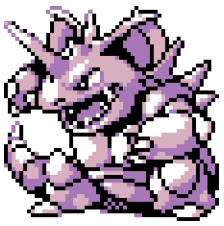
LEADER/ **Erna Lowfault** :L7

The boss of this whole operation. She's cruel, calculating, and cunning and she shows little respect for those who work here.

Fissure TM27

Ground d12 !4

12: The targets faint.



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 heavyset bodyguard. A dim-witted oaf who struggles to follow orders.



Slowbro
#080



Lickitung
#108

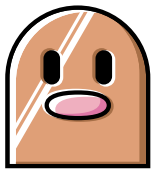


Snorlax
#143

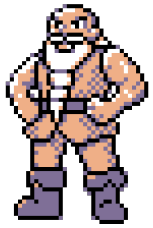
TM28 Dig

The Burrow Gym

BADGE



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.



LEADER/ **Orin** :L2

A daring spelunker. Quite old and short with a big, braided beard. He's fearless and easily amused. His laughs can often be heard echoing through the tunnels.

Dig TM28

Ground d10 !2

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



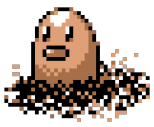
Diglett
#050



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



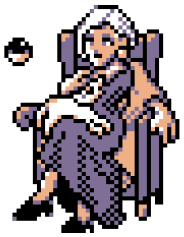
Ekans
#023

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 always sits in a luxurious chair with her Espeon. She uses her powers to move things. When she gets angry, objects start flying everywhere.

Psychic	TM29
Psychic	d6
Deals 3 hits.	



Hypno
#097



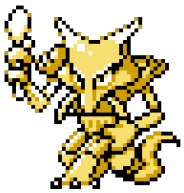
Espeon
#S18

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



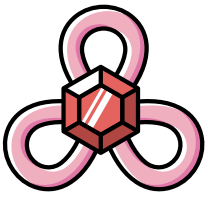
Exeggcute
#102

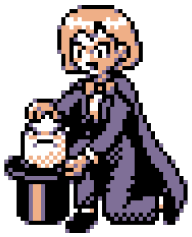
TM30 Teleport

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

An accomplished magician who has seemingly mastered teleportation, which normally only Pokémon can do. She's quite humble when not on stage.

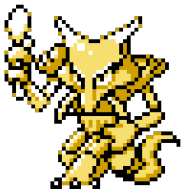
Teleport TM30

Psychic d4

Move the user or the target to any open space.



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

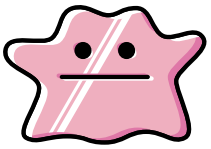


Charmander
#004

TM31 Mimic

The Copy Gym

BADGE



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.



LEADER/ **Phantom** :L2

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

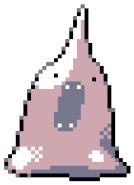
Mimic **TM31**

Normal

When revealed: Treat this Move as a copy of an ally's declared Move.



Ditto
#132



Mimmeo
#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 wears elaborate outfits. He's *very* flamboyant.



Spearow
#021

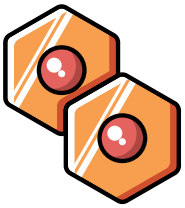


Ditto
#132

TM32 Double Team

The Swarm Gym

BADGE



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.



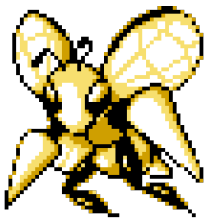
LEADER/ **Beatrice** :L2

Not just the Leader of this Gym, but also the leader of the many trainers that live within this Gym. Haughty and cruel. She always wears fancy orange dresses.

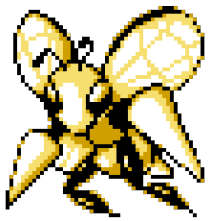
Double Team TM32

Normal d4

Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.



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

BADGE



A funhouse filled with mirrors. The outside structure looks 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.



LEADER/ **Miro the Clown** :L2

Renowned for his elaborate and wacky acts, one of which involves riding a unicycle with his Mr. Mime on his shoulders, both juggling. He never drops his act.

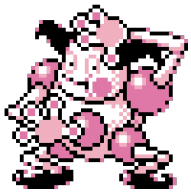
Reflect TM33

Psychic d4

Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.



Staryu
#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

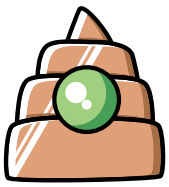


Goldeen
#118

TM34 Foul Odour

The Putrid Gym

BADGE



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.



LEADER/ **Scentia** :L2

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

Foul Odour TM34

Poison d6

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



Grimer
#088



Gloom
#044

Fallon :L1

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



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

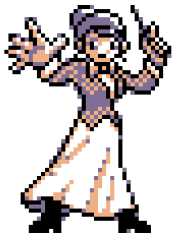
TM35 Metronome

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/performer. She insists on etiquette and manners and regularly points out bad posture. She is admired and feared in equal parts.

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 captain who has taken over management of the dam. She's still sharp despite her age and knows everything that happens here. Very punctual and strict.

Flood TM36

Water d6

Deals 3 hits.



Golduck
#055



Cloyster
#091



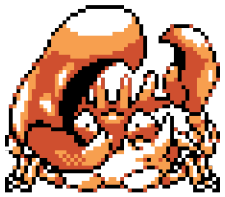
Blastoise
#009

Hugo :L7

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



Machamp
#068



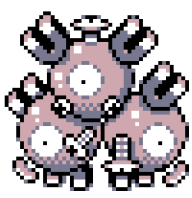
Kingler
#099



Rhydon
#112

Miles :L7

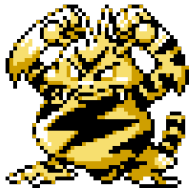
An obviously overworked engineer. He's always busy fixing things and solving problems.



Magneton
#082



Raichu
#026



Electabuzz
#125

TM37 Flamethrower

The Pyro Gym

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.

BADGE



LEADER/ **Casey Flint** :L6

The lead singer and guitarist of Pyromania. He's quite laid back and often a bit pretentious. He knows a lot about music, but very little about everything else.

Flamethrower TM37
Fire d6
Deals 3 hits.
1: Poison.


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 mysterious figure who always wears an elaborate Arcanine mask. He speaks with a deep, booming voice. He is mostly helpful and kind, if a bit condescending.

Fire Blast TM38

Fire d8

Deals 4 hits.
1: Poison.



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

BADGE



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.



LEADER/ **Aster** :L3

The charismatic spokesperson of the Gym. He speaks with a calm voice and clearly enunciates every word. He truly wants others to share his enthusiasm.

Swift TM39

Normal

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.



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

BADGE



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.



LEADER/ **The Lieutenant** :L2

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

Dive Bomb TM40

Flying d8 !1

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



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 defiant and actually willing to talk to the Trainers like a normal person.



Warfurs
#S03



Mankey
#056

TM41 Night Shade

The Phantom Gym

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.

BADGE





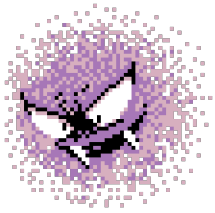
LEADER/ **The Countess** :L5

The mysterious countess Lenore. Her family has lived here since before the fall of the last Civilisation. She has pale white skin and sharp teeth. Welcoming but creepy.

Night Shade TM41

Ghost d6

Deals 3 hits.



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



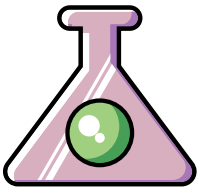
Parasect
#047

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 trying to figure out how everything here works. He often neglects his Gym Leader duties and is hard to get a hold of. He's quite rude and dismissive.

Acid TM42

Poison d4

Deals 2 hits.



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. She's 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



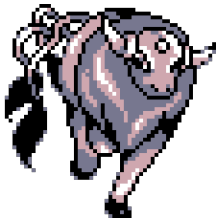
Aerodactyl
#142



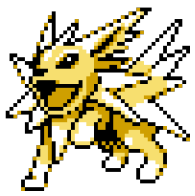
Pidgeot
#018

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



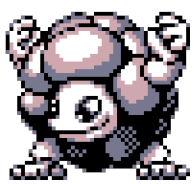
Rapidash
#078

Mr. Muscles :L7

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



Primeape
#057



Golem
#076

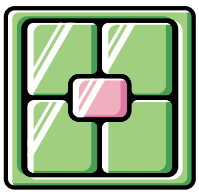


Machamp
#068

TM44 Rest

The Relax Gym

BADGE



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.



LEADER/ **Napoleon** :L2

A middle-aged man who likes nothing more than to sit by the river and relax. He's never in a hurry and does things at his own pace, much to everyone's annoyance.

Rest TM44

Psychic d1

This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.



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

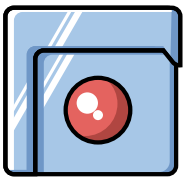


Cubone
#104

TM45 Thunder Wave

The Signal Gym

BADGE



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).



LEADER/ **Liv** :L2

The main radio presenter and a competent technician. She speaks in a soft, dulcet voice, which often briefly hides the fact that most of what she says is quite rude.

Thunder Wave TM45

Electric d4

Inflicts Paralysis.



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 an ancient, spoon-like object.



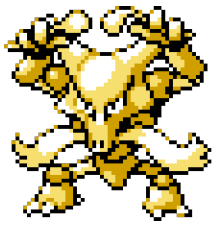
LEADER/ **Spoon** :L7

Definitely not a transformed Mew. Only communicates telepathically. Once they're down to their final Poké-mon, they send out Mew and then suddenly disappear.

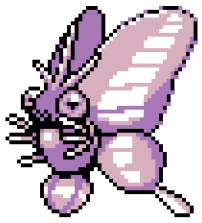
Psywave TM46

Psychic d6

Deals hits equal to the result of the Move Die.



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



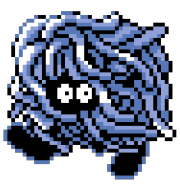
Shuckle
#B04



Cloyster
#091

The Keeper :L6

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



Tangela
#114



Parasect
#047

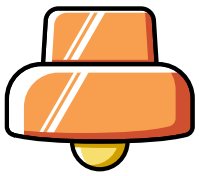


Tentacruel
#073

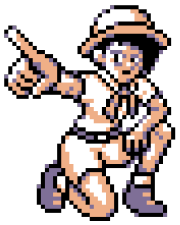
TM47 Overrun

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.



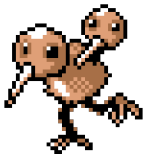
LEADER/ **Savanna** :L5

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

Overrun TM47

Normal d8 !2

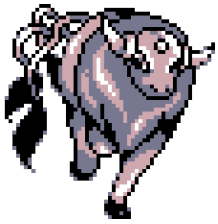
Before rolling: Can move 2 more spaces. If this Pokémon didn't move, this Move misses.



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

BADGE

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



LEADER/ **Monty** :L4

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

Rock Slide	TM48
Rock	d8 !2



Graveler
#075



Machoke
#067



Aerodactyl
#142

Wendy :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, immaculately dressed, middle-aged woman. She never seems to do anything without her identical triplet sisters. Always serious and to the point.

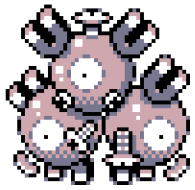
Tri Attack TM49

Normal d10

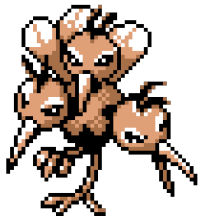
Use this Move three times against the same target. Deals 2 hits.



Dugtrio
#051



Magneton
#082



Dodrio
#085

Toula :L7

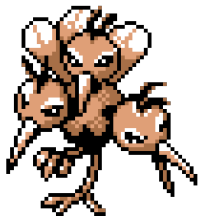
Looks identical to her slightly older sister. She's easily angered and very competitive.



Dugtrio
#051



Magneton
#082



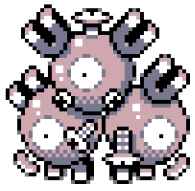
Dodrio
#085

Theresa :L7

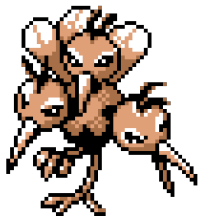
Also looks and acts identical to her slightly older sisters. She's always trying to be funny.



Dugtrio
#051



Magneton
#082



Dodrio
#085

TM50 Substitute

The Proxy Gym

BADGE



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.



LEADER/ **Aiden** :L2

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

Substitute TM50

Normal d1

User returns to Ball. Create a 'substitute' obstacle (destroyed when hit) in its original space.



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



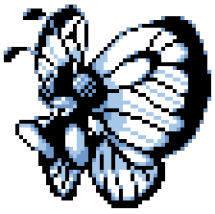
Rhydon
#112

Bianca :L3

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



Pidgeotto
#017



Butterfree
#012



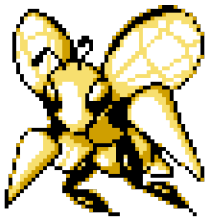
Sandslash
#028

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

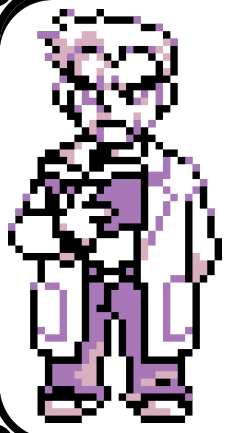
This section features a selection of 17 possible elite teams, most of which are composed of three previously mentioned Gym Leaders. (This does not mean each member is necessarily a Gym Leader in the current region.) There are two exceptions—the Triumvirate, which is designed to be the final of the four Champion teams (see below) and the Greenhorns, which can serve as an introductory team if needed.

Each elite trainer has their own signature move they can use an unlimited number of times.

Unlike Gyms, elite 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 Leader the Trainers have encountered before, ideally one they lost against. Using a team associated with 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 banter.

The Triumvirate

The Triumvirate is the de facto final boss of the Championship. They started out as a group of kids 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

The Triumvirate is generally considered the best team in the region. They are the perennial crowd favourites and everyone knows who they are. Their exploits throughout the region are the stuff of legend.



Jade

Considered the best trainer in the region. She's always friendly and enthusiastic, but a bit condescending. She knows all there is to know about battling.

Rainbow Wave
Grass · d8
Choose a type.
Deals 2 hits to all other Pokémon of the chosen type.



Exeggutor
#103



Rhydon
#112



Ho-Oh
#B06



Jasper

Jade's brother. An avid explorer. He's a show-off, but often lives in his sister's shadow. He knows most of the region's legends and has verified quite a few of them.

Fire Spin
Fire · d12
Deals 1 hit. The targets can't take actions until the end of the next round.



Arcanine
#059



Kangaskhan
#115



Dragonite
#149



Teal

A water-type expert. She loves nothing more than surfing the waves on top of her Gyarados or Lapras. She's often lost in thought thinking about the sea.

Hydro Pump
Water · d8
Deals 4 hits.



Slowbro
#080



Lapras
#131



Gyarados
#130

The Super-Squad

Each member of this team is famous throughout the region. They represent the pinnacle of speed, strength, and resilience, as do their Pokémon. They are by far the most popular team among youngsters.



Sky-Gal

The leader of the squad. When not battling, she uses her flying Pokémon to find those in trouble and help them out. 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



Pidgeot
#018



Moltres
#146



Big Knucks

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

Mega Punch TM01

Normal d10 !3



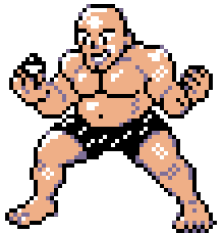
Hitmonchan
#107



Poliwrath
#062



Kangaskhan
#115



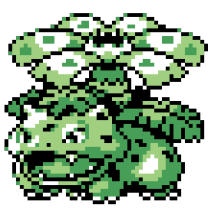
Odys 'The Steamroller' Lamb

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

Body Slam TM08

Normal d10 !3

4: Paralysis.



Venusaur
#003



Nidoqueen
#031



Snorlax
#143

Perseverance

A team of absolute sports nuts who are perhaps more famous for their non-Pokémon activities. They push themselves and their Pokémon to the absolute limit and expect nothing less from their opponents.



Pedro

An excellent trainer who's also extremely talented in a wide variety of sports. He only communicates in generic phrases. He's always giving "110%".

Mega Kick TM05
Normal d12 !4



Jolteon
#135



Golduck
#055



Hitmonlee
#106



Monty

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

Rock Slide TM48
Rock d8 !2



Machamp
#068



Jumpluff
#S17



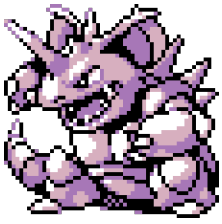
Aerodactyl
#142



Scotty

More muscle than man. He's a champion at many traditional sports, most notably Geodude tossing. He is always bare-chested, even in winter.

Seismic Toss TM19
Fighting d8 !2
Hit: Moves the target to the opposite side of this Pokémon if that space is open.



Nidoking
#034



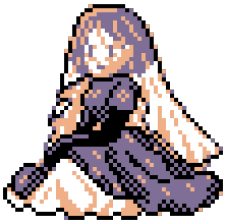
Golem
#076



Primeape
#057

Amaryllis

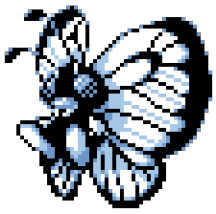
A mysterious team which has done well in the Championship despite their obscurity. Only Tubert ever gives interviews and has some fans, but otherwise they don't really pull in any fans.



Noctua

A mysterious lady who rarely appears during the day. She speaks with a soft, whisper-like voice and dresses in elaborate dresses made out of iridescent materials.

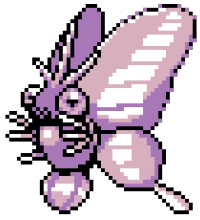
Dark Wave TM02
Ghost d6
Deals 2 hits.
Darkens the field until the end of the round.



Butterfree
#012



Gengar
#094



Venomoth
#049



Tubert

A strapping young lad who's been taking care of birds his whole life. He has a small but dedicated fanbase. He communicates mostly using sayings and proverbs.

Whirlwind TM04
Normal d4 !1
Hit: Pushes each target back 1 space (if that space is open).



Jumpluff
#S17



Fearow
#022



Pidgeot
#018



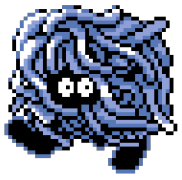
Mary-Rose

An ardent and reclusive gardener. She somewhat obsessively collects different plants and plant-like Pokémon. Friendly until someone steps on a plant.

Mega Drain TM21
Grass d6
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.



Parasect
#047



Tangela
#114



Leafeon
#B05

The Magic Troupe

Every match this extravagant team is involved in becomes an amazing spectacle both before and during the match, including astonishing acts of illusionism and acrobatics. They have many dedicated fans.



Petey Burnam

The main spokesperson for the team, constantly trying to create hype. Always wears a glittering suit. They have a hard time not using their announcer voice.

Take Down TM09
Normal d10 !1
Hit: This Pokémon loses 1 HP.



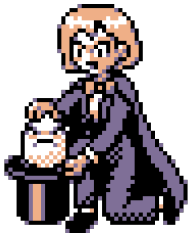
Margren
#B03



Flareon
#136



Vaporeon
#134



The Amazing Morgana

An accomplished magician who has seemingly mastered teleportation, which normally only Pokémon can do. She's quite humble when not on stage.

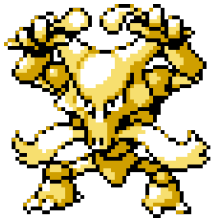
Teleport TM30
Psychic d4
Move the user or the target to any open space.



Exeggutor
#103



Cloyster
#091



Alakazam
#065



Miro the Clown

Renowned for his elaborate and wacky acts, one of which involves riding a unicycle with his Mr. Mime on his shoulders, both juggling. He never drops his act.

Reflect TM33
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.



Mr. Mime
#122



Jynx
#124



Golduck
#055

Serenity

This team's calm appearance belies their battle prowess. They're always super friendly towards their opponents before battle, but never hold back during. They have by far the calmest fans in the league.



Salma

An older lady who's very caring and maybe a bit eccentric. She's obsessed with different kinds of potions and medicine and has a 'cure' for everything.

First Aid TM07
Normal d6
Recovers HP from the target equal to the result of the Move Die.



Shuckle
#B04



Victreebel
#071



Parasect
#047



Bubella

A helpful older lady who always tries to make sure everyone is comfortable and relaxed. She's an expert masseuse and physical therapist.

Bubble Beam TM11
Water d6
Deals 3 hits.
1: Paralysis.



Azumarill
#S11



Omastar
#139



Poliwrath
#062



Napoleon

A middle-aged man who likes nothing more than to sit by the river and relax. He's never in a hurry and does things at his own pace, much to everyone's annoyance.

Rest TM44
Psychic d1
This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.



Snorlax
#143



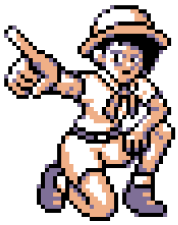
Dewgong
#087



Slowbro
#080

Friends of the Earth

This team fights in the League to bring a clear message: nature must be protected at all costs. They hope that by participating they can keep reiterating this message—lest the mistakes of the past be repeated.



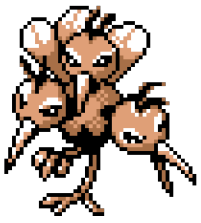
Savanna

A wildlife preservationist and wild Pokémon expert. She shows a lot more respect to Pokémon than to humans and often addresses a trainer's Pokémon first.

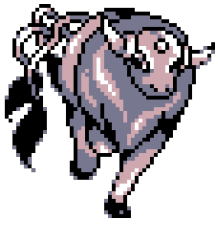
Overrun TM47
Normal d8 !2
Before rolling: Can move 2 more spaces. If this Pokémon didn't move, this Move misses.



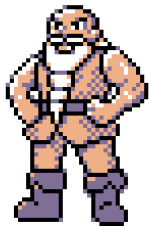
Rapidash
#078



Dodrio
#085



Tauros
#128



Orin

A daring spelunker. Quite old and short with a big, braided beard. He's fearless and easily amused. His laughs can often be heard echoing through tunnels.

Dig TM28
Ground d10 !2
Disappear for one round, reappear in an open space and attack on the next round.



Onix
#095



Arbok
#024



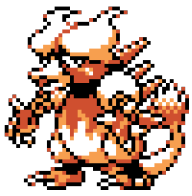
Dugtrio
#051



Scentia

A rather eccentric lady obsessed with decay in all its forms. She works tirelessly to clean up the messes created by the previous civilisation.

Foul Odour TM34
Poison d6
Deals 2 hits.
This Pokémon and each target becomes Confused.



Magmar
#126



Muk
#089



Vileplume
#045

The Ruckus Raisers

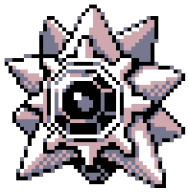
The rowdiest team in the League. They each try to be the centre of attention at all times, but still work well as a team. Their fans are widely considered the most obnoxious by fans of the other teams.



John Wade

Nicknamed 'The Sheriff'. He usually has a Staryu clinging to his chest. A stereotypical cowboy who takes himself very seriously, even if others don't.

Water Gun TM12
Water d4
Deals 2 hits.



Starmie
#121



Blastoise
#009



Seadra
#117



Lucky Tony

Tony has watched way too many ancient gangster films and has based his entire personality on them. He speaks with what he thinks is an old-timey accent, capeesh?

Pay Day TM16
Normal d6 !1
Hit: Gain 1 Poké.



Chansey
#113



Straigar
#S02



Persian
#053



Casey Flint

The lead singer and guitarist of his band Pyromania. He's laid back and often a bit pretentious. He knows a lot about music, but very little about everything else.

Flamethrower TM37
Fire d6
Deals 3 hits.
1: Poison.



Ninetales
#038



Weezing
#110



Charizard
#006

Devotion

A mysterious team which never interacts with fans. They seem to view participation in the League as some sort of divine mandate. It is their mission to teach their opponents humility by defeating them in battle.



Sivitri

A legendary trainer who lives a secluded life. She can sometimes be seen flying around on her Dragonite. She says little, often pausing between sentences.

Dragon Rage TM23
Dragon d8
Deals 4 hits.


Charizard
#006


Gyarados
#131


Dragonite
#149



Shennon

The stoic head monk. She studies ancient martial arts and has a gruelling daily training regimen. She is always deeply serious and never cracks a smile.

Submission TM17
Fighting d10 !1
Hit: This Pokémon loses 1 HP.


Hitmonlee
#106


Hitmonchan
#107


Machamp
#068



Magnificence

A mysterious figure who always wears an elaborate Arcanine mask. He speaks with a deep, booming voice. He is mostly helpful and kind, if a bit condescending.

Fire Blast TM38
Fire d8
Deals 4 hits.
1: Poison.


Seaking
#119


Straigar
#S02


Arcanine
#059

Commissariat

A team known for their ruthlessness and cunning. They are despised by the crowd. Their goal in the League is to demonstrate the need for discipline and to show the superiority of The Order (see *Enemy Teams*).



Erna Lowfault

The team's leader and a top-ranking Order member. She's cruel, calculating, and cunning and she shows little respect for anyone, including her teammates.

Fissure TM27
Ground d12 !4
12: The targets faint.



Nidoking
#034



Nidoqueen
#031



Rhydon
#112



The Lieutenant

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

Dive Bomb TM40
Flying d8 !1
Disappear for one round, reappear in an open space and attack on the next round.



Gligar
#B02



Golbat
#042



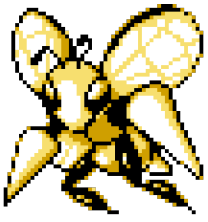
Fearow
#022



Beatrice

Haughty and cruel. She thinks everyone other than Erna is below her and unworthy of her attention. She always wears fancy orange dresses.

Double Team TM32
Normal d4
Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.



Beedrill
#015



Raichu
#026



Scyther
#123

Maximum Power

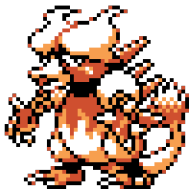
This team is convinced they are the strongest team in the League and the strongest trainers in the region. Victor—the team's leader—has been trying to take over from the Triumvirate for years.



Victor

A ruthless trainer who thinks of himself as the very best, like no one ever was. He looks down on everyone and quickly dismisses any of the Trainers' accomplishments.

Hyper Beam TM15
Normal d8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.



Magmar
#126



Seadra
#117



Gyarados
#130



Lilith

A hyper-competitive trainer. She subjects her Pokémon to gruelling training regimes and gets incredibly cross whenever she loses.

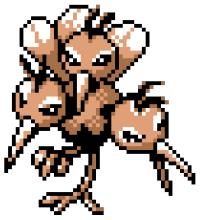
Rage TM20
Normal d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.



Electabuzz
#125



Pinsir
#127



Dodrio
#085



Wolfsbane

Wolfsbane (real name Jerry) thinks of himself as an assassin. He definitely wants to appear threatening, but usually comes across as rather harmless.

Toxic TM06
Poison d6
Poison, but up the damage dealt by 1 after each time the target takes Poison damage.



Golbat
#042



Tentacruel
#073



Umbreon
#S19

March of Progress

This team of operations and logistics experts aren't especially interested in the whole League business. They're mostly here to find people to recruit into Team Engine (see *Enemy Teams*).



Bridget

A former captain with a keen interest in naval technology and hydraulic engineering. She's still sharp despite her age. Very punctual and strict.

Flood TM36
Water d6
Deals 3 hits.



Kingler
#099



Cloyster
#091



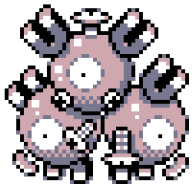
Blastoise
#009



Liv

A radio presenter and a competent technician. She speaks in a soft, dulcet voice, which often briefly hides the fact that most of what she says is quite rude.

Thunder Wave TM45
Electric d4
Inflicts Paralysis.



Magneton
#082



Wigglytuff
#040



Hypno
#097



Richter

A professional foreman. His big, bushy moustache hides some of his dust-covered face. He's very direct and quite rude. Always wears overalls and a helmet.

Earthquake TM26
Ground d10 !3



Quagsire
#S07



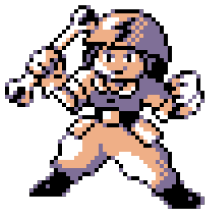
Dugtrio
#051



Golem
#076

The Safety Hazards

This team mostly wants to gather resources and support for their various (*Team Engine*-related) projects. Their antics both within and outside of the arena sometimes lead to dangerous situations.



Iona

An eccentric engineer who's always tinkering with something. She seems maniacally delighted in the work she does and whenever she gets to battle.

Thunderbolt TM24
Electric d6
Deals 3 hits.
1: Paralysis.



Electabuzz
#125



Ampharos
#S14



Zapdos
#145



Axel

Axel desperately wants to rebuild some of the machines of the previous civilisation. He's always working with his Pokémon on some mechanical monstrosity.

Drag Off TM18
Normal d8 !2
Hit: Pulls the target towards this Pokémon (if possible).



Donphan
#S09



Muk
#089



Pinsir
#127



Ewan

A researcher trying to figure out how some of the previous civilisation's various (extremely dangerous) chemicals were created. He's quite rude and dismissive.

Acid TM42
Poison d4
Deals 2 hits.



Weezing
#110



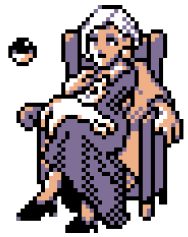
Tentacruel
#073



Victreebel
#071

The Highborns

Each member traces their roots to some ancient noble house. They're here to demonstrate the power of this noble blood. As members of Dominion, they wish to restore the old nobility (see *Enemy Teams*).



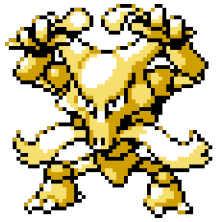
Esperanza

An elderly lady with great psychic powers. She always sits in a luxurious chair, stroking her Espeon. When she gets angry, objects start flying everywhere.

Psychic TM29
Psychic · d6
Deals 3 hits.



Hypno
#097



Alakazam
#065



Espeon
#S18



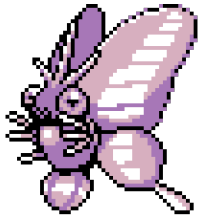
The Countess

The mysterious countess Lenore. Many frightening stories are told about her forebears. She has pale white skin and sharp teeth. She's surprisingly friendly.

Night Shade TM41
Ghost · d6
Deals 3 hits.



Marowak
#105



Venomoth
#049



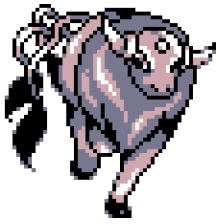
Gengar
#094



Sir Humphrey Dumpley

A gentleman who has collected many of the region's ancient treasures. He's always terrified of anyone damaging these treasures. He is, however, very clumsy.

Double-Edge TM10
Normal · d12 !2
Hit: This Pokémon loses 1 HP.



Tauros
#128



Donphan
#S09



Chansey
#113

The Gold Standard

This team consists of nobles who are highly accomplished in their chosen fields. They look down on those they consider commoners. Their fanbase are mostly remnants of high society of old.



I. C. Scott

Irving Carlton Scott is well known for his polar expeditions. He often boasts about his adventures. Now an old man, he calls everything a young person's game.

Blizzard TM14
Ice d8
Deals 4 hits.
1: Sleep.



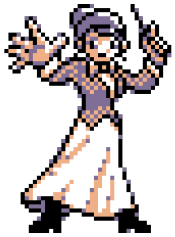
Dewgong
#087



Wearlycan
#S04



Articuno
#144



Lydia

A prim and proper music teacher/performer. She insists on etiquette and manners and regularly points out bad posture. She is admired and feared in equal parts.

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



Wigglytuff
#040



Clefable
#036



Jynx
#124



Hildegard

A historian and weapon enthusiast. She always dresses in medieval garb, often incorporating chainmail. She carries a rapier which she casually uses to point with.

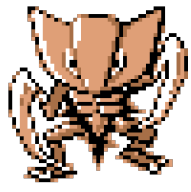
Swords Dance TM03
Normal d1
Double the number of hits inflicted by this Pokémon's next successful Regular Move.



Luxwan
#S05



Scyther
#123



Kabutops
#141

The Quasars

A group of science popularisers who view every battle as a learning opportunity. They have by far the nerdiest fanbase of the League. They're associated with the enigmatic N.P.S. (see *Enemy Teams*).

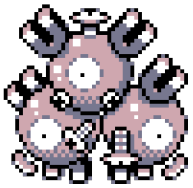


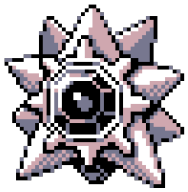
Aster

The charismatic spokesperson of the team. He speaks with a calm voice and clearly enunciates every word. He truly wants others to share his enthusiasm.

Swift TM39
Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.


Electrode
#101


Magneton
#082


Starmie
#121



Solena

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

Solar Beam TM22
Grass d4
Charge for one round, then try to use this Move on the next. Deals 5 hits.


Vileplume
#045


Clefable
#036


Venusaur
#003



Pleia

An expert on ice ages and primitive humans. She doesn't like small talk and is always busy. Her outfits have fun patterns, usually involving bones.

Ice Beam TM13
Ice d6
Deals 3 hits.
1: Sleep.


Wearlycan
#S04


Marowak
#105


Lapras
#131

The Greenhorns

These former travelling companions are the newest members of the League. They're all quite young but have nevertheless managed to make quite a name for themselves as powerful trainers.



Aiden

Aiden has only just become a Champion and doesn't really know what to do. He's always asking the organisers what he's supposed to do now.

Substitute TM50
Normal d1
User returns to Ball. Create a 'substitute' obstacle (destroyed when hit) in its original space.



Vaporeon
#134



Rhydon
#112



Gyaoon
#S22



Bianca

She seems a lot more confident than Aiden, but it's still obvious she's new here. She's often very direct, but when in need she always pushes Aiden to ask for help.

Mimic TM31
Normal
When revealed: Treat this Move as a copy of an ally's declared Move.



Jolteon
#135



Sandslash
#028



Raichu
#026



Celia

Happy and carefree. Celia doesn't seem to know what's going on and doesn't really seem to care. She barely understands the League or what it's about.

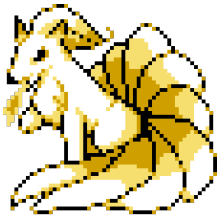
Mimic TM31
Normal
When revealed: Treat this Move as a copy of an ally's declared Move.



Flareon
#136



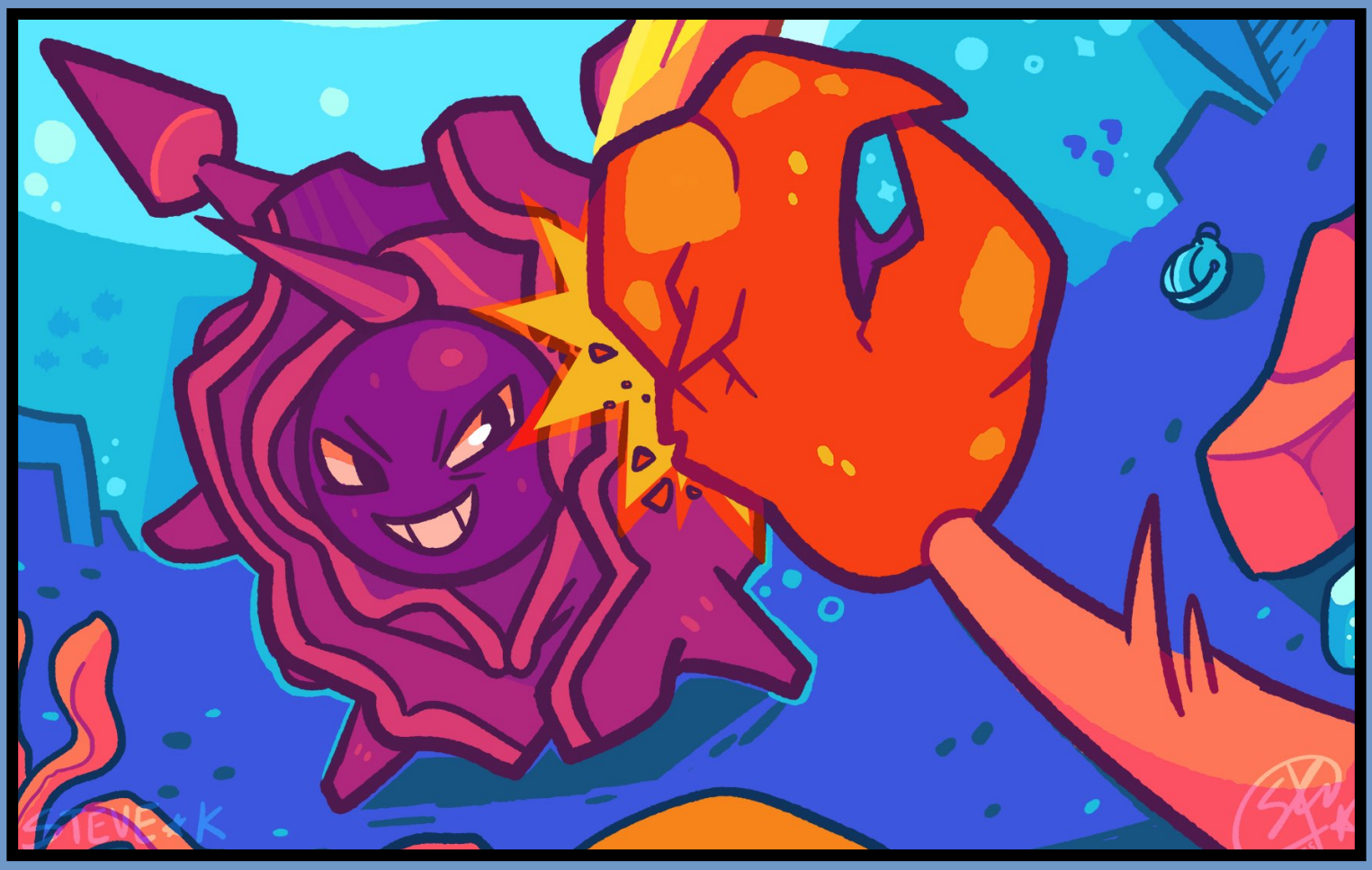
Arbok
#024



Ninetales
#038



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 Jessie 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 others 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

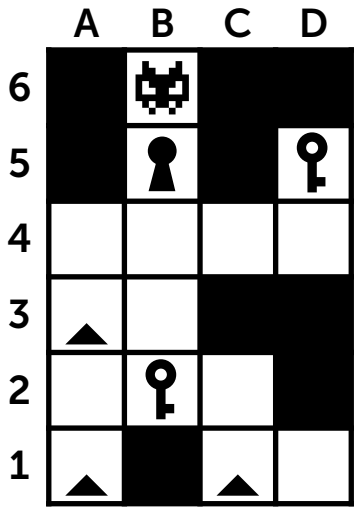
The Pokémon owned by The Order are often not treated especially well. This can make them quite aggressive. Try not to show a loving relationship between an Order member and their Pokémon.

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 the Trainers only have 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

Schemes

In a Settlement

- A prominent Order member has proclaimed themself 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

Flying

x2: Elec Ice Rck

–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 — !2
Deals 2 hits.
6: Poison.

9 10

Roar — Normal — 2 — !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 — !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 — !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
Poison

x2: Fire Fly Bug Rck
–1: Grs Fgt

1 2 3

Poison Sting — Poison 3+
1: Poison.

7 8 9

Twineedle — Bug 6+ !3
Use twice.
4: Poison.

4 5 6

Fury Attack — Normal 3+ !3
Use 3 times (against the same target).

4 5 6

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

1 2 3

Jab — Fighting 4+

7 8 9

Knock Back — Fighting 7+ !1
Pushes the target back 1 space if that space is open.

10 11 12

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

10 11 12

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
Flying

x2: Wtr Ice
–1: Elec Fgt Psn Grn Bug

1 2 3

Poison Sting — Poison 4+
1: Poison.

7 8 9

Slash — Normal 7+ !1
4–6: Deals an additional hit.

4 5 6

Stun Poison — Poison 6+ !2
Hit: Paralysis.

10 11 12

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
Flying

x2: Elec Ice Rck
–1: Grs Grn Bug Gho

1 2 3

Peck — Flying 4+

7 8 9

Quick Turn — Normal 6+ !1
After this Move, this Pokémon may move 1 space.

4 5 6

Dive Bomb — Flying 7+ !1
Disappear, reappear in open space and attack next round.

10 11 12

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

1 2 3

Scratch — Normal 4+

7 8 9

Tremor — Ground 6+ !1

4 5 6

Dig — Ground 8+ !1
Disappear, reappear in open space and attack next round.

10 11 12

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
Poison

x2: Elec Grn Psy Bug
–1: Fire Wtr Ice Fgt Psn

1 2 3

Constrict — Normal 2+
The target can't move this round.

7 8 9

Water Gun — Water 👁 !1
Deals 2 hits.

4 5 6

Acid — Poison 👁 !1
Deals 2 hits.

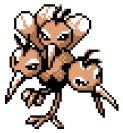
10 11 12

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	Def	Spd
6	4	4

Fly

Normal
Flying

x2: Elec Ice Rck

–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. S02



HP	Def	Spd
8	3	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. S04



HP	Def	Spd
8	5	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	Def	Spd
8	4	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	Def	Spd
7	3	3

Surf, Strength

Water
Flying

x2: Elec Rck

–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	Def	Spd
7	4	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
Water

x2: Elec Grs Fgt Grn

–1: Nrm Fire Ice Psn Fly

1 2 3 — **Rage** — Normal — 7+ !1
If this Pokémon is at or below 3 HP, deals 9+ instead.

8 9 10 — **Slash** — Normal — 8+ !1
5–6: Deals an additional hit.

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

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

Marshall's Rhydon



HP	Def	Spd
8	5	2

Surf, Strength

Rock
Ground

x2: Wtr Grs Ice Fgt Grn

–1: Nrm Elec Fire Psn Fly Rck

1 2 3 — **Rage** — Normal — 7+ !1
If this Pokémon is at or below 3 HP, deals 9+ instead.

8 9 10 — **Fissure** — Ground — 12+ !3
6: The targets faint.

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

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

Marshall's Snorlax



HP	Def	Spd
11	3	1

Surf, Strength

Normal

x2: Fgt

–1: Gho

1 2 3 — **Rage** — Normal — 6+ !1
If this Pokémon is at or below 5 HP, deals 8+ instead.

8 9 10 — **Flood** — Water — !3
Deals 3 hits.

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

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

Marshall's Gyarados



HP	Def	Spd
7	3	3

Surf, Strength

Water
Flying

x2: Elec Rck

–1: Fire Wtr Fgt Grn Bug

1 2 3 — **Rage** — Normal — 7+ !1
If this Pokémon is at or below 3 HP, deals 9+ instead.

8 9 10 — **Dragon Rage** — Dragon — !3
Deals 4 hits.

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

11 12 — **Hyper Beam** — 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 2 3 — **Rage** — Normal — 6+ !1
If this Pokémon is at or below 3 HP, deals 8+ instead.

8 9 10 — **Fire Blast** — Fire — !3
Deals 4 hits.
6: Poison.

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

11 12 — **Hyper Beam** — 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
Flying

x2: Ice Rck Dra

–1: Fire Wtr Grs Fgt Grn Bug

1 2 3 — **Rage** — Normal — 6+ !1
If this Pokémon is at or below 3 HP, deals 8+ instead.

8 9 10 — **Giant Tail** — Normal — 11+ !2

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

11 12 — **Hyper Beam** — 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** — Fighting — 3+
3 4	Pushes the target back 1 space if that space is open.
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	**Karate Chop** — Fighting — 5+ !1 — 6: Deals an additional hit.

Stock's Gastly



HP	Def	Spd
4	2	3

Fly

Ghost

Poison

x2: Grn Psy Gho

–1: Nrm Grs Fgt Psn

1 2 3 4	**Trap** — Ghost — Deals 1 hit and the target can't move this round.
5 6 7 8	**Hypnosis** — Psychic — !2 — Inflicts Sleep.
9 10 11 12	**Spook** — Ghost — !1 — Deals 2 hits. 6: Target can't take actions this round.

Barrel's Geodude



HP	Def	Spd
5	4	2

Strength

Rock

Ground

x2: Wtr Grs Ice Fgt Grn

–1: Nrm Elec Fire Psn Fly Rck

1 2 3 4	**Roll** — Normal — 3+ — Move up to 2 extra spaces before using this Move.
5 6 7 8	**Rock Throw** — Rock — 5+ !1
9 10 11	**Tremor** — Ground — 5+ !1
11 12	**Selfdestruct** — 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 2 3	**Push** — Fighting — 4+ — Pushes the target back 1 space if that space is open.
4 5 6	**Drag Off** — Normal — 7+ !1 — Hit: Pulls the target towards this Pokémon.
7 8 9	**Karate Chop** — Fighting — 6+ !1 — 6: Deals an additional hit.
10 11 12	**Seismic Toss** — Fighting — 7+ !1 — Hit: Moves the target to the other side of this Pokémon.

Stock's Haunter



HP	Def	Spd
5	2	4

Fly

Ghost

Poison

x2: Grn Psy Gho

–1: Nrm Grs Fgt Psn

1 2 3	**Trap** — Ghost — Deals 1 hit and the target can't move this round.
4 5 6	**Night Shade** — Ghost — !2 — Deals 3 hits.
7 8 9	**Dream Eater** — Psychic — !1 — If target is Asleep: Deals 4 hits. Recovers HP equal to HP lost.
10 11 12	**Hypnosis** — Psychic — !2 — Inflicts Sleep.

Barrel's Graveler



HP	Def	Spd
6	5	2

Strength

Rock

Ground

x2: Wtr Grs Ice Fgt Grn

–1: Nrm Elec Fire Psn Fly Rck

1 2 3	**Roll** — Normal — 4+ — Move up to 2 extra spaces before using this Move.
4 5 6 7	**Rock Throw** — Rock — 6+ !1
9 10 11	**Earthquake** — Ground — 9+ !2
11 12	**Explosion** — Normal — 9+ !1 — This Pokémon faints. Deals 4 additional hits.

Lock's Poliwrath



HP 7 | Def 5 | Spd 3

Surf, Strength

Water
Fighting

x2: Elec Grs Fly Psy

–1: Fire Wtr Ice Bug Rck

1 2	**Push** Fighting 5+ Pushes the target back 1 space if that space is open.	3 4 5 6	**Seismic Toss** Fighting 8+ !1 Hit: Moves the target to the other side of this Pokémon.
7 8 9	**Drag Off** Normal 8+ !1 Hit: Pulls the target towards this Pokémon.	10 11 12	**Bubble Beam** Water 👁 !3 Deals 3 hits. 6: Paralysis

Lock's Machamp



HP 8 | Def 4 | Spd 2

Strength

Fighting

x2: Fly Psy

–1: Bug Rck

1 2	**Push** Fighting 5+ Pushes the target back 1 space if that space is open.	3 4 5 6	**Seismic Toss** Fighting 8+ !1 Hit: Moves the target to the other side of this Pokémon.
7 8 9	**Drag Off** Normal 8+ !1 Hit: Pulls the target towards this Pokémon.	10 11 12	**Submission** Fighting 9+ !1 Hit: This Pokémon loses 1 HP.

Stock's Hypno



HP 7 | Def 4 | Spd 3

Flash

Psychic

x2: Bug Gho

–1: Fgt Psy

1 2	**Trap** Ghost 👁 Deals 1 hit and the target can't move this round.	3 4 5 6	**Psychic** Psychic 👁 !2 Deals 3 hits.
7 8 9	**Dream Eater** Psychic 👁 !1 If target is Asleep: Deals 4 hits. Recovers HP equal to HP lost.	10 11 12	**Hypnosis** Psychic 👁 !2 Inflicts Sleep.

Stock's Gengar



HP 5 | Def 3 | Spd 5

Fly, Strength

Ghost
Poison

x2: Grn Psy Gho

–1: Nrm Grs Fgt Psn

1 2	**Trap** Ghost 👁 Deals 1 hit and the target can't move this round.	3 4 5 6	**Night Shade** Ghost 👁 !2 Deals 3 hits.
7 8 9	**Dream Eater** Psychic 👁 !1 If target is Asleep: Deals 4 hits. Recovers HP equal to HP lost.	10 11 12	**Hypnosis** Psychic 👁 !2 Inflicts Sleep.

Barrel's Sandslash



HP 7 | Def 5 | Spd 3

Cut, Strength

Ground

x2: Wtr Grs Ice

–1: Elec Psn Rck

1 2	**Roll** Normal 4+ Move up to 2 extra spaces before using this Move.	3 4 5 6 7 8	**Pin Missile** Bug 4+ !3 Use 3 times (against the same target).
9 10	**Fissure** Ground 11+ !3 6: The target faints.	11 12	**Rock Slide** Rock 7+ !1

Barrel's Golem



HP 7 | Def 6 | Spd 2

Strength

Rock
Ground

x2: Wtr Grs Ice Fgt Grn

–1: Nrm Elec Fire Psn Fly Rck

1 2	**Roll** Normal 4+ Move up to 2 extra spaces before using this Move.	3 4 5 6 7 8	**Rock Slide** Rock 7+ !1
9 10	**Fissure** Ground 11+ !3 6: The target faints.	11 12	**Explosion** Normal 9+ !1 This Pokémon faints. Deals 4 additional hits.

Team Engine

Alternative Names

The Industrialists, Consortium of Gears (COG)

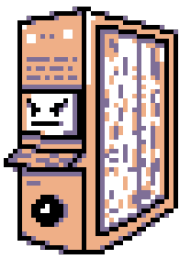
Mission

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

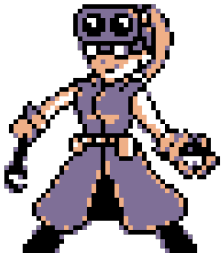


The only known surviving S.I.L.P.H. hub. Always friendly and usually actively unhelpful. Engine members have entrusted it with their decision-making, even though it gives contradictory orders. While it acts as if it does, it doesn't really care about humans or Pokémon.

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

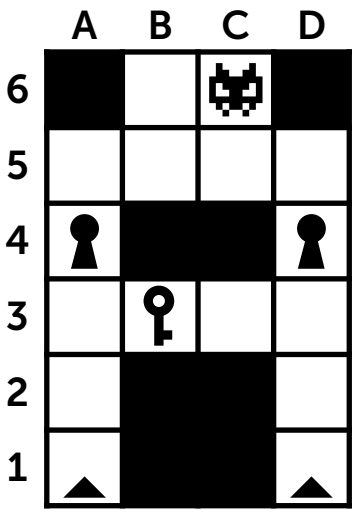
Team Engine views its Pokémon as cogs in the perfect machine it is building. They train them for efficiency and dependability. A Team Engine Pokémon should respond to orders without hesitation.

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 door can be opened with the retinas of a Supervisor or Executive, or with 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.

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	**Swift** — Normal — Deals 1 hit to any Pokémon. Can't be prevented.
3 4	
5 6	**Confusion** — Psychic — !1 — Deals 2 hits. Swap with target. 6: Confusion.
7 8	
9	**Disable** — Normal — !1 — Deals 1 hit. The target must use a Basic Move next round.
10	
11	
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	**Swift** — Normal — Deals 1 hit to any Pokémon. Can't be prevented.
3 4	
5 6	**Thunder Shock** — Electric — !1 — Deals 2 hits. 6: Paralysis.
7 8	
9	**Supersonic** — Normal — !2 — Inflicts Confusion.
10	
11	
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	**Swift** — Normal — Deals 1 hit to any Pokémon. Can't be prevented.
3 4	
5 6	**Nasty Goo** — Poison — 5+ — !1 — 2: Paralysis.
7 8	
9	**Poison Gas** — Poison — !4 — Inflicts Poison.
10	
11	
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	**Swift** — Normal — Deals 1 hit to any Pokémon. Can't be prevented.
3 4	
5 6	**Sonic Boom** — Normal — !2 — Always deals exactly 2 hits.
7 8	
9	**Chain Lightning** — Electric — !2 — Deals 2 hits and 1 hit to each Pokémon next to the target.
10	
11	
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	**Swift** — Normal — Deals 1 hit to any Pokémon. Can't be prevented.
3 4	
5 6	**Smog** — Poison — !3 — Deals 1 hit + Poison.
7 8	
9	**Foul Odour** — Poison — !3 — Deals 2 hits. This Pokémon and each target becomes Confused.
10	
11	
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	**Swift** — Normal — Deals 1 hit to any Pokémon. Can't be prevented.
3 4	
5 6	**Water Gun** — Water — !2 — Deals 2 hits.
7 8	
9	**Recover** — Normal — !3 — Recovers HP equal to the result of the Move die –3.
10	
11	
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

1 2 3

Swift — Normal — 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.

4 5 6 7 8 9

Psybeam — Psychic — !1 — 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

1 2 3

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

10 11

Sonic Boom — Normal — !2 — Always deals exactly 2 hits.

4 5 6 7 8 9

Chain Lightning — Electric — !2 — 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

1 2 3

Swift — Normal — 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.

4 5 6 7 8 9

Smog — Poison — !3 — 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

1 2 3

Swift — Normal — 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.

4 5 6 7 8 9

Absorb — Grass — !1 — 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 / Psychic

x2: Elec Grs Bug Gho

–1: Fire Wtr Ice Fgt Psy

1 2 3

Swift — Normal — 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.

4 5 6 7 8 9

Water Gun — Water — !1 — 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

1 2 3

Swift — Normal — 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.

4 5 6 7 8 9

Psybeam — Psychic — !1 — 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 7 | Def 5 | Spd 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 6 | Def 3 | Spd 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.

3 — Magneton

No. 082



HP 6 | Def 5 | Spd 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).

4 — Muk

No. 089



HP 9 | Def 4 | Spd 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 7 | Def 3 | Spd 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.

6 — Magmar

No. 126



HP 7 | Def 3 | Spd 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 6 | Def 4 | Spd 2

Flash

Normal | x2: Fgt | –1: Gho

1	Tackle	Normal	2+
2			
3			
11	Recover	Normal	!2
12	Recovers HP equal to the result of the Move die –2.		

4 5	Linked Sharpen	Normal	!1
6 7	Change All Porygon's Tackle's damage to 5+.		
8 9			
10			

Porygon B



HP 6 | Def 4 | Spd 2

Flash

Normal | x2: Fgt | –1: Gho

1	Tackle	Normal	2+
2			
3			
11	Recover	Normal	!2
12	Recovers HP equal to the result of the Move die –2.		

4 5	Linked Conversion	Normal	!1
6 7	All Porygon become resistant to every type.		
8 9			
10			

Porygon C



HP 6 | Def 4 | Spd 2

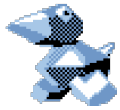
Flash

Normal | x2: Fgt | –1: Gho

1	Tackle	Normal	2+
2			
3			
11	Recover	Normal	!2
12	Recovers HP equal to the result of the Move die –2.		

4 5	Linked Agility	Psychic	!1
6 7	All Porygon now have 7 Speed and can move 4 spaces.		
8 9			
10			

Cool Porygon



HP 6 | Def 4 | Spd 2

Flash

Ice | x2: Fire Fgt Rck | –1: Grs Ice

1	Tackle	Normal	2+
2			
3			
6 7	Ice Beam	Ice	!2
8 9	Deals 3 hits. 6: Sleep.		
10			

4	Tri Attack	Normal	!3
5	Deals 2 hits. Use 3 times (against the same target).		
11	Linked Sharpen	Normal	!1
12	Change All Porygon's Tackle's damage to 5+.		

Hot Porygon



HP 6 | Def 4 | Spd 2

Flash

Fire | x2: Wtr Grn Rck | –1: Fire Grs Bug

1	Tackle	Normal	2+
2			
3			
6 7	Flamethrower	Fire	!2
8 9	Deals 3 hits. 6: Poison.		
10			

4	Tri Attack	Normal	!3
5	Deals 2 hits. Use 3 times (against the same target).		
11	Linked Conversion	Normal	!1
12	All Porygon become resistant to every type.		

Amped Porygon



HP 6 | Def 4 | Spd 2

Flash

Electric | x2: Grn | –1: Elec Fly

1	Tackle	Normal	2+
2			
3			
6 7	Thunderbolt	Electric	!2
8 9	Deals 3 hits. 6: Paralysis.		
10			

4	Tri Attack	Normal	!3
5	Deals 2 hits. Use 3 times (against the same target).		
11	Linked Agility	Psychic	!1
12	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 3 4	**Zap** Electric Deals 1 hit. 5 or 6: Paralysis.	5 6 7 8	**Sonic Boom** Normal !1 Always deals exactly 2 hits.
9 10 11	**Thunder Shock** Electric !1 Deals 2 hits. 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 3 4	**Puff** Poison Deals 1 hit. 5 or 6: Poison.	5 6 7 8	**Smog** Poison !3 Deals 1 hit + Poison.
9 10 11	**Foul Odour** Poison !3 Deals 2 hits. This Pokémon and 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 3 4	**Beep** Normal Deals 1 hit. 5 or 6: Confusion.	5 6 7 8	**Psybeam** Psychic !1 Deals 2 hits. 6: Confusion
9 10 11	**Recover** Normal !2 Recovers HP equal to the 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 3	**Zap** Electric Deals 1 hit. 5 or 6: Paralysis.	4 5 6 7 8	**Thunder Shock** Electric !1 Deals 2 hits. 6: Paralysis.
9 10 11	**Supersonic** Normal !2 Inflicts Confusion.	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 3	**Puff** Poison Deals 1 hit. 5 or 6: Poison.	4 5 6 7 8	**Sludge** Poison 6+ !1 2: Poison.
9 10 11	**Sludge** Poison 6+ !1 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 3	**Beep** Normal Deals 1 hit. 5 or 6: Confusion.	4 5 6 7 8	**Psybeam** Psychic !1 Deals 2 hits. 6: Confusion
9 10 11	**Recover** Normal !2 Recovers HP equal to the result of the Move die –2.	12	**Explosion** Normal 7+ !1 This Pokémon faints. Deals 4 additional hits.

Crash's Magneton



HP	Def	Spd
6	5	3

Fly, Flash

Electric x2: Grn
–1: Elec Fly

1 2

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

3 4 5 6 7 8

Chain Lightning — Electric !1
Deals 2 hits and 1 hit to each Pokémon next to the target.

9 10 11

Tri Attack — Normal !3
Deals 2 hits. Use 3 times (against the same target).

12

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

Crash's Electabuzz



HP	Def	Spd
7	3	5

Strength, Flash

Electric x2: Grn
–1: Elec Fly

1 2

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

3 4 5 6 7 8

Thunder Punch — Electric 6+ !1
2: Paralysis.

9 10 11

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

12

Thunder — Electric !3
Deals 4 hits.
6: Paralysis.

Override's Weezing



HP	Def	Spd
6	6	2

Fly

Poison x2: Grn Psy Bug
–1: Fgt Psn

1 2

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

3 4 5 6 7 8

Sludge — Poison 7+ !1
2: Poison.

9 10 11

Toxic — Poison !3
Poison, but increase the damage by 1 each time.

12

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

Override's Magmar



HP	Def	Spd
7	3	4

Strength, Flash

Fire x2: Wtr Grn Rck
–1: Fire Grs Bug

1 2

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

3 4 5 6 7 8

Fire Punch — Fire 7+ !1
2: Poison.

9 10 11

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

12

Fire Blast — Fire !3
Deals 4 hits.
6: Poison.

Polly the Porygon



HP	Def	Spd
7	5	3

Flash

Normal x2: Fgt
–1: Gho

1 2

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

3 4 5 6 7 8

Psychic — Psychic !2
Deals 3 hits.

9 10 11

Max Recover — Normal !2
Recovers all HP.

12

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

Polly's Backup Copy



HP	Def	Spd
7	5	3

Flash

Normal x2: Fgt
–1: Gho

1 2

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

3 4 5 6 7 8

Ice Beam — Ice !2
Deals 3 hits.
6: Sleep.

9 10 11

Max Recover — Normal !2
Recovers all HP.

12

Super Psy — Psychic !3
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

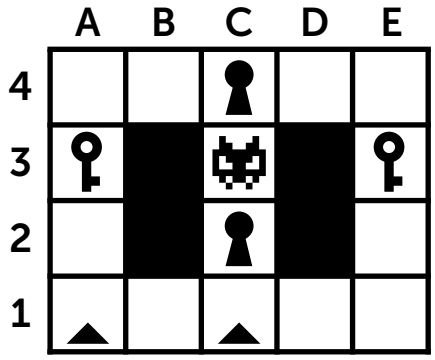
Serfs often have Pokémon which are useful for menial tasks, while the nobility have Pokémon that show off either wealth or knightly valour. Many knights and nobles ride a Ponyta or Rapidash, even if they do not use it for battle.

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. ◓ Team of patrolling Knights

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

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
3 4

Poison Sting — Poison — 2+
1: Poison.

5

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

6 7
8 9
10

Swords Dance — Normal — !1
Double the hits of the next successful regular Move.

11
12

Thunder Shock — 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
3 4

Poison Sting — Poison — 2+
1: Poison.

5

Horn Attack — Normal — 5+ !1

6 7
8 9
10

Swords Dance — Normal — !1
Double the hits of the next successful regular Move.

11
12

Aurora Beam — 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
3 4

Poison Sting — Poison — 3+
1: Poison.

5

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

6 7
8 9
10

Swords Dance — Normal — !1
Double the hits of the next successful regular Move.

11
12

Sand-Attack — Normal — 4+ !3
Inflicts Confusion.

4 — Oddish

No. 043

HP	Def	Spd
5	3	2

Cut



Grass
Poison

x2: Fire Ice Fly Psy Bug

–1: Wtr Elec Grs Fgt

1 2
3 4

Tackle — Normal — 2+

5

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

6 7
8 9
10

Swords Dance — Normal — !1
Double the hits of the next successful regular Move.

11
12

Absorb — 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
3 4

Pound — Normal — 4+

5

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

6 7
8 9
10

Swords Dance — Normal — !1
Double the hits of the next successful regular Move.

11
12

Bubble — 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
3 4

Pound — Normal — 2+

5

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

6 7
8 9
10

Swords Dance — Normal — !1
Double the hits of the next successful regular Move.

11
12

Bone Club — 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 2 3

Poison Sting — Poison — 3+

1: Poison.

4 5

Poison Fang — Poison — 6+ !1

2: Poison.

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Thunderbolt — Electric — !3

Deals 3 hits.
6: Paralysis.

2 — Nidorino

No. 033

HP	Def	Spd
7	3	3



Poison

x2: Grn Psy Bug

–1: Fgt Psn

1 2 3

Poison Sting — Poison — 3+

1: Poison.

4 5 6 7

Double Kick — Fighting — 6+ !3

Use twice (against the same target).

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Ice Beam — Ice — !3

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 2 3

Tackle — Normal — 3+

4 5

Heat Tackle — Fire — 7+ !1

Hit: This Pokémon loses 1 HP.

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Flamethrower — Fire — !3

Deals 3 hits.
6: Poison.

4 — Farfetch'd

No. 083

HP	Def	Spd
6	3	3

Cut, Fly



Normal / Flying

x2: Elec Ice Rck

–1: Grs Grn Bug Gho

1 2 3

Peck — Flying — 4+

4 5

Slash — Normal — 7+ !1

5–6: Deals an additional hit.

6 7 8 9 10

Swords Dance — Normal — !1

Double the number of hits of the next successful Move.

11 12

Leek Slap — Normal — 9+ !1

5 — Cloyster

No. 091

HP	Def	Spd
5	7	2

Surf



Water / Ice

x2: Elec Fgt Rck

–1: Wtr Ice

1 2 3

Tackle — Normal — 4+

4 5

Clamp — Water — 5+ !1

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

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Bubble Beam — Water — !3

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 2 3

Pound — Normal — 4+

4 5

Bonemerang — Ground — 7+ !3

Use twice (against the same target).

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Toxic — Poison — !3

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
Ground

x2: Wtr Ice Grn Psy Bug
–1: Fgt Elec Psn Rck

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

3 4 5
Poison Fang — Poison — 6+ !1
2: Poison.

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

11 12
Thunder — Electric — !3
Deals 4 hits.
6: Paralysis.

2 — Nidoking

No. 034



HP	Def	Spd
7	4	4

Surf, Strength

Poison
Ground

x2: Wtr Ice Grn Psy Bug
–1: Fgt Elec Psn Rck

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

3 4 5
Horn Drill — Normal — 11+ !3
6: The target faints.

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

11 12
Blizzard — Ice — !3
Deals 3 hits.
6: Sleep.

3 — Vileplume

No. 045



HP	Def	Spd
7	5	2

Cut

Grass
Poison

x2: Fire Ice Fly Psy Bug
–1: Wtr Elec Grs Fgt

1 2
Tackle — Normal — 3+

3 4 5
Razor Leaf — Grass — 6+ !1
6: Deals an additional hit.

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

11 12
Petal Dance — 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

1 2
Tackle — Normal — 4+

3 4 5
Heat Tackle — Fire — 8+ !1
Hit: This Pokémon loses 1 HP.

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

11 12
Fire Spin — 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

1 2
Pound — Normal — 5+

3 4 5
Crabhammer — Water — 10+ !2
6: Deals an additional hit.

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

11 12
Hydro Pump — Water — !3
Deals 4 hits.

6 — Luxwan

No. S05



HP	Def	Spd
7	3	4

Cut, Fly

Normal
Flying

x2: Elec Ice Rck
–1: Grs Grn Bug Gho

1 2
Peck — Flying — 4+

3 4 5
Sky Attack — Flying — 19+ !1
Charge for this round, try to attack on the next round.

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

11 12
Psychic — Psychic — !3
Deals 3 hits.

Dominion Leader — Queen Dominique

The Queen's Vaporeon



HP 9 | Def 3 | Spd 3

Surf

Water

x2: Elec Grs

–1: Fire Wtr Ice

1 2 3	**Water Gun**	Water	!1
	Deals 2 hits.		
4 5 6	**Flood**	Water	!2
	Deals 3 hits.		
7 8 9	**Blizzard**	Ice	!3
	Deals 4 hits. 6: Sleep.		
10 11 12	**Hydro Pump**	Water	!3
	Deals 4 hits.		

The Queen's Jolteon



HP 6 | Def 3 | Spd 6

Flash

Electric

x2: Grn

–1: Elec Fly

1 2 3	**Thunder Shock**	Electric	!1
	Deals 2 hits. 6: Paralysis.		
4 5 6	**Thunderbolt**	Electric	!2
	Deals 3 hits. 6: Paralysis.		
7 8 9	**Pin Missile**	Bug	2+ !3
	Use 3 times (against the same target).		
10 11 12	**Thunder**	Electric	!3
	Deals 4 hits. 6: Paralysis.		

The Queen's Flareon



HP 6 | Def 3 | Spd 3

Flash

Fire

x2: Wtr Grn Rck

–1: Fire Grs Bug

1 2 3	**Ember**	Fire	!1
	Deals 2 hits. 6: Poison.		
4 5 6	**Double-Edge**	Normal	10+ !1
	Hit: This Pokémon loses 1 HP.		
7 8 9	**Heat Tackle**	Fire	9+ !1
	Hit: This Pokémon loses 1 HP.		
10 11 12	**Fire Blast**	Fire	!3
	Deals 4 hits. 6: Poison.		

The Queen's Espeon



HP 6 | Def 3 | Spd 5

Flash

Psychic

x2: Bug Gho

–1: Fgt Psy

1 2 3	**Psybeam**	Psychic	!1
	Deals 2 hits. 6: Confusion.		
4 5 6	**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.		
10 11 12	**Super Psy**	Psychic	!3
	Deals 3 hits.		

The Queen's Umbreon



HP 8 | Def 5 | Spd 3

Poison

x2: Grn Psy Bug

–1: Fgt Psn

1 2 3	**Acid**	Poison	!2
	Deals 2 hits.		
4 5 6	**Night Shade**	Ghost	!3
	Deals 3 hits.		
7 8 9	**Dark Wave**	Ghost	!3
	Deals 2 hits. Darkens the room until the end of the round.		
10 11 12	**Toxic**	Poison	!3
	Poison, but increase the damage by 1 each time.		

The Queen's Leafeon



HP 6 | Def 6 | Spd 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.		
4 5 6	**Wrap**	Normal	3+ !1
	Hit: Stops this & target until end of next round or either moves.		
7 9 10	**Mega Drain**	Grass	!2
	Deals 2 hits. Recovers HP equal to the HP the target loses.		
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.

5 6 7 — Acid
Poison !2
Deals 2 hits.

8 9 10 — 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 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).

5 6 7 — Wrap
Normal 4+ !1
Hit: Stops this & target until end of next round or either moves.

8 9 10 — Vine Whip
Grass 5+ !1

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).

5 6 7 — Absorb
Grass !2
Deals 1 hit. Recovers HP equal to the HP the target loses.

8 9 10 — Healing Pollen
Grass !3
Recovers 2 HP from this Pokémon and each target.

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.

4 5 6 7 — Strange Powder
Grass !2
3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

8 9 10 — Foul Odour
Poison !3
Deals 2 hits. This Pokémon and each target becomes Confused.

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).

4 5 6 7 — Vine Whip
Grass 6+ !1

8 9 10 — Acid
Poison !1
Deals 2 hits.

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).

4 5 6 7 — Slam
Normal 7+ !2

8 9 10 — Mega Drain
Grass !3
Deals 2 hits. Recovers HP equal to the HP the target loses.

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.
7 8 9 10		Overrun	Normal 7+ !1 — Can move +2 spaces, can/must cross target to opposite side.
11 12		Fire Blast	Fire !3 — Deals 4 hits. 6: Poison.

Audrey's Vileplume



HP	Def	Spd
7	5	2

Cut

Grass / Poison

x2: Fire Ice Fly Psy Bug

–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.
7 8 9 10		Foul Odour	Poison !2 — Deals 2 hits. This Pokémon and each target becomes Confused.
11 12		Hyper Beam	Normal !3 — Deals 5 hits. If target doesn't faint, this skips its next turn.

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.
7 8 9 10		Rage	Normal 6+ !1 — If this Pokémon is at or below 3 HP, deals 8+ instead.
11 12		Fissure	Ground 11+ !3 — 6: The targets faint.

William's Victreebel



HP	Def	Spd
7	3	3

Cut

Grass / Poison

x2: Fire Ice Fly Psy Bug

–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.
7 8 9 10		Razor Leaf	Grass 7+ !1 — 5–6: Deals an additional hit.
11 12		Hyper Beam	Normal !3 — Deals 5 hits. If target doesn't faint, this skips its next turn.

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.
7 8 9 10		Double Slap	Normal 2+ !2 — Use twice (against the same target).
11 12		Super Psy	Psychic !2 — Deals 4 hits.

Touchstone's Jumpluff



HP	Def	Spd
7	3	5

Fly, Flash

Grass / Flying

x2: Fire Ice Psn Fly Rck

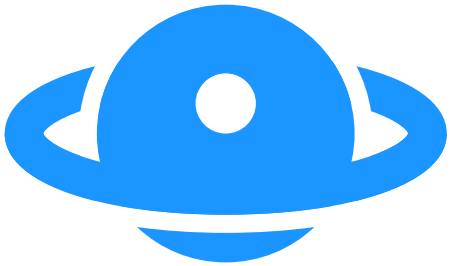
–1: Wtr Grs Fgt Grn

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 previously 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.

Trenton's Donmarin



HP 7 | Def 5 | Spd 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.

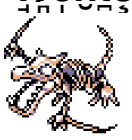
7 8 9 10 — **Body Slam** — Normal — 8+ — !2

2: Paralysis

11 12 — **Hydro Pump** — Water — 👁 — !3

Deals 4 hits.

Trenton's MissingNo.



HP 7 | Def 3 | Spd 6

Cut, Fly

Bird

Flying

x2: Elec Ice Rck

–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.

7 8 9 10 — **Swords Dance** — Normal — 👁 — !1

Double the number of hits of the next successful Move.

11 12 — **Dive Bomb** — Flying — 7+ — !1

Disappear, reappear in open space and attack next round.

Narys' Bruinus



HP 7 | Def 4 | Spd 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.

7 8 9 10 — **Pounce** — Normal — 3+ — !1

Move up to 1 extra space before using this Move.

11 12 — **Fire Blast** — Fire — 👁 — !3

Deals 4 hits.
6: Poison.

Narys' MissingNo.



HP 6 | Def 5 | Spd 3

Cut, Fly

Bird

Rock

x2: Wtr Grs Fgt Grn

–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).

7 8 9 10 — **Double-Edge** — Normal — 10+ — !1

Hit: This Pokémon loses 1 HP.

11 12 — **Fissure** — Ground — 12+ — !3

6: The targets faint.

Proto's Meganium



HP 7 | Def 4 | Spd 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.

7 8 9 10 — **Double-Edge** — Normal — 8+ — !1

Hit: This Pokémon loses 1 HP.

11 12 — **Solar Beam** — Grass — 👁 — !1

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

Proto's MissingNo.



HP 5 | Def 3 | Spd 5

Cut, Fly

Bird

Ghost

x2: Gho

–1: Nrm Fgt Psn Bug

1 2 — **Corrupt** — Bird — 2+

Grants 1 Poké.

3 4 5 6 — **Psychic** — Psychic — 👁 — !2

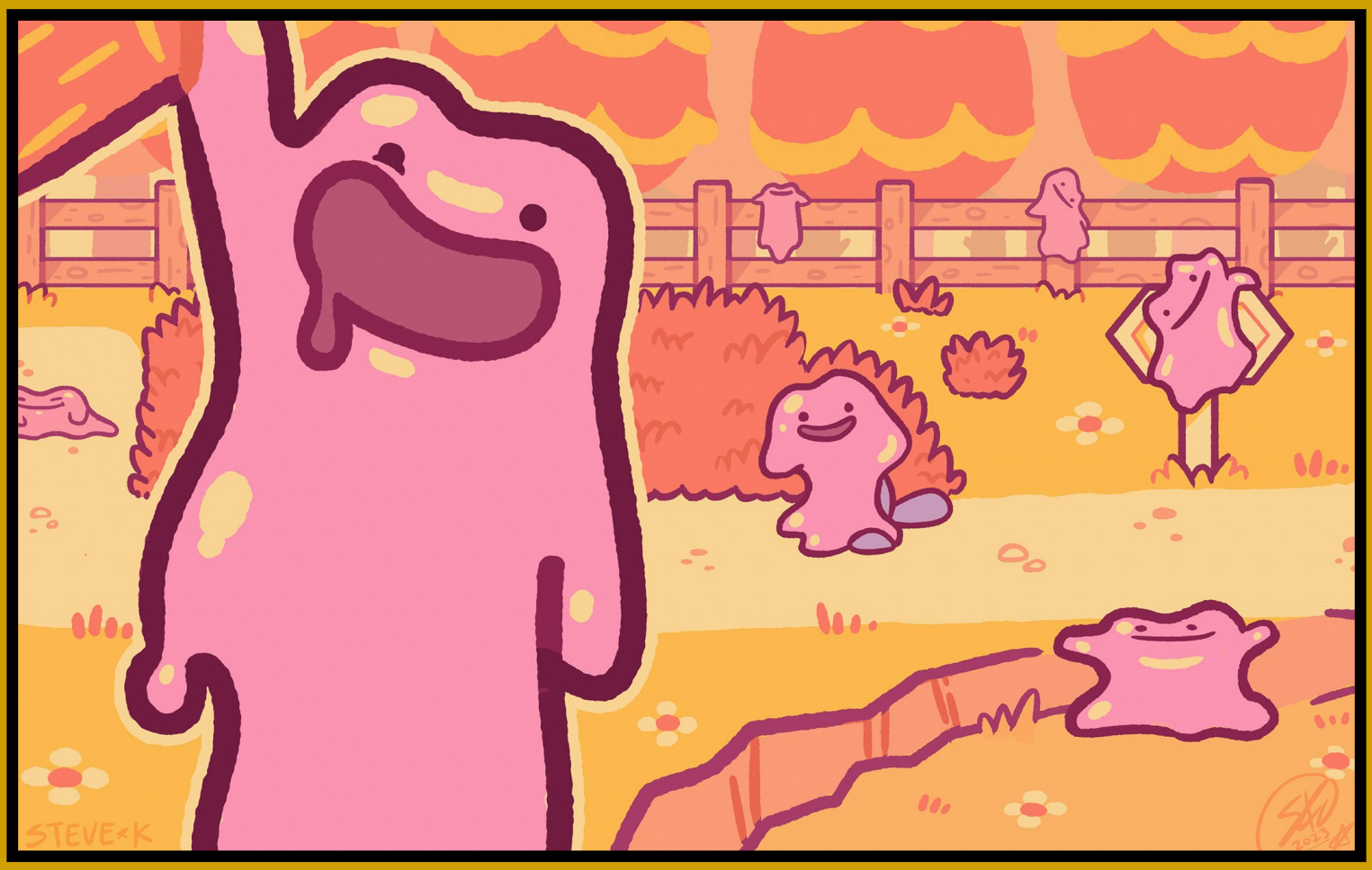
Deals 3 hits.

7 8 9 10 — **Thunder Wave** — Electric — 👁 — !1

Inflicts Paralysis.

11 12 — **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 x2 | Poison | Ground | Flying
Psychic | Bug | Rock | Ghost –1 | Dragon

Bite
Normal d6 !1

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

Sand-Attack :L1
Normal d4 !2

Hit: Confusion.

PP:

Disable :L2
Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP:

Hypnosis :L3
Psychic d6

Inflicts Sleep.

PP:

Rock Throw :L4
Rock d6 !1

PP:

Rage :L5
Normal d6 !2

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

PP:

Rest :L5
Psychic d1

This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP:

Hyper Beam :L9
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 20 24 25
26 27 31 32 33 35 37 38 44 45 48 50



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 x2	Electric –1	Grass
Ice x2	Fighting –1	Poison –1	Ground –1	Flying
Psychic	Bug –1	Rock	Ghost	Dragon

Poison Sting
Poison d4

1: Poison.

Sand-Attack :L1
Normal d4 !2

Hit: Confusion.

PP:

Quick Attack :L2
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Stun Poison :L3
Poison d6 !2

Hit: Paralysis.

PP:

Slash :L4
Normal d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP:

Screech :L5
Normal d4

Deals 2 hits.

PP:

Guillotine :L6
Normal d12 !4

12: The target faints.

PP:

2 3 4 6 7 9 10 15 20
31 32 39 40 42 44 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 :L1
Water d4
Deals 2 hits.
PP:

Ember :L2
Fire d4
Deals 2 hits.
1: Poison.
PP:

Fire Ball :L3
Fire d4 !1
Hit: Deals 2 additional hits.
PP:

Smog :L4
Poison d6
Deals 1 hit + Poison.
PP:

Heat Tackle :L5
Fire d10 !1
Hit: This Pokémon loses 1 HP.
PP:

Take Down :L5
Normal d10 !1
Hit: This Pokémon loses 1 HP.
PP:

Hydro Pump :L6
Water d8
Deals 4 hits.
PP:

6 7 8 9 10 11 12 13 14 15 16 17 20
31 32 33 36 37 38 44 50

Shuckle



Bug Rock

HP: ▢▢▢
3

Abilities: Strength, Flash
Size: Small No. B04

Attack	d4
Defence	12
Speed	1
Special	d4

Weaknesses & Resistances:

Normal –1	Fire	Water x2	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
Psychic –1	Bug	Rock x2	Ghost	Dragon

Constrict
Normal d4
The target can't move this round.

Wrap :L1
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: ▢▢▢▢

Withdraw :L2
Water d1
This Pokémon can't take actions or take damage until the end of the next round.
PP: ▢▢▢▢▢▢

Rest :L3
Psychic d1
This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.
PP: ▢▢

Toxic :L4
Poison d6
Poison, but up the damage dealt by 1 after each time the target takes Poison damage.
PP: ▢▢

Sludge :L6
Poison d8 !2
3: Poison.
PP: ▢▢▢▢

Healing Pollen :L7
Grass d6
Recovers 2 HP from this Pokémon and each target.
PP: ▢▢

6 7 8 9 10 15 16 18 20
26 28 31 32 34 35 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 :L1
Grass d4
Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.
PP:

Quick Attack :L2
Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP:

Bite :L3
Normal d6 !1
2: The target can't take actions this round.
PP:

Razor Leaf :L4
Grass d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP:

Healing Pollen :L5
Grass d6
Recovers 2 HP from this Pokémon and each target.
PP:

Mega Drain :L5
Grass d6
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
PP:

Wrap :L6
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP:

Solar Beam :L7
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 x2	Grass –1
Ice x2	Fighting –1	Poison	Ground –1	Flying
Psychic	Bug –1	Rock x2	Ghost	Dragon

Gust
Normal d6 !1
Hit: Pushes the target back 1 space if that space is open.

Wing Attack :L3
Flying d6 !1
PP:

Swift :L4
Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP:

Whirlwind :L5
Normal d4 !1
Hit: Pushes each target back 1 space (if that space is open).
PP:

Light Screen :L6
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP:

Reflect :L6
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
PP:

Sacred Fire :L7
Fire d8
Deals 3 hits and each target can't take actions this round.
PP:

Recover :L8
Normal d6
This Pokémon recovers HP equal to the result of the Move die.
PP:

Sky Attack :L9
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 6+ !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

Flying

x2: Wtr Ice

–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

Fire

x2: Elec Grn Rck

–1: Fire Ice Bug

1 2 3

Tackle — Normal 2+

8 9 10

Ember — Fire !2

Deals 2 hits.
6: Poison.

4 5 6 7

Water Gun — Water !2

Deals 2 hits.

11 12

Fire Ball — Fire 3+ !2

Hit: Deals 2 additional hits.

Shuckle

No. B04



HP	Def	Spd
3	12	1

Strength, Flash

Bug

Rock

x2: Wtr Rck

–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+

7 9 10

Mega Drain — Grass !2

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

3 4 5 6 6

Razor Leaf — Grass 5+ !1

5–6: Deals an additional hit.

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.

8 9 10

Recover — Normal !2

Recovers HP equal to the result of the Move die.

2 3 4 5 6 7

Whirlwind — Normal 6+ !1

Hit: Pushes each target back 1 space (if that space is open).

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.