

GAME OF THROHS



The Official Pokémon Tabletop
United Fantasy Guidebook

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THANKS TO OUR COMMUNITY
Thanks to everyone that has helped us in a million
small ways along the way, and given us support
and encouragement. And thanks to everyone
else involved in creating and designing Pokémon
Tabletop Adventures, without which this endeavor
would have never started.

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INTRODUCTION

Game of Troths is the official Pokémon Tabletop United guidebook for creating and running fantasy campaigns or introducing fantasy elements into any sort of PTU Campaign. Not every fantasy campaign will benefit from using all of the content of this book, but GMs are recommended to pick and choose elements they like to create their own campaign world. Treat the book as a toolkit.

Chapter 1 outlines a wide variety of fantasy sub-genres and how they can be used with Pokémon. There's a very large difference between a campaign about Poké Vikings and their travels and a modern era campaign about a hidden school for Psychics, and their assumptions on a setting as a whole. You'll also find expanded details about topics that often get back seated in normal PTU games, such as the nature of supernatural powers and how Types metaphysically work. Also included will be details on how to implement Pokémon capture, storage, and treatment in settings with lower tech levels.

Chapter 2 is dedicated to gear and equipment. In particular, this Chapter discusses how to go about creating items that have magical properties. It also includes advice on how to manage these items for GMs.

Chapter 3 introduces a slew of Fantasy themed Trainer options, including the Berserker, Rune Master, Weapon Specialist, and Elementalist Classes.

Chapter 4 contains sample settings and campaign ideas to help GMs get started. Each campaign concept comes with a detailed setting description, several plot-hooks, and in some cases, optional rules for use in that campaign.



Chapter 1: Genre and Setting

So you wanna run a fantasy campaign?

By now you've likely looked over the core book, and maybe *Do Porygon Dream of Mareep* or *Blessed and the Damned*, and you feel you're ready to take on a game that's more than just your modern day travel through a Region, collecting Badges and defeating a Team. You've decided your next game will visit another time in history, or an ancient mythology, a completely alien, fantasy world, or maybe just Hogwarts for Pokémon Trainers in a world where Trainer society is completely hidden from the masses sounds really rad to you. Either way, you got a few questions you have to get answers for before we really get to the meat and potatoes.

High or Low Fantasy?

Fantasy has a lot of variations and flavors and we'll try to discuss as many as we can in this chapter. The divide between high and low fantasy is the broadest of these flavors, and is very similar to the divide between hard and soft sci-fi.

High Fantasy is probably the first thing you think about when the Fantasy genre comes up. It is characterized by supernatural struggles between good and evil, fantastic elements such as non-human races and rampant use of magic, and epic sagas. This type of fantasy usually takes place on a world that isn't Earth, but might resemble Earth. When it does take place on Earth, there is a very hard divide between the supernatural and the mundane,

and the two do not interact with each other in great detail. This brand of Fantasy is also commonly known as being Tolkienesque, as J.R.R. Tolkien is often credited as popularizing the genre with his *The Hobbit* and *The Lord of the Rings*. C.S. Lewis's *The Chronicles of Narnia* and J.K. Rowling's *Harry Potter* also embody this brand of fantasy; it's the more common type of fantasy in books, movies, videogames and comics. Obviously, *Dungeons and Dragons* would fall under this category.

Low Fantasy, on the other hand, is a lot harder to put a finger on. The term was originally coined to describe a brand of fantasy that not only takes place on Earth, but features how the supernatural interacts with the mundane as a

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central theme. It has taken on a second variation over the last couple of years to also refer to a brand of fantasy where the fantastic elements are deemphasized in favor of a more gritty portrayal of human conflict. This has caused the genre to sometimes get called 'Urban Fantasy' or 'Dark Fantasy,' depending on the work being referred to. The works of Stephen King, such as *It*, *The Shining*, and *Salem's Lot*, as well as H.P.'s Lovecraft's works would go under this variation, as well as George R.R. Martin's *A Song of Ice and Fire*, Robert E. Howard's *Conan the Barbarian*, and Kentaro Miura's *Berserk*.

White Wolf's *World of Darkness* games are also what you can consider Low Fantasy.

What's this imply for Pokémon? Not entirely much, honestly! Pokémon as a franchise has gone back and forth time and time again on what type of Fantasy it slants towards. While it has over time been creeping toward High Fantasy with the prominence of Aura, Psionics, Magic, and Godly Legendaries with each iteration, it's a very loosely defined dial.

What is safe to assume is the world of Pokémon is an alternate reality of Earth, and the supernatural does exist. How prominent that supernatural force is, or how the people and Pokémon of the world react to it is not entirely consistent with the franchise as a whole.

Since Pokémon, at its roots, is already an Urban Fantasy setting, a lot of the groundwork has already been done for you as a GM when putting together a fantasy game.

The impact of the choice between a High and Low Fantasy feel will mostly be felt on how the world interacts with both Pokémon and humans with Supernatural power; the response people have to discovering someone is a Telekinetic is going to be treated is going to be drastically different based on what one you choose. If you are looking to make a setting where the supernatural is rare, feared and misunderstood, Low Fantasy might be more appropriate for you. If you're looking to create a world full of wizards and wonder, High Fantasy would work better. The important part here is you and your players should have a shared understanding on the general feel the game is going for, and the Low vs High label can be very helpful for that.

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Just How Supernatural Are Things?

When one thinks Fantasy, what often first comes to mind is a historical setting where magical innovations have replaced technology - but this does not necessarily have to be the case. Even the basic Pokémon setting portrays a world where mystical powers and high tech devices coexist, and would likely continue to in the future.

Here are some questions you should ask yourself about your setting:

- Who battles Pokémon in your setting? Is it a privilege to be a Trainer, or a common occurrence? What sorts of jobs or tasks are Pokémon trusted with? Where do they live? How do humans care for and interact with them in the wild?
- How easy is it to travel in your setting? Are settlements completely isolated, or are there common trade routes? How do people use these routes? Are there vehicles that might assist their travels?
- How sophisticated the study of medicine in your setting? Do people understand what germs and viruses are and how to handle them? What's the average life expectancy for humans, and what are common medical causes of death?
- How advanced are the tools Trainers use? Do Poké balls exist? What about Apricorn balls? Who makes them, and how common are they?
- To what extent have Pokémon replaced technolog-

ical advancements? Do computers exist? What about tools that run on a power source, like electricity, steam, magical energies, or pure girl love?

- How common and understood are Psychics, Elementalists, Aura Users and other humans with Supernatural powers? Are they feared or respected? Are these powers one is born with, or can they be taught over time? Where do these powers originate from?
- What about the types of weapons that exist in your setting? Are they mundane? Are there legendary relics of power out in the world? Can you commission a blacksmith to forge a badass fire sword?
- Are there races other than Humans in your setting? How do they interact with Humans, or Pokémon for that matter? How integrated are they into Human society?
- What other supernatural elements exist in your setting that are not present in Pokémon? Are there actual ghosts and spirits as well as Ghost Type Pokémon? How do they differ from the 'undead'? Is there an afterlife?
- Do Gods exist? If they do, are they Pokémon, or entities beyond human comprehension? How involved are they with the world as a whole? Are they worshiped, revered, or feared?

We'll be discussing these questions as we go and provide you with tools and ideas to better answer them yourself!



Translating Pokémon Setting Basics to Fantasy

Pokémon has a number of distinctive technologies that make the world what it is. Not only are fans familiar with these elements but many of them expect them to exist in some capacity, but not having them in a setting would be difficult to work with. In a fantasy game that takes place in a time period near modern times, this section won't be entirely relevant. In a setting more removed from modern times, this section will help you handle the lack of these technologies in your setting.

Poké balls

Okay, so let's start with the 800 pound Slaking in the room: Poké Balls. Poké Balls are the single most defining piece of technology for the Pokémon universe, and thus potential players for your campaign will likely be curious about how they'll be treated differently in a fantasy setting - especially since most fantasy games just won't have the technology to produce these devices.

Consider the following:

- Pokémon are themselves inherently unstable creatures. Canonically when they evolve, they turn into energy forms temporarily as their bodies shift and change. Poké Balls may artificially induce such a state using the same mechanisms that the Pokémon uses naturally, except this state is sustained and kept in stasis in a Poké Ball by the device instead of changing the Pokémon's material form. Even if your setting does not have Poké Balls, per say, perhaps there are devices that induce a similar state.
- Apricorn plants are perhaps the easiest way of introducing this concept. Something about these plants, be it arcane or scientific in nature, allows them to be crafted into devices that can put a Pokémon in stasis.
- Along with this train of thought, maybe people thought of other means of capture than Apricorn or Poké Balls. Examples of this include a mirror that entraps ghosts, a talisman on a pouch of glass beads that summons the creature within whenever a bead is smashed against the ground, or a family of rituals that are used to bind and summon Pokémon. The genre of fantasy you are working with may very well have tropes such as these that already fit the function of a Poké Ball.
- Poké Balls include a feature that makes them unusable on already Captured Pokémon. Is this something that your setting's version of the Poké Ball mimics, and if so, how? Does Capture change a Pokémon somehow? What's special about Snag

Balls that makes this possible?

- What happens when a capture device is broken in your setting? Does it simply fail to maintain the Pokémon's energy form and thus release it when the device breaks? Or does the energy conversion process work in such a way that breaking the device irreversibly would kill the Pokémon contained inside instead?
- Is the development of Poké Balls or other capture devices something you wish to explore as a plot point? Maybe it was a challenge for scientists to find a way to apply this process to sentient life without killing it. This could make for a bit of gruesome history for the PCs to dig up, or maybe the process is still ongoing and the campaign doesn't have working Poké Balls - yet. Will the players stand by and watch this happen so they can gain from the convenience of this technology, or will they intervene and stop the experiments, even if it means they will never get Poké Balls?
- Poké Balls don't work on humans, but why? This is less applicable of a question if your capture devices work more like summoning devices than capture ones, but if devices such as Apricorn Balls do exist then the question arises of whether or not it works

Pokémon Storage

This is what makes it feasible to 'catch em all' in the Pokémon universe. The sheer logistical issues behind storing and transporting dozens or even hundreds of Pokémon in Poké Balls would stop all but the most well-connected and resourceful Trainers from ever considering attempting to catch more than a handful of Pokémon otherwise.

The thing is, in a fantasy setting...well, this whole concept goes right out the window! So what do you do to compensate? Take a step back and think about what the

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PC Storage system really is; it's a large, international network that allows Trainers to transport their Pokémon between any two PC Storage terminals in the network. It also keeps them stored safely until they are needed.

This framework can be replicated and explained in a fantasy system through more arcane manners. Perhaps there is a widely practiced means of ritually summoning and storing a Poké Ball via a magical network, or that a rather influential group of mages has set up a 'pocket dimension Poké Bank' that Trainers can access through their countless branch offices throughout the world. We won't go too into detail on the whys and hows of these, as they are mostly examples - the takeaway should be that the convenience of the internet could simply be replaced with magic.

On the other hand, this might be an intentional drawback of your setting - that Poké Balls (or Pokémon themselves if your setting doesn't have capture devices) must be physically stored and delivered from destination to destination. Physical transportation and storage comes with many complications though and this direction might not be very appropriate for a setting with high amounts of travel. On the other hand, it could be a very interesting dynamic to a setting that is more central to a small number of settlements, as the PC's would have pretty regular interactions with the Pokémon caretakers.

Also consider what happens when a Trainer carries more than 6 Pokémon, or captures a 7th. Maybe your setting doesn't enforce a cap of 6. If it does, and you went with a more physical storage approach, perhaps the capture devices your Trainers use have a common power source, and it caps at 6 active devices at a time; this device can only be adjusted at very particular locations (usually in a settlement), and so even if they carry more than 6 Pokémon with them, only their active 6 can be released. If you went with a more arcane approach, perhaps the capture devices are inscribed with a certain magic that allows their bonded Trainer to only handle 6 at a time, and the 7th is automatically teleported away.

Pokémon Centers

Pokémon Centers, far as modern medicine is concerned, are already magical. Treatment is always free,

all but the most grievous injuries can be healed in under a day, and they are easily available in any civilized place, providing services in addition to medical treatment, such as facilitating Pokémon trades.

While you might not have actual hospitals or Pokémon Centers in your setting, you should include some location where the Players can have their Pokémon and their own injuries taken care of for free. Pokémon Tabletop United works under the assumption such facilities exist, and removing them entirely will just make things miserable for your Players.

Luckily, since what Pokémon Centers do is already miraculous, you really don't have much work to be done. Maybe instead of Pokémon Centers they visit the local church to get care from the clerics who work there, or they visit the local medicine man, or apothecary for treatment. In the end, what these facilities are should just match the fluff of your setting, but they should exist.

The other big thing Pokémon Centers do is facilitate Pokémon Trades. In the base setting, this is largely tied to the same network that Pokémon are stored on. As such, it would make sense that the same services that handle the storage and transportation of Pokémon in your setting should also handle trading.

The Pokédex

The Pokédex has historically been a Trainer's identification card, Pokémon bestiary, and a way to register their ownership of a Pokémon. While it might not be appropriate for such an item to exist in every fantasy setting, it's a relatively easy one to describe as a magical tome that is bound to its owner. Trainers could use these to look up information on Pokémon, keep track of the Pokémon they've captured, and also to help facilitate the Trade of Pokémon. Perhaps all Pokémon trades must be notarized by a third party, and this is done through each Trainer's Pokéonomicon. Some other ways you could describe the Pokédex in a fantasy setting could be as an ancient relic from a long lost age, magical eyewear that functions much like Google Glass would, or a mentoring spirit that follows, observes, and handles these tasks for the Trainer.

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TM's and HM's

The core PTU book already contains recommendations on how a GM can make TMs fit their setting. As such we won't go into too much detail here and simply list a few recommendations for fantasy settings:

- TMs might be a reagent to a magical ceremony to impart a Pokémon with the knowledge of how to perform a new Move.
- TMs might be enchanted tattoos or body art that allow a Pokémon to use a Move that it previously could not.
- TMs might be a drug that sends a Pokémon on a spirit quest where they undergo a trial that teaches them how to perform a new Move.
- Rather than a syringe, TMs are specially brewed potions that have the same effect the syringe would.

Keep in mind that TMs are typically one-time use, so whatever idea you do settle on should be something that is consumed or rendered inert by the procedure.

Mega Evolution

Mega Evolution is pretty easy to explain in a fantasy setting since it is usually attributed to a mystical aspect of the source material. That doesn't mean you can't spice them up a little, though!

Alchemical Stones: Maybe Megastones are the product of alchemical genius! The highly volatile stones, when paired with an artifact that can resonate with them (such as a Mega Ring), can induce a temporary boost in power for a Pokémon.

Divine Blessings: Perhaps Megastones are a divine gift! The ability for a Pokémon to transcend from their mortal forms into a more powerful, and slightly divine entity is something only heavens can bestow - and never for longer than it needs be.

Enlightenment: In a more Eastern setting, Mega Evolution might be the result of Trainer and Pokémon mastering their inner chi and reaching enlightenment. This state of perfect harmony manifests as a Pokémon taking on a new form, if only for a short period of time.



Flavors of Fantasy

Keep those questions we asked at the beginning of this chapter in mind, because this section is going to revisit them when expanding on some common Fantasy genres and how you can apply them to a Pokémon Tabletop United campaign.

Age of Discovery

The Age of Discovery was a time period between the 1400's and the 1800's where European powers such as Portugal, Spain, France, and Britain began to rapidly expand their empires and establish colonies across the globe. Fantasy works that take place in this period put a large emphasis on charting the unknown, big flashy high seas battles, conflicts between mystical, indigenous tribes and European explorers, and yes, pirates. This sub-genre also usually includes exotic isles, glamorous and shanty port towns, and larger than life heroes and villains. Playing the "bad guys" is also highly valued in this sub-genre, as romanticized pirates and privateers are a large focus of it.

Given this was an actual era in Earth's history, it tends to gravitate more toward Low Fantasy, drawing a lot of inspiration and ideas from the current events of that era and the various cultures that contributed to it; Disney's *Pirates of the Caribbean* is a prime example of this. That said, there are also quite a few High Fantasy takes on this genre as well, such as Eiichiro Oda's *One Piece*, which feature high seas action and exploration in a completely alien world. The technology level tends to be consistent with that of Earth between the 1400's and 1800's, but more fantasy heavy settings might also feature some steampunk elements.

The mystical side of this setting varies widely, ranging from highly historical and mundane to highly romanticized and arcane. Given the focus on this sub-genre is more on the action and exploration, supernatural elements are usually there to help move the story along or make things cooler. Curses, magical relics, ghost ships and various schools and origins of magic mesh right in with this sub-genre. Hunting for lost treasures is also a big focus of this sub-genre, and many of these treasures are going to have some myths and superstitions around them!

Key Technologies and Supernatural Themes: Black powder weapons, Galleons, Curses and Dark Magics, Enchanted Relics, Gods and Demons

Main Themes: Adventure and Discovery, High Action, Epic Heroism, Treasure Hunting

Examples: *Assassin's Creed: Black Flag*, *Etrian Odyssey*, *Pirates of the Caribbean*, *One Piece*, *Treasure Island*

How do Pokémon Fit in?

Pokémon easily fit into this sub-genre on two fronts. On one, they provide interesting and compelling wild-life for the players to encounter in the exotic locales of the setting. This includes the oceans themselves as well; sea monsters and krakens are a staple of this sub-genre! They also provide a very convenient and interesting twist for populating the crew of a ship. Think of the various tasks and duties that ship hands are responsible for, and how Pokémon would have fit into that.

How to Handle...

Poké Balls: Given the various advancements in maritime travel during this era, it is very feasible for Poké Balls or Apricorn Balls to have been invented during this time period. Such devices would likely be arcane in nature, and likely a recent development picked up from experimenting with tribal magics and modern technology.

The PC Storage System: This one is extremely easy to handle in this sub-genre, as your players will almost certainly have access to a ship: Extra Pokémon just stay with the ship! If you also wish to have newly captured Pokémon teleported away, one way to approach that could be that members of a crew might be expected to 'bind' their service to the vessel. This mystical oath causes newly captured Pokémon to be transported safely to the vessel.

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Pokémon Centers: Any seafaring vessel surely has a doctor and medical supplies on board, which makes treating staying aboard a ship as staying at a Pokémon center make plenty of sense. Apothecaries and tribal medicines would also be relevant, especially when traveling ashore.

TMs and HMs: Given the technology level of the sub-genre, TMs and HMs would likely take on abnormal forms : such as potions, tattoos, mystical drugs and magical relics.

As a GM How Should I Prepare?

Map out the isles and seas your players will be sailing through, since this will help them understand the scale of what is and isn't explored out there. Prepare rivaling factions and uncharted isles in a way that your players have some variety with who they choose to ally with or fight against, and that they can travel as they need or please.

Steampunk and Tribal Fantasy

There are two other subgenres of Fantasy that relate pretty closely to the Age of Discovery: Steampunk, and Tribal Fantasy. As such we'll give a brief synopsis of both of these here.

Steampunk

Steampunk is a fantasy genre that is often inspired by the industrial revolution in Western society during the 19th century. Steampunk works are often set in an alternative history of the British Victorian era or American "Wild West", or in a fantasy world that employs steam power. Steampunk perhaps most recognizably features anachronistic technologies or retro-futuristic inventions as people in the 19th century might have envisioned them, and is likewise rooted in the era's perspective on fashion, culture, architectural style, and art.

That said, this genre and shift in technology is not just to make the world quirkier. Steampunk often takes place right on the end of the Age of Discovery, as colonization starts to bubble and the industrial revolution begins. During this time period there was a major shift in cultural values due to rapid advancements in tech-

nology, travel and the exchange of information.

When applied to the world of Pokémon, the big question that comes to mind is how did society at large shift when it comes to their opinions on how Pokémon should be handled? Did the interest in Pokémon diminish as technology hit a stride, or did it become more of a sport during this era? How did the feats Pokémon are capable of impact the steam and magic powered inventions of this era?

Keep these questions in mind when you go about crafting a Steampunk setting, and for some further inspiration, check out the following : *Arcanum: Of Steamworks and Magick Obscura*, *Last Exile*, *Steamboy*, *Full Metal Alchemist*, *Bioshock Infinite*

Tribal Fantasy

Another big aspect of the Age of Discovery is the first meeting between the indigenous populations of North and South America, and the exploring Europeans. While history on Earth played out rather poorly for these civilizations, their legacy and stories still live on. Each of these tribes had their own mythologies, mystical customs and legacies, and collectively we call these stories Tribal Fantasy.

In a Tribal Fantasy setting, technology is often sent straight to the stone or bronze age, but the relevance of mysticism and magical elements shoots right up. These settings are representative of not only the tribes of North and South America, but the early foundations of many other cultures as well. Shamanism and animism were very commonly practiced throughout the world, and how these beliefs tie to Pokémon is surprisingly to-the-point. We highlight much of this in the Anima Metaphysics later in this chapter.

Whether you are looking to run a game where the players are members of an indigenous tribe, or just looking to flesh out the society of a tribe that is featured in an Age of Discovery or Steampunk game, keep in mind that you have literally hundreds of real world examples of how these societies functioned and what their shamanistic practices encompassed.

Arabian Nights

Most fantasy inspired by the Middle East is set in what's loosely called the 'Islamic Golden Age', a time period roughly corresponding with the European Middle Ages (c.780 AD - c.1258 AD) during which the Muslim world experienced a flourishing of the arts and sciences as its rulers strove to collect and preserve all the world's knowledge.

During this time period, works of the past and from as far away as Greece and India were preserved and translated into Arabic, and government-funded scholars pioneered revolutions in mathematics, physics, biology, and chemistry - many things that we take for granted, like algebra, coffee, guitars, and astronomy, were developed during this time period!

Not only did culture flourish during the Islamic Golden Age, but trade and government did too. The caliphs of the age encouraged freedom of speech and belief, and people from all walks of life and all religions could aspire to a life of civil service. Routes across both land and sea stretched from Spain to China, and cities like Baghdad and Cairo became major centers of both trade and culture.

Of course, most games set in this era will focus less on what happened in the real world and more on what happened in the stories and fables of the time, the most famous of which are the One Thousand and One Nights - stories of bold thieves, magic carpets, wise (or not so wise) sultans, and beautiful princesses, where faith and a quick mind is all it takes for even a street rat to make their fortune.

A game might be about recovering the lost treasures of the great Pokémon Master Suleiman, he who managed to tame one of every species under the heavens and bid them do as he commanded, or about stopping the sultan's evil grand vizier from summoning and binding Missingno so that he can take over the kingdom. In a world of larger than life heroes and terrifying villains, the skies are (quite literally) the limit!

That's not to say that you can only run high fantasy games in a Middle Eastern setting - low fantasy games more grounded in the realities of the age are just as possible! Perhaps your players are a caravan of traders, traveling the Silk Road to make their fortunes and avoiding curses and mischievous spirits. Perhaps they are researchers in Baghdad, collecting Pokémon to be recorded in the sultan's Grand Book of All Creatures. They could even be thieves, banding together to steal a rich merchant's treasure - or, perhaps, the heart of his first-born child.

Key Technologies and Supernatural Themes: Alchemy, Medicine and Science, Spirits and Mirages, Magical Beasts

Main Themes: Adventure, Exploration, Romance, Discovery, Deserts and Voyages

Examples: *One Thousand and One Nights, Aladdin, The Voyage of Sinbad, The Thief and the Cobbler*

How do Pokémon Fit In?

The biggest question for a setting like this would probably be 'what ARE Pokémon in this game, anyway?' Are they like djinn, spirits placed in this world by a higher power to serve humans? Are they embodiments of natural phenomenon, like mirages and dust devils? Are they actual animals that just happen to be able to breathe fire? While it won't make much of a difference mechanically, of course, how your players - and your NPCs - see Pokémon will go a long way in establishing the feel of the campaign. Beyond that, you'll want to consider what species would be readily available in a mostly single-climate setting, and how players might get their hands on Pokémon they want that aren't so common (say, Water types).

How to Handle...

Poké Balls: The easiest way to handle this, and maybe the best for lower-fantasy games, would be to simply have Poke Balls be a recent invention, one of the Sultan's scholars' latest wonders. For higher fantasy games, however, consider having Pokémon be bound to objects - everyone knows the story of the genie sealed in the lamp, but there are also stories of spirits bound to rings, flutes, and magical seals. Be creative!

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PC Storage: A travel-heavy game could easily have some sort of central caravan that Pokémon return to when captured; a higher fantasy game could give each player a magical grimoire that serves as both Pokedex and storage. For games based in a single city or small area, have your PCs establish a base of operations, perhaps with NPCs to care for their extra Pokémon when they're away.

Pokémon Centers: In a time of flourishing science and great strides in medicine, it shouldn't be too hard to find a doctor or healer pretty much anywhere. Whether they're actually competent, on the other hand... While you shouldn't make your players jump through hoops to get their Pokémon healed without incident, intro-

ducing a scholar working on more radical medicine would be a great way to justify things like type-shifting, if you should need to.

As a GM, How Should I Prepare?

Look through the One Thousand and One Nights, most importantly! Almost every trope concerning Middle Eastern fantasy originates from here, so it's really the best place to start. You should also consider what angle you want your game to far as treasure hunting, traveling and trading, and thieving go. There was a lot going on in this time period, and in its works of fiction, so some focus might be required.



Genre and Setting

Chivalric Romance

Traditionally, Chivalric Romance describes a style of prose that was popular in the aristocratic circles of early modern Europe. These stories often told of the marvel-filled adventures of a knight-errant who goes on a quest. These works also drew on themes of romance, but with ironic, satiric or burlesque intent. Many of these tales reworked legends, fairy tales, and history itself to better suit these themes, but by 1600 these were out of fashion, and Miguel de Cervantes famously burlesqued them in his novel *Don Quixote*.

Still, the modern image of “medieval” is more influenced by the romance than by any other medieval genre, and the word medieval evokes knights, distressed damsels, dragons, and other romantic tropes. As such, we use this term as a catch-all for Low Fantasy settings that take place in an Europe-inspired setting and put more emphasis on the human elements and historical mythology. These settings also usually put a large emphasis on the politics, with dramatic and meaningful outcomes being reached by the pen just as often as the sword. While all the examples listed might be what you would consider Dark Fantasy, we list them here because many of the motifs and themes found in them are the same you'd expect to find in a Chivalric Romance Pokémon setting.

Key Technologies and Supernatural Themes: Castles and Siege Warfare, Mounted Calvary, The Fae, Wizards and Witches, Dragons, Demons and Monsters

Main Themes: Warfare, Politics, Economics, Feudalism, Chivalry, Adventure, Romance

Examples: *Arthurian Legend, A Song of Ice and Fire, Berserk, Beowulf, The Canterbury Tales, Irish and Celtic Mythology, Vinland Saga*

How do Pokémon Fit In?

Given that these stories often referred back to mythology and legends of old, Pokémon don't have much issue slipping in as both a replacement to mundane animals, like swapping out horses for Rapidashes, and as fantastical critters. Fairies also play a large role in this genre, so Fairy Pokémon are naturally a centerpiece of the mystical elements of these settings. This holds true for the demons, monsters and dragons in these settings too, which are often intelligent enough to have their own

political or economic agendas that they wish to progress, just like the humans.

How to Handle...

Poké Balls: Apricorn Balls are the go to solution, and are likely made by wizards or craftsmen who have enlisted the help of mischievous fairies. They are likely scarce and only affordable by the upper class. Knights-errants and adventurers who have gotten ahold of them likely either did someone a great favor, or owe someone one.

The PC Storage System: Your players might have a home fort where they keep surplus Pokémon, but keeping a large roster and swapping them out constantly will likely be infeasible. You may wish to warn your players that a smaller and more focused roster of Pokémon are more appropriate for campaigns of this genre.

Pokémon Centers: Apothecaries, hedge wizards and herbalists, clerics and temples, and actual wizards all make sensible alternatives to Pokémon Centers in Chivalric settings. Priest and priestesses in a setting in this genre are likely knowledgeable in first aid, and supernatural healing through magic or herbal means is also appropriate.

TMs and HMs: A wizard did it. No, really! TMs and HMs would likely have supernatural sources, either from an experienced mage or from a powerful Fae or spiritual entity. It would very unlikely be something you purchase and use at a later date and more be an arcane ritual that is performed on your Pokémon to teach them a Move.

As a GM, How Should I Prepare?

Plan out your Region and the various factions that govern it. Find out which ones are allies and enemies. Map out a portion of your Region where powerful Pokémon or a Fae Covenant control. Think of any dominant religions or cults in your Region. And finally, figure out what the quest your Player Characters will be on is. Their quest will be the most critical aspect of the game, but the Player Characters are not the center of your setting; they are but a piece of it.

Dungeon Fantasy

Chances are, if you're reading this, you're at least passingly familiar with the concept of Dungeon Fantasy. Popularized by Gary Gygax and his *Dungeons and Dragons*, this sub-genre descended from war-gaming and led to the formation of modern tabletop roleplaying.

Usually centered around swords and sorcery in pseudo-European fantasy settings (more often than not with a little borrowed 'inspiration' from a certain J.R.R. Tolkien), Dungeon Fantasy focuses on adventurers scouring the realm to right wrongs and make coin. Slay the dragon, defeat the lich, and spend all your earnings from the dangerous Tomb of Horrible Spiky Things on a dozen flagons of the innkeeper's best mead.

It goes without saying that this sub-genre is heavily, heavily High Fantasy in most depictions, though its incarnations are as myriad as the imaginations of roleplayers the world over. Technology level can vary heavily, from Middle Age kingdoms full of dirt-encrusted, malnourished peasants, to more fantastical applications of industrial age technology in the form of formidable airships powered by steam engines, or even more futuristic technology heavily laced with the setting's magic. Similarly, the amount of supernatural influence can vary heavily, from more gritty 'no-magic' campaigns to the most fantastical settings imaginable.

All in all, it's very hard to do dungeon fantasy 'wrong'. Adventure, delving, loot, and a good time had by all are all you need. Look to the past for inspiration, but it's YOU, the players and the GMs out there, who make this sub-genre what it is.

Key Technologies and Supernatural Themes: Various, often low tech with powerful practitioners of magic and fantastical beasts breaking up the more mundane.

Main Themes: Adventure, Swords and Sorcery, Epic Battles between Good and Evil or anything in-between, and almost anything else you could think of.

Examples: *Dungeons and Dragons*, *Dragon Quest*, *Wizardry*, *Final Fantasy I*, *The Hobbit*

How do Pokémon fit in?

Pokémon fit extremely naturally into this type of setting, as fantastical monsters lurk in almost every gloomy wood, dark cave or abandoned castle. Even in traditional tabletop games, the most martial-oriented fighters will favor utilizing magic equipment against their foes to compete with their increasingly outlandish supernatural powers. It might also be said, then, that in a world of Pokémon, adventurers are wont to train some of the realm's beasties to gain a similar edge. It may be difficult for the average Joe to get much beyond a Miltank or a Mareep, but the players, who are almost certainly playing as larger than life heroes, would certainly be able to form their own menageries.

How to Handle...

Poké Balls and PC Storage: The surprisingly brilliant invention of a mad wizard who wanted to find a way to keep his dangerous Ursahoots encapsuled, only for these strange spheres to be liberated by the first set of adventurers to shut him down. The blessed spheres of a church's faith, distributed by the religious to the faithful in order to contain the savage creatures of the realm. The ways Poké Balls and Storage could have come about are just as varied as anything in this subgenre!

Pokémon Centers: Churches of major religions, inns, and hospices are all standard methods of handling healing in fantasy settings.

TMs and HMs: Spell scrolls that when read aloud, imbue the knowledge of a technique into a Pokémon's mind, or perhaps an elixir of knowledge.

As a GM, how should I prepare?

Dungeon Fantasy tends to focus more heavily on dungeon crawling, which can include anything from heavy amounts of encounters, to intricately detailed areas to explore, dangerous traps to overcome, and conundrums to solve. Give yourself plenty of time each week to prepare for crunch-and-detail heavy sessions when necessary. Make encounters interesting and engaging, and don't be afraid to litter the area with possible environmental factors that the players or their foes can use. Give things a feel of high adventure. And more than anything, have fun.

Genre and Setting

Sengoku Jidai

The Sengoku period in Japan (from the mid 1400's to the beginning of the 17th century) marked an age of conflict that arose as the result of the Ashikaga shogunate losing its centralized influence over the rest of the country, with local lords (daimyos), clans, and religious groups gaining power and vying against each other for control of Japan.

This period is known for these conflicts, the economic, social and political upheavals the country faced, the popularization of trade with foreign powers, and the rise in use of early firearms. Additionally, this is also the period where most of our information about ninjas comes from, as this was when men willing to perform tasks that the more honorable samurai would not would begin to offer their services.

Like the Age of Exploration, this is a historical period, and tends to be depicted with low fantasy in fiction. Where the supernatural does crop up, it tends to include elements of Shinto mythology and Japanese folklore, though other religious influences during the period included Buddhism, Taoism, and Christianity. Popularly, stories on the Sengoku period cover closer to the end of the wars, especially around the warlord Oda Nobunaga and other figures of his time.

Key Technologies and Supernatural Themes: Matchlock rifles, castles, Japanese folklore

Main Themes: Warfare, Unification, Politics, Economics, Feudalism

Examples: *Pokémon Conquest*, *Inuyasha*, *Princess Mononoke*, *Nobunaga's Ambition*, *Sengoku Basara*, *Samurai Warriors*, *Onimusha*

How do Pokémon Fit In?

What might immediately spring to mind about Pokémon in this setting is that they might provide a sizable bulk of any given army within the states, though depending on the particular species of Pokémon, one



might also see stronger or rarer specimens as pets of influential lords, for sale by foreign traders, or acting as yokai for the setting (maybe Sawk and Throh are oni instead of martial arts masters).

Pokémon Conquest had the particular, simplistic division of making each of the warring states drawn to a single Type of Pokémon, which may or may not be suitable for a given campaign.

How to Handle...

Poké Balls: Apricorn Balls or Poke Balls may be relatively new technologies imported by foreigners like firearms (the Portuguese were the ones responsible for this in real life) and would likely be severely sought after due to their ability to condense an army's size considerably. Alternately, as outlined before, there might be more mystical talismans or mirrors with entrapped spirits, though these would be less common among strict military.

PC Storage: The castle of one's home territory (or other applicable headquarters) should serve your players well as a spot for their Pokémon. Similar to the Age of Exploration suggestions, a ritual might be employed to transport recently caught Pokémon to their home castle for safekeeping.

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Pokémon Centers: An army that travels without doctors to heal the wounded is sure to encounter significant losses, so for larger-scale operations, treatment should be provided. For more personal treks, various temples or local healers may provide rest and healing for the wounded, perhaps even despite affiliation.

TMs and HMs: From enchanted paintings, to mercenary training, to carefully prepared shinobi scrolls detailing stratagems, there are a number of ways that Pokémon could be instructed in using moves that they normally don't possess.

As a GM, How Should I Prepare?

Whether you're using historical Japan, Ransei, or your own Sengoku-ized setting, a map will help your players visualize territories and make informed tactical decisions.

They won't necessarily be aware of what faction is controlling an area at any given time (scouts can help with this), but they should at least have a strong idea of who their neighbors are and some of the more infamous names in the region. Don't be afraid to change borders every now and then as factions gain or lose influence, but be careful not to create too much work for yourself either.

You should also decide ahead of time how to handle war itself - will you create your own subsystem for mass battles and have the players engage the enemy commanders in a traditional Pokémon battle? Will it all be traditional battles in subsections of the field? Will you put the larger battles in more narrative control by describing how the battle is going, and ask for the players' input in more commander-esque roles? The decision is up to you, but you should prioritize how to handle these things.



Urban Fantasy

Put in the most basic terms, urban fantasy is fantasy that heavily features cities and urban environments. However, the concept now usually refers to works with a few more specific traits. Urban fantasy works usually take place in a contemporary setting, often drawn directly from the real world but with supernatural elements layered on top, and they tend towards mystery and horror in their themes and tone.

In urban fantasy, the supernatural elements are often hidden from most of the world, which is said to live under a veil of ignorance or in a masquerade. Characters in such a story live a double life, trying to get by and deal with everyday troubles while maintaining the secrecy of the supernatural and fighting magical threats and enemies.

Often, this is made easier by the fact that magic and the occult primarily exist in Otherworlds, other planes of existence that connect to the mundane world. Still, supernatural investigation takes up significant time and resources, making everyday obligations like school and holding down a job difficult or impossible for the heroes.

There is often a level of anachronism in urban fantasy settings. Dullahans are portrayed as mysterious bikers, modern sorcerers use implements and tools that wouldn't look out of place at a Renaissance fair, and the occult society uses names and traditions from centuries ago despite having completely modern trappings otherwise. This dissonance produces the unique feeling that many urban fantasy works have.

Key Technologies and Supernatural Themes: Occult Underground, Modern Day Technology, Otherworlds, Extraplanar Entities

Main Themes: Mystery and Investigation, Horror, Double Lives

Examples: *Shin Megami Tensei* and *Persona* series, *Neverwhere*, *Dresden Files*, *Durarara!!*

How do Pokémon fit in?

The first question to ask yourself when drafting up your urban fantasy setting is: does the world at large know about the existence of Pokémon? If the answer is

yes, you will have to think carefully about what makes your setting urban fantasy rather than a normal modern day Pokémon campaign. Perhaps Pokémon are extraplanar beings, invaders from beyond our realm. The world may know of them, but few are brave enough to attempt to capture, tame, and battle with them.

If the answer is no, then you should figure out how they remain hidden, but you also have more leeway to decide what they are. Perhaps they only exist in an Otherworld which the players visit, or they are disguised with glamours to appear like normal plants and animals for everyday situations. Urban fantasy is by far one of the easiest fantasy genres to adapt to Pokémon because the very existence of Pokémon is usually crucial to the plot.

How to Handle...

Poké Balls: While it's simple enough to use Poké Balls due to the modern setting of most urban fantasy, you can do better. Maybe Pokémon are stored like programs in a cell phone that summons them, or perhaps they have their essence pressed into Tarot Cards. It's common in urban fantasy to see either seemingly mundane modern day technology repurposed to manipulate magic or classical occult implements being used as actual magical tools.

The PC Storage System: If cell phones and computers are used to summon Pokémon, then it's easy to just keep the idea of a PC Storage System, albeit one that may be run in secret rather than as a public service.

Pokémon Centers: Medical treatment is a bit trickier when you're fighting supernatural beings hidden from the rest of the world. Black market doctors who are in the know likely set up shop specifically to take advantage of this situation, and they may even be sponsored by supernatural investigators like the PCs.

TMs and HMs: Magically enhanced computer programs could teach new Moves to Pokémon stored in a cell phone or computer. TMs could also be fluffed as artifacts or shards of magical power taken from an Otherworld.

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As a GM How Should I Prepare?

If you're creating a world where the supernatural is hidden away, then you absolutely need to think about what happens if your players blow the secret wide open. It can and will happen when you are least prepared to think about the implications otherwise.

Wuxia

Wuxia is a fantasy genre set in ancient China which centers on martial arts and the lives of wandering heroes, called youxia. The actual time period and setting for wuxia stories can vary greatly, though honestly they are often not of particular importance because wuxia heroes tend to come from the margins of society and operate with their own code of ethics.

Youxia are larger than life, often capable of taking on large mobs of lesser fighters such as guardsmen and common soldiers without breaking a sweat. The only true threat to a powerful martial artist is an equally skilled martial artist, which contributes to the marginalization of youxia and their life on the fringes of society. This world of martial artists is called the jianghu, or rivers and lakes, and within it, disputes and conflicts are usually solved through combat, with formal structures based on law and order usually being ineffective.

Among the fantastical elements present in the wuxia genre, the most important is the concept of qi, or the life force that martial arts master through a process called neigong and use to perform superhuman feats.

Authors exploring the concept of qi and neigong give elemental qualities to certain practices of cultivating qi or manipulating it, using the five classical elements in Chinese philosophy: Fire, Water, Earth, Wood, and Metal. In a Pokémon world, it is easy to expand this to the whole list of Types, resulting in various schools of martial arts based on each Type which can be represented by the Elementals.

Wuxia stories tend to focus on disruptions and major changes and upheavals within the jianghu. Tragedy strikes as a venerated leader of a martial artist society is murdered, rival pupils fall out and tear apart their

Outside of that, you should prepare the major secrets of your setting and decide the vague roadmap for how your players will be drawn into and uncover them. Various factions will often have an interest in either exposing or protecting these secrets, and planning them out well will practically make your plot write itself as the players interact with and wheel and deal with them.

martial arts school in the process, or an old master seeks out pupils to pass his or her secrets onto before their death. Recurring characters are important to establish in a wuxia story, with rivals who will be fought many times over the course of a story, or romantic interests for the PCs.

Key Technologies and Supernatural Themes: Varied Martial Weapons, Neigong, Daoism and Other Eastern Philosophy

Main Themes: Trials of a Hero, Rivals and Mentors, High Action, Honor and Redemption

Example: *The Condor Trilogy; Weapons of the Gods; Crouching Tiger, Hidden Dragon; House of Flying Daggers*

How do Pokémon fit in?

At first, this genre may seem difficult to apply to a Pokémon, but possibilities for campaigns open up once you consider treating styles of Pokémon battle as martial arts, with their own carefully guarded secret societies and passed down techniques. In a world of Pokémon, the martial arts range from techniques for personal combat such as the Martial Artist and Aura Guardian, to styles of mixed Pokémon and personal combat such as the Hunter, to pure Pokémon battlers like the Taskmaster.

And of course, Fighting-Type Pokémon are already based on many schools of existing martial arts. The question is whether in your setting those Pokémon inspired these forms of martial arts, or whether they learned them from humans.

How to Handle...

Poké Balls: Modern Poké Ball technology certainly wouldn't exist yet, though Apricorn Balls are a reasonable possibility. However, consider that the themes of

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wuxia mean that Trainers may often keep their Pokémon outside of their balls and may carry a smaller team due to a lack of easy means to transport them from city to city like the PC Storage System in modern settings.

Another way to handle Poké Balls is to borrow the concept of a *lu*, or spirit register, from Daoist traditions. A *lu* is a record of spirits' names who can be called on for service, using written paper talismans called *fu*. The concept translates easily to one's record of their own Pokémon and *fu* used to call them into battle.

The PC Storage System: Characters in a wuxia campaign may have a home base of some sort, such as the temple for their martial artists' society, where reserve Pokémon can be stored. However, this makes keeping a rotating team of Pokémon difficult at best and infeasible for many campaigns. You may wish to warn your players that a smaller and more focused roster of Pokémon are more appropriate for campaigns of this genre.

Pokémon Centers: The practice of *neigong* is often portrayed to have applications to healing, particularly when making use of acupunctural pressure points.

Those who know how to navigate the social world of the *jianghu* well will probably find healers willing to treat them and their Pokémon wherever they go.

TMs and HMs: In a world themed after wuxia stories, it makes much more sense to populate the world with many specialized Move Tutors than it does to have TMs and HMs be consumable items. The passing down of techniques from mentor to pupil is an important aspect of wuxia stories, and this can make seeking out TM Moves for a Pokémon much more interesting. If you do feel the need to use TMs as items, then it is easy enough to treat them as mystical scrolls that provide instruction and a training regimen for learning new Moves.

As a GM How Should I Prepare?

Figure out the outlines of a few secret martial arts societies and what techniques and practices they guard and teach. You will also want to think carefully about each PC and their goals and desires. Set them up with intriguing and personal nemeses, as the dramatic build-up to a final showdown is the most common way to treat a basic wuxia plot arc.



The Supernatural and Metaphysics

Where do the Pokémon Types come from? How different are Aura Guardians, Telepaths, and other Elementalists from each other? Pokémon is by its nature fantastical, but the franchise itself does little to explore the nature and origin of supernatural abilities such as Sabrina's psionic powers or Riley talents as an Aura Guardian. However, these very issues often come to the forefront of Fantasy genre campaigns. Magic systems, detailed metaphysics, and the unique supernatural phenomena tied to those systems often characterize popular works of fantasy, so it's important to explore these concepts when GMing a Fantasy campaign in PTU.

While it's best to define the nature of the supernatural and create your own system of metaphysics for your campaign, we'll provide examples and brainstorming ideas for how to handle that, including a fully fleshed out system of metaphysics that will be used in two of the sample campaign settings later in this book. Each section here will begin with a few questions you should ask yourself when thinking about the Metaphysics of your world, and then it'll explore ways to answer some of those questions and the explanations for supernatural power that can come from that.

The Nature of Types and Pokémon

- Where do the 18 Pokémon Types come from in your world?
- Are they like the building blocks of the world like the classical elements in many settings, or do they play a less fundamental role in reality?
- Has the list of Types always been the same, or has it changed over time? What causes that change?
- Pokémon obviously have Types, but humans do not - why, and what does it mean to be "Typeless"?
- What other fundamental differences exist between humans and Pokémon?

Pokémon are essentially magical animals, so when looking to define the nature of magic in a setting, you look first to them and their most distinctive traits - the 18 elemental Types.

The origin of the 18 Types will also feed into how supernatural powers operate in your world. Did Arceus create an unchanging spectrum of Types from day one of creation? Or do the existing Types in the world ebb and flow along with the memories and thoughts of the world's collective consciousness? Many possibilities exist here that could lead to dramatic events in your campaign, such as introducing the creation of a new Type like Fairy midway through.

You will also need to define just what the Types are in your cosmology. Some schools of classical philosophy

use a set of elements as the fundamental building blocks of the world, and others use them in more of a figurative way to describe processes of change. You should decide whether the world is literally composed of bits of each Type, or whether the qualities that are ascribed to Type are a layer on top of the normal composition of matter and energy as we understand it.

Given that humans lack Type, it's easiest in most cases to simply say that having a Type and the effects of such are a product of a magical property all Pokémon have. If you do decide to make Types the fundamental building blocks of your universe, you then need to figure out what makes humans different. Are they composed of all of the Types and thus end up Typeless due to them canceling out? Or are they composed of some neutral 19th element? Think about what this means for humans who do wield Type-based powers like Elementalists and Psychics - this would seem to make them metaphysically closer to Pokémon than their mundane companions

This has implications when it comes to other differences between Trainers and Pokémon too, such as that the latter can evolve suddenly into other forms and can be contained in Poké Balls. It could be something in the nature of Types and why Pokémon have them that makes them susceptible to Poké Ball technology.

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Supernatural Power Sources

- What does Elemental Connection represent, and how is it obtained?
- Do the various Elemental Connections and their related Feature Trees differ substantially in nature, or are they different flavors of the same kind of trait?
- Are supernatural powers largely in-born traits or the products of training? Both?
- What other sources of supernatural power exist outside of the Type structure of Pokémon?
- Does supernatural power fundamentally change a person?

As mentioned above, having supernatural power from Feature Trees tied to Elemental Connections can represent a drastic change to a person, bringing them closer to Pokémon. What this means can vary. Perhaps the change is absolutely central to someone's being, and their soul (or the equivalent in your setting) shows differences from that of someone who has no powers. On the other hand, an Elemental Connection may be external, like a persistent spell or blessing that happens to latch onto someone.

The way this manifests can be different in each case, however. Here's a short list of possible sources of Elemental Connection:

- Genetic inheritance, possibly due to a blessed or cursed bloodline
- Birth in proximity to elemental phenomena
- Sudden manifestation due to exposure to elemental phenomena
- Change induced from repeated magic rituals or consuming potions and reagents over time
- Blessing from a Legendary Pokémon or a bargain made with them

Aura reading and Telepathy may be in-born traits in your world, while a dedication to studying herbology could be the basis of a Grass Connection and Druidic powers, while only those blessed by a Legendary Pokémon ever manifest a Dragon Connection and the powers of a Herald of Pride.

On the other hand, you may decide that Elemental Connection is completely uniform in how it manifests in a person. It is always a genetically inherited trait, or

it is only present in those who are born near powerful manifestations of a particular Type, or it is always the product of some form of dedicated study and training.

Aside from the 18 Types, other sources of supernatural power could exist in your world, especially if you style your setting after a particular real life culture or draw heavily from those influences. As an example, blood as a representation of life and vitality may have magical properties in your world and be crucial to rituals like performing Type Syncs. Powerful expressions of art, such as music and story may also manifest as magic in your world, helping to explain the effects and talents of Musicians and Dancers, or giving reason to the power of Legendary Pokémon - they grow with the strength of their associated myths and legends.

Supernatural Phenomena and Magic

- What other supernatural phenomena do you need to explain in your system?
- Are there places of magical power in the world or otherworlds?
- What about magical artifacts, enchanted items, etc?
- Does an afterlife exist? What is the nature of death?
- How do these supernatural phenomena affect Pokémon and potential variant Pokémon in the setting?

Primary among these concerns is that of life and death. With a Ghost Type in Pokémon, you have to be careful with how you treat the nature of death in your setting. Do people and Pokémon who die actually turn into Ghost Pokémon? If so, what do they remember, and what happens when a Ghost Type dies? If not, where do Ghost Pokémon come from, and why do they have their name? You may decide that strong emotional impressions left upon the world by the dying become Ghost Pokémon with little or no recollection of their origin, and that the actual soul of humans and Pokémon enter a cycle of reincarnation. Or perhaps there's a more definite realm of the afterlife, perhaps with Giratina overseeing it like a Hades figure.

Outside of that, you should decide how supernatural power manifests itself in places and things, and not just

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Pokémon and humans. If you use Types as the building blocks of your universe, for example, consider whether or not pure “elemental planes” representing the Types exist. And even if you treat the Types as just properties that Pokémon have, perhaps some locations are infused with the energy of a certain Type, such as the shrines for certain Legendary Pokémon. These locations are ripe for creating Type Shifted Pokémon or variants to refluff Pokémon that are normally tied to technologies too advanced for your setting - a crystalline elemental plane of Normal Type energies to match the Prism and to house a Porygon variant that travels through magical crystals, for example.

This is also where you should consider some features of the Pokémon universe such as Giratina’s Distortion World, the Unown dimension, and the Dream World, which didn’t get a huge amount of explanation or ex-

ploration. Is the Dream World just an elemental plane of Psychic energy, or is it more Type-neutral? Did the Unown come into being when language was created? And if so, what does that mean about the nature of their dimension?

And of course, most fantasy settings feature magical artifacts of some sort. Aside from the power held in Elemental Stones and many Held Items like Mega Stones, you may create other objects imbued with the properties of one or more Types. The next chapter on fantasy items will include an Alchemy system to help create equipment with these traits. You may decide that magical items may give off an Aura much like living creatures, and items with particular elemental strength may exhibit special properties, such as a Dark Type item being impossible to scry upon or find with Psychic powers.



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Example Systems

These examples won't answer all of the questions above, but they'll give enough information to figure out how supernatural characters work and differentiate different supernatural Feature Trees.

Mystic Traditions

This is probably as close as we can get to a "default" system of metaphysics for Pokémon, considering the lack of canonical Elementalist powers and the little information that is given on canonical supernatural abilities like psionics and Aura.

Pokémon Types are not the building blocks of reality here but instead are just properties that Pokémon have and which humans can sometimes access through select means. Each manifestation of an Elemental Connection and its associated Feature Trees differs in origin and training.

Despite the fact that all living things possess an Aura, Aura manipulation is an innate talent, and not one that someone can acquire by training or through supernatural accident. You are either born with the potential or not, but the skill to use and control Aura as an Aura Guardian must be honed like any other.

Psionic talent is largely the same, and considered a genetically inherited trait. However, there are rare instances where a human may come into contact with a powerful psychic phenomena, like Celebi's time traveling, and gain psionic abilities as a result. In the latter case, a person may even develop strong Psychic powers without any real training.

However, other supernatural talents primarily result from training, experience, and circumstance, rather than birth.

The Unown usually choose Rune Masters from those who discover artifacts related to them, often those who feel a great need or desire that requires supernatural power to satisfy. At other times, it appears like pure whim who is graced with the ability to manipulate the letter Pokémon. In any case, it's impossible to guarantee that the Unown will "accept" you and grant you their

power, no matter how much time you pour into collecting and studying their artifacts.

The supernatural empathy that characters like N demonstrate is also a byproduct of experience rather than innate talent. Growing up near Pokémon rather than people and connecting with them has allowed his ability to understand Pokémon grow to literally magical levels. Most Channelers come from a similar background and feel like they're more at home with Pokémon than with other humans. In any case, it also takes an open and accepting personality to develop these powers, and this suggests that other expressions of strong personality traits may similarly develop into supernatural powers with the right environment to nurture them. For example, a Herald of Pride requires a boastful and prideful personality and a near constant exposure to Dragon Type Pokémon, while a Wind Runner is born from an exceptionally free spirit living among Flying Types since an early age.

The abilities of Ninjas, Sages, and Hex Maniacs are largely gained from dedicated study, as are those of Druids and Stone Warriors. Tools and implements as well as specialized training routines are much more important to those wielding these supernatural powers.

As for the rest of the Elementalist Feature Trees, they're easy to sort into categories as you like. Maelstroms, Swarmlords, and Steelhearts grow from appropriate personalities with heavy exposure to their respective types. Prisms and Glamour Weavers find themselves graced with power by chance or the blessing of a Legendary Pokémon. Apparitions and Shade Callers are born with their powers. Miasmics could be derived from an obscure Ninja tradition. And so on and so forth.

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Practices of Neigong

This Chinese-inspired system of metaphysics is perfect for a Wuxia campaign and takes a more unified approach to the nature of supernatural powers than the Mystic Traditions framework.

Elemental Types are not a basic building block of matter, but they are basic building blocks for life and specifically life energy, or Qi. Pokémon are born with the natural capability to channel and control flows of Qi within their body in line with certain elemental Types, and in fact they can never change the nature of their internal energies, which is what binds them to certain Types.

Humans, in comparison, are born without this innate knowledge but as a result can learn methods of internal alchemy which let them control the nature of the Qi flow in their bodies. As a result, all Elemental Connection Feature Trees require a general practice of aligning one's body, breath, and mind. As with real life practices of neigong, there exist manifold methods for achieving internal balance, and in this framework they are used to achieve mastery of different Elemental Connections.

Dynamic choreographed movements such as those used in Tai Chi are often practiced by those seeking a deeper connection with Types that emphasize flow and movement, such as Flying, Fighting, and Water.

Practitioners seeking mastery of level and stable Types like Rock, Steel, and Ground use training based on holding static stances for long periods of time.

Meditation and visualization exercises benefit those seeking Psychic, Dark, or Dragon Type power, and those who want to become a Prism must become adept at clearing their heads and letting thought and energy merely flow through it.

Not all neigong is based on purely internal practice either. Use of medicines and other external aids, including Pokémon, is the centerpiece of Grass and Bug Connection, and these techniques are also used for many of the Supernatural Feature Trees which don't require an Elemental Connection.

No one in this framework is simply born with supernatural powers. Everyone who attains that level of mastery has trained for it and dedicated themselves to a particular philosophy and method for attaining internal balance and control of their qi flows.

Divine Bloodlines

This framework also unifies all Types and Elemental Connections under one umbrella, but it makes most supernatural powers hereditary in nature rather than trained skills, with a twist on their origin.

At one point in history, Pokémon did not exist, and the universe functioned much like ours did. No one knows exactly when or why Pokémon came into being, but when they did, their existence fundamentally changed the nature of reality. Elemental Types are not the only building blocks of reality, but they color and influence a great deal of how they work and are present in all Pokémon.

In the early days of the age of Pokémon, pure expressions of the Elemental Types, known as the Outer Gods (read the appropriate section in the Blessed and the Damned for more) appeared before humanity to help guide them through the crisis caused by the sudden appearance of Pokémon. Much like the ancient gods of many cultures, these Outer Gods often took human form and had children among mortals, who were then blessed with a fraction of their power. With each successive generation, however, the strength of that divine blood waned.

Today, most people who have divine ancestors do not even know it, and the family trees are too muddled to accurately trace whether any given individual or family has divine origins. It takes a unique combination of circumstance, strength of personality, and pre-existing skill to awaken a latent Elemental Connection. Most who do feel a quiet calling in the back of their head to act as an agent of their Outer God ancestor, most of whom have retreated from civilization to elemental Otherworlds and are now known as little more than ancient myths and legends.

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The Supernatural Feature Trees that don't require Elemental Connections were largely developed in ancient times to combat rogue children of the Outer Gods, who often abused the much more potent elemental powers that resulted from their more direct connection to their

divine forebearers. For example, it's suspected that Unown were originally invented to create a dimensional prison for Outer Gods or their children, though present day Rune Masters would hardly have the knowledge to recreate that kind of application.

Elemental Anima, a Pokémon Metaphysics

The Pokémon universe contains many elements that the canonical media does not quite fully explain. How do Pokémon evolve with such rapidity? Why are Poké Balls able to contain them but not humans? How do humans come to manifest supernatural abilities such as Aura Manipulation and Telekinesis? Why are birds naturally resistant to punches?

The Game of Throhs supplement for PTU adds to these questions with the Elementalist Suite of Trainer Classes - now Trainers can gain supernatural powers aligned with any of the 18 Types of Pokémon, not just the Fighting-associated Aura or the Psychic-associated Psionics. This framework is designed primarily for the Visiwa setting included in this book but has a couple extra ideas and can be used for any fantastical Pokémon setting to provide a foundation for explaining the supernatural elements of the franchise and how supernatural Trainer Classes work.

As you might have inferred from the title, this framework is based on animism, a set of beliefs seen in religions and other spiritual beliefs throughout history that posits that all things in nature - humans, animals, plants, even rocks and other inanimate objects - house an animating spirit or soul. Another common idea in animist beliefs is a separation between the physical and spiritual realms, which will also be used in this framework. If you want to do some of your own research and reading on the topic, take a look at indigenous tribal religions, such as those in the Americas and Philippines, or at Shinto, for a good start.

The Nature of Pokémon and Humans

In our framework, we'll call these spirits Anima, and there are 19 varieties of Anima. Of these, 18 varieties are associated with the 18 elemental Types of Pokémon. These are the Elemental Anima, and every Pokémon

is animated by a spirit with the aspects of at least one of these 18 Anima. But there also exists a 19th variety called the Origin Anima or Creation Anima. This latter variety is (usually) exclusive to human beings.

Humans are therefore inherently different from all Pokémon on a spiritual level, which is very important for this framework. The Origin Anima is known for stability in its growth and development - hence why humans mostly appear share the same body type, aside from minor differences such as coloration and other aesthetic differences. In contrast, the Elemental Anima are far more versatile in how they express themselves in the physical world; a Fire Anima can animate animal-like Pokémon such as Charmander and Torkoal as well as stranger creatures like Slugma and Litwick. However, as the name suggests, the Origin or Creation

Anima are also intensely creative. In fact, it is from human thought and imagination that all Pokémon forms arise. The Origin Anima acts as a wellspring of inspiration from which the Elemental Anima draws the designs for Pokémon species. As human civilization and natural philosophy advances, new Pokémon species come into the world, and new Elemental Anima, such as the Steel Anima, may even develop.

This difference between the Origin Anima and the Elemental Anima also explains Poké Ball technology and Pokémon evolution. The stability of the Origin Anima does not allow the rapid form changing of Pokémon evolution, and Poké Ball technology relies upon the inherent mutability of Elemental Anima in order to turn Pokémon into energy - a form of pure Anima rather than physical form.

How exactly the process of new Pokémon creation occurs is a place where you can put your own interpretation into your setting and give it personal flair. New Pokémon species may arise spontaneously all the time,

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with local populations completely driven by the whimsy of human dreams and stories. You may instead decide that new Pokémon species arise in large batches, after the Origin Anima becomes full with new ideas or has time to process the creative output of human civilization for an extended period of time. This is an easy way to introduce the concept of different Generations of Pokémon if you wish to give significance to that way of organizing Pokémon in your campaign.

The position of Legendary Pokémon is also up to interpretation in this framework. You may use Legendary Pokémon as near deities, powerful entities that have an innate influence over the Elemental Anima and may even be living embodiments of them. This could come about due to the very rare instances where a Pokémon has an aspect of the Origin Anima within them.

Alternatively, you may simply have them be Pokémon that contain a large amount of Elemental Anima and are rare but otherwise completely normal. An idea you will see used in both the settings offered here is that Legendary Pokémon need worship and belief from humans in order to maintain their power, and they will usually be tied to locations that are significant in the human collective consciousness.

Pokémon Types and Their Anima

What each Pokémon Type represents in this metaphysical framework might not be immediately clear, especially when it comes to creating landscapes that are infused with the Elemental Anima of Types such as Dragon. Most of the Types are fairly obvious, however. Grass would be associated with lush forests, Rock and Ground would be associated with caves and mountains, Fire would be associated with volcanoes, and so on and so forth. Combinations may exist as well, such as hot springs and geysers associated with both Fire and Water.

Here are some ideas for what some of the Types can represent:

- Dragon and Fighting-Type both represent life and vitality to some extent.
- In the case of Dragon, this association is more wild and untamed, like vitalism growing out of control. Terrains infused with Dragon Anima would also

tend further toward the extremes. Dragon Anima in the oceans would produce treacherous waves, and Dragon Anima in the mountains produces jagged and perilous peaks. Both locations would be fraught with extreme weather.

- Fighting on the other hand represents life in a state of disciplined conflict. Hills and valleys in the area would produce what seem like natural arenas and training grounds, and the wildlife in the area would be intensely competitive with each other.
- Ghost-Types represent the imprints or remnants of the memories of the deceased. Travelers wandering through these lands are haunted with hallucinations of loved ones long dead as the land turns their own memories against them.
- Dark-Type lands are deceptive and fraught with hidden danger. Lakes and oceans hide a treacherous undercurrent which pulls unwary swimmers down to their deaths. Natural pitfall traps and quicksand appear in dark forests and marshes.
- Fairy-infused locales have an air of mysticism about them. Landforms and plants often have a soft glow that betrays their nature, and foraging for food in these areas can be an unpredictable and potentially hazardous endeavor - eating berries, mushrooms, and other plants and fungi from a Fairy-Typed land can have unexpected side-effects, from giving the eater magical compulsions to causing temporary minor glamour effects on their appearance.

In a similar fashion to how the land itself can be infused with Elemental Anima, the attacks and Moves that Pokémon are infused with them as well. This may seem obvious, but this is the reason why a punch performed as a Mega Punch will barely tick an Aggron while a punch performed as a Focus Punch can deal devastating double super-effective damage. The technique for performing the latter calls Fighting-Type Anima and changes the very nature of the attack itself.

Trainers and Supernatural Powers

What does this mean for humans with supernatural powers? While most humans are purely of the Origin Anima, some may be born with an aspect of an Elemental Anima as well - which is represented in the system as the Elemental Connection Edge. Still others may have their spirit forcefully infused with an Elemental Anima

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through outside influence - blessings from Legendary Pokémon, accidents involving areas of high Elemental Anima concentration, and purposeful use of magic rituals are all ways this can happen. Elementalists, Psychics, Aura Guardians, and other supernatural abilities all result from this kind of spiritual blending. More 'generic' supernatural abilities that aren't tied to a certain Type, such as Channeling can be explained as greater spiritual sensitivity, an awareness of the Elemental Anima and ability to manipulate it that most humans do not share.

In settings written with this framework as a foundation, the occult is not some mysterious and esoteric art that few know of and understand. It is used on a daily basis, and most people would make use of simple rituals and "magic" just as often as they use "technology". Apricorns are the first and most widespread example of this, as it takes a simple magical ritual anyone can perform to unlock their latent potential and create Apricorn Balls out of them.

A World in Flux

Another consequence of the stability of the Origin Anima and the volatility of the Elemental Anima is that the entire world exists in a state of constant flux, and the only points of stability are major human civilizations. Landmarks and particularly well known locations - the ones that have taken root in human imagination, are well known among many people, or have stories told about them - remain in place as long as they are remembered, but the rest of the land twists and contorts as if alive itself. And in a way, it is most definitely alive; the land is infused with latent Elemental Anima, which determine which Types of Pokémon most commonly come to inhabit the area.

For example, a particularly ancient tree or a tall rock outcropping covered in vines may have become deeply embedded in local knowledge of a forest, and thus they would remain and could act as consistent touchstones for travelers trying to find their way. However, the surrounding forest will change, with springs and creeks fading in and out of existence, large groves and clearings appearing at arbitrary points, and even small hills and valleys growing from the ground.

Travelers therefore can rarely rely on maps more detailed than a list of landmarks, and navigating the wilds is a highly valued and difficult skill.

There's a method to this madness, however. An area will never change in a way that is significantly alien to its latent Elemental Anima. A forest filled with Bug and Grass Anima will probably forever remain a forest or grassland of some form, though it may change through the ages from a thick and lush rainforest to fragrant and colorful field of flowers. Of course, there are ways in which Elemental Anima may come and go from an area, and thus a particular location may change Elemental alignment as new Anima shift in or even become barren in the absence of strong Elemental Anima nearby.

You might wonder why we're including such an odd phenomena in our metaphysical framework. The answer's quite simple really. It gives a good reason for the wilderness to be a dangerous and unpredictable place, and it makes traveling and pathfinding into a viable profession. Skilled Trainers would become invaluable assets for merchants who need to find their way through the wilderness, as it would be nearly impossible to establish consistently safe paths through the wild. The world will likely never enter an age where exploration is "done". The world will continue to change as human thought changes, and there will always be more to discover.

As a GM, you should introduce ideas for how to allow PCs to better navigate the flux of the wilds, which can be interpreted as an innate ability to 'read' the ambient Elemental Anima in an area, or as an expression of the Origin Anima and its creative force on the world around it - rather than discover a safe path through the wilds, a very willful human may actually unconsciously create that path as they travel.

The Dream World

Obviously, with a metaphysics framework that makes everything into spirits, there's a lot of room for magical planes beyond our own. Many settings have a concept of a spirit world where the reflections and ideas behind real physical objects have their purer spiritual form. In this framework, that place is the Dream World. We said before that the human subconscious fuels the process of populating the world with Pokémon, and the place

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these ideas take form and grow before finding their way into the real world is the Dream World.

One never directly visits the Dream World physically. It's not like stepping into a door and coming out in a different place. Rather, it's like peeling back a layer of an onion, in this case the layer of the physical world, and peering within. It's not easy to do. Dream Mist created by certain Pokémon species can help the process, and of course it is much easier to do while one is asleep and dreaming, with their minds in a mutable state. Dedicated Dream World enthusiasts will brew tea and other concoctions using the Dream Mist to help them peer through the veil.

Normal humans are the most "pure" form of Origin Anima and have the easiest time perceiving and manipulating the Dream World. Humans with an aspect of Elemental Anima often have trouble perceiving or influencing anything in the Dream World that doesn't directly relate to their chosen Type. Everything else is a bit blurred and feels ephemeral. Part of the reason behind this setting decision is to give normal humans a bit more utility in a fantastical setting where they might be overshadowed by their more magical counterparts when it comes to plot hooks and interesting mystical adventures.

So what does one actually do in the Dream World? Well, this is the "factory" where new Pokémon species are created. The united force of the whole world's collective consciousness drives this factory, which means one individual human, even if they're peering directly into the Dream World and touching it, cannot do much to influence the overall direction of things.

However, it's possible to "steal" from this factory and take Pokémon out before they're ready to be introduced to the rest of the world. Such a brazen defiance of the natural order is not without its dangers, of course. You may decide that Legendary Pokémon act as spiritual guardians to this realm, seeking out and punishing those who would steal from it. Or you may simply decide Pokémon taken out early are unformed and unstable, causing a myriad of problems around them.

The Dream World is also a good way to gain insight and hand out plot information, from diving into an import-

ant NPC's dreams, to finding the spiritual source of a disaster in the physical world. Oracles may also draw on the Dream World when performing their Auguries.

Demesnes: Pokémon and the Origin Anima

As described further above, there are rare instances where Pokémon carry a bit of the Origin Anima in them as well, instead of being purely of Elemental Anima. This phenomenon should be treated as very rare in a setting, as its implications are quite drastic: The infusion of a Pokémon with Origin Anima causes them to influence and warp their surroundings with their mere presence and thought, similar to humans.

However, unlike humans, individual Pokémon that carry the Origin Anima have a significant effect on their environments and can alter them consciously, shaping them into mystical realms that seem to exist in another dimension all on their own but blend seamlessly into normal. At one moment, a group of Trainers may be going on what they think is a routine walk in the forest, and in the next, they are trekking through the labyrinthine mystical Demesne of an Origin-empowered Torterra.

These Demesnes have heightened supernatural qualities. A forest is filled with walking trees that will uproot and rearrange themselves, closing off parts of the forest while opening new paths. Trainers will find themselves suddenly engulfed by a rising wall of water as coral reefs spring into existence around them, but after a moment's panic, they realize they can breathe the water.

While it is easy to wander into a Demesne by mistake, it is difficult or impossible not to realize where you are once you've gone further inside. You can think of them as the spiritual domains of local deities, and in fact if you were to use the idea of Legendary Pokémon in a setting with this metaphysics framework, giving them a piece of Origin Anima and creating a sprawling Demesne for them within a shrine dedicated to their worship is a good way to do so. You may also decide that belief and worship powers a Pokémon's Demesne. The more humans worship and revere (or fear) these Pokémon, the more they subconsciously lend them strength through the subtle ways that the Origin Anima changes the world, and the more these Pokémon grow.

The Pokémon who control these Demesnes have several advantages in battle as well. First of all, every Pokémon of this nature should be created using the Boss Template. The infusion of Origin Anima, the essence of creation, into a Pokémon drastically increases their strength. Second of all, the Origin Anima makes them impossible to capture with Poké Ball technology, similar to humans.

Third of all, the influence these Pokémon wield over their Demesnes extends so far as to allow them to cre-

ate other Pokémon on the fly to act as allies in battle. Finally, whether they are true Legendaries or not, these Pokémon should be able to control their environments to help them fight and conjure up effects similar to Legendary Auras in the Blessed and Damned supplement book. For example, the Origin-infused Torterra acting as a local deity may wield the Creation and Life Auras when faced in battle.

Fantasy Pokémon Variants

There are a few Pokémon species that assume a certain level of scientific advancement that might seem problematic for a fantasy game. Fret not, because we'll be discussing those species here and how you can make them more setting appropriate. Also here are a few other fantasy variants to spice up a few species, and present some ideas you could extend to additional ones as well!

The Antikythera Pokémon

This set of variant Pokémon is based on the Antikythera Mechanism, an ancient device used for predicting the movements of cosmic bodies and a precursor to analog computers. Mysterious devices created by ancient civilizations are a dime a dozen in fantasy settings, and they provide a way to integrate oddball or anachronistic Pokémon into a campaign in an interesting way. This machine has three Pokémon as its primary components.

The **Klink** line makes up the bulk of the device, ancient rusted gears which representing mechanical knowledge beyond what one might expect of civilizations of the time. Unlike normal versions of the Klink family, these Pokémon cluster into larger groups, sometimes comprising up to a dozen gears constantly churning towards a mysterious purpose.

Unown engraved upon the surface of the machine may come to life to observe those who examine the machine and are thought to provide instructions for operation or ways to read the information it uncovers. Whatever the standard written language is for your setting, these Unown are not in that language. You could choose to use Greek letters, Chinese characters, or even make something up all your own.

Voltorb are used as an arcane power source for this machine, and they are the only aspect of this write-up that isn't based on a detail of the real Antikythera Mechanism. In addition to harnessing Electricity in some novel way for the device, these Voltorb seem to be linked to the Sun and Moon, and possibly other cosmic bodies. Researchers presume that they serve some purpose in the astronomical applications of the machine.

Mechanics:

- **Klink:** Lose Plus/Minus for Technician. Lose Early Bird. Targeting System becomes an Advanced Ability. The High Ability becomes Cluster Mind. Replace Charge Beam with Spark, Mirror Shot with Magnet Bomb, Discharge with Wild Charge, and Hyper Beam with Meteor Mash.
- **Unown:** No mechanical changes here, only a fluff one on the side of both Unown and Rune Masters.
- **Voltorb:** Becomes Electric/Fairy Type. Replace Soundproof with choice of Starlight or Sunglow. Replace Rollout with Moonlight or Morning Sun. Replace Swift with Dazzling Gleam. Replace Gyro Ball with Moonblast.

Clockwork Porygon

Porygon is a tricky Pokémon to implement in historical settings for obvious reasons. Digital computers didn't exist until very recently in human history, and Porygon are practically wedded to those technologies. However, this variant is based upon analog computers, of which we have uncovered examples dating back to antiquity.

While not much appears to be different at first glance, a closer examination of the Pokémon reveals that it is made from stained glass rather than a futuristic plastic compound, and one can just barely make out the movement of myriad cogs and gears on the inside.

Mechanics: Loses Wired for the Machine Spirit Capability. This Capability allows the Clockwork Porygon to influence and control simple machines around it, much like a normal Porygon can control electronics. However, it cannot "jump in" and possess a machine the same way its modern-day variant does.

Fire Elemental Chandelure

Beings of pure elemental essence are surprisingly short in supply in the Pokémon world, for all its focus on elemental Types. However, it's fairly easy to create such creatures by stripping away the Ghost-Typing from certain species and treating them as pure manifestations of their secondary Type.

This approach can be used for other elementals as well, such as turning a Rotom into a lightning elemental or a Jellicent into a water elemental.

Mechanics: Becomes pure Fire-Type. Replace Soul-stealer with Fox Fire, and Infiltrator with Heat Mirage. Replace Night Shade with Swift, Imprison with Incinerate, Hex with Fiery Dance, Curse with Morning Sun, and Shadow Ball with Solar Beam.

Loses Phasing, Invisibility, and Dead Silent. Gains Amorphous.

Haunted Armor Golurk

It is said there once lived a great king who always received his audience alone in his throne room and kept no personal guard. Through years of courtly intrigue, threats from foreign nations, and even unrest and near-civil war, he persisted in this policy and yet he never fell prey to any threat to his person. Some stories sing praises of the king's martial prowess and champion the notion that his ability in single combat was too great for any assassin to overcome, no matter their preparations or advantage in numbers.

However, the truth is much simpler. Lining the walls of his throne room were the suits of armor belonging to all the greatest heroes and warriors of his kingdom. Every time a knight of legend fell in battle, the king would send his magisters to seek and bind the soul of the fallen knight to the armor they wore in life, to become eternal sentinels and secret guardians for his throne room.

This Golurk variant takes on the appearance of a suit of armor, rather than a golem or automation, and when it is inactive, it is virtually indistinguishable from an ordinary suit of armor. It can be used in a dungeon crawl campaign as an ambush encounter to keep players on their toes, or as guardians to an ancient and sacred place. These Golurks are often paired with the Honedge line, and together, they are a devastating combination.

Mechanics: Becomes Ghost/Steel Type. Gains the Wielder Capability. Replace Iron Fist with Bulletproof, Klutz with Sturdy, and No Guard with Parry. Replace Mud-Slap with Bullet Punch, Magnitude with Iron Head, and Earthquake with Meteor Mash.

Genre and Setting

Homunculus Reuniclus

The Solosis line of Pokémon were invented as part of an experiment in creating artificial humans. The products were anything but human, but remnants of the project or instructions for their creation can be found in the ruins of deserted alchemists' labs, waiting to be rediscovered. Each Solosis has an intense desire to become more human, and when they find a Trainer, they will do everything in their power to emulate the qualities that they believe constitute humanity.

This variety of Solosis cannot reach its fully-evolved state without the help of a human teaching it and showing it how to act more human. It will latch onto them and the values and desires they teach, which influences their final evolutionary form.

Mechanics: This Solosis variant is Normal-Type and has the following changes to its Move List: Psywave becomes Sonic Boom, Psyshock becomes Swift, Future Sight becomes Trump Card, Psychic becomes Hyper Beam, Heal Block becomes Recycle, and Wonder Room becomes Lucky Chant.

However, in order to evolve into a Reuniclus, this variant needs to learn and embrace a type of desire that it considers formative to its humanity. The desire it embraces determines the Type it becomes upon evolving into a Reuniclus, with its Move List changing accordingly. A fully realized Homunculus Reuniclus also gains a Trainer Feature based on the desire they embraced. For the purposes of this variant, when such a



Feature refers to “your Pokémon”, it instead affects this Reuniclus only.

The five types of desire are: desire for knowledge, desire for pleasure, desire for power, desire for belonging, and desire for freedom. Use the table below as a reference. Note that a Reuniclus that embraces a desire for pleasure retains its Normal Typing and Moves and that a desire for knowledge has different Moves than the original despite having the same Psychic-Type.

Desire	Knowledge	Pleasure	Power	Belonging	Freedom
Type	Psychic	Normal	Dragon	Fairy	Flying
Level 1 Move	Psywave	Sonic Boom	Dragon Rage	Fairy Wind	Gust
Level 25 Move	Psyshock	Swift	Dragon Breath	Dazzling Gleam	Air Cutter
Level 31 Move	Psychic	Trump Card	Dragon Pulse	Moonblast	Air Slash
Level 39 Move	Psycho Boost	Hyper Beam	Draco Meteor	Light of Ruin	Hurricane
Level 54 Move	Miracle Eye	Recycle	Snatch	Attract	Defog
Level 59 Move	Role Play	Lucky Chant	Mimic	Misty Terrain	Tailwind
Feature	Echoes of the Future	Dietician	Deadly Gambit	Go, Fight, Win!	Burst of Speed

Genre and Setting

Honedge Armory

In most ordinary Pokémon campaigns, a sword is just a sword, and it doesn't particularly matter if a character is wielding a katana, a jian, a scimitar, or some other type of sword. Players in a fantasy campaign, particularly one with specific cultural inspirations, will be more discerning and may even pursue a Honedgedge with a particular model of sword, rather than the default claymore-like appearance, on their own initiative.

Similar to the Cofagrigus and Samurott variants presented in this chapter, this variant is primarily designed to help you resolve cultural inconsistencies that may come from using particular Pokémon in your campaign.

Mechanics: The following variants are mechanically identical to the original Honedgedge line except for two crucial differences. They each switch out King's Shield for a different Shield Move, and they grant different Moves when being wielded as a Living Weapon.

Duelist's Honedgedge: This variant begins as a thin rapier, evolves into a pair of daggers as Doublade, and then finally becomes a rapier paired with a sword breaker as Aegislash.

Honedgedge's Adept Move: Pierce!

Doublade's Adept Move: Cheap Shot

Aegislash's Adept Move: Pierce!

Aegislash's Master Move: Riposte

Move: Blade Trap

Type: Steel

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Blade Trap. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the attacker becomes Vulnerable for one full round.

Spartan's Honedgedge: This variant begins as a thick kopis, becomes two smaller xiphos swords when it evolves into Doublade, and then becomes a kopis again as Aegislash, paired with the iconic aspis shield used by Spartan hoplites. In its final form, Aegislash tends to use its shield for offense just as much as it does its blade half.

Honedgedge's Adept Move: Wounding Strike

Doublade's Adept Move: Pierce!

Aegislash's Adept Move: Wounding Strike

Aegislash's Master Move: Titanic Slam

Move: Phalanx

Type: Steel

Frequency: Scene

AC: None

Class: Status

Range: Self, Interrupt, Shield, Trigger

Effect: If the user is hit by an attack, the user may use Phalanx. The user is instead not hit by the Move. You do not take any damage nor are you affected by any of the Move's effects. In addition, if the triggering attack was Melee ranged, the user may immediately perform an Attack of Opportunity against the attacker.

Jousting Samurott

As hinted by its name, Samurott is based on the samurai warriors of Japanese history, which makes it a good candidate for a variant Pokémon in more western-inspired settings. Rather than using its horn for cutting attacks like Fury Cutter and Slash, this variant is based on European knights and jousting.

In terms of appearance, Samurott's "armor" and "helmet" take on the appearance of European plate mail, including a pseudo-visor over its eyes to help protect them.

Mechanics: Becomes Water/Steel Type and swaps Special Attack and Defense in its Base Stats. Replace Fury Cutter with Drill Peck, replace Slash with Iron Head, replace Swords Dance with Iron Defense. Replace the Inner Focus Ability with Run Up.

Genre and Setting

Outsider Kabutops

Extraplanar beings are a staple of fantasy works, whether they be eldritch entities whose very existence tears apart reality, or simpler more benign but still mysterious beings who hail from worlds quite different from our own. This Kabutops belongs to the former category, and it is well known for slaying mages who act with hubris and recklessness in their study of other worlds and dimensions.

Adding to its fearsome appearance, its form is unstable and erratic in the Pokémon world, as alien forms of matter and magic struggle to maintain a persistent state of being in a world of Pokémon's Elemental Types. In one moment, it is ephemeral, easily floating through walls in pursuit of fleeing victims or to make a quick escape itself. In the next, it becomes jagged and deadly, a mess of shadowy blades that easily seek out weak points in even the most well-armored opponent.

Mechanics: Becomes Rock/Dark-Type or Rock/Ghost-Type. Phase Shift becomes its only Basic Ability. Its Advanced Abilities are Sturdy, Shadow Tag, and Battle Armor. Its High Ability depends on its current typing. As a Ghost-Type, it has Fade Away. As a Dark-Type, it has Super Luck.

Replace Aqua Jet with Shadow Sneak, Mega Drain with Pursuit, Slash with Shadow Claw, Ancient Power with Stone Edge, Wring Out with Phantom Force.

Ability: Phase Shift

At-Will - Shift Action

Effect: The user changes its Ghost-Typing to Dark-Type or vice versa.

Has the Phasing Capability while Ghost-Type, and Mindlock while Dark-Type.



Pegasus Rapidash

This one is a bit of a no-brainer. The Pegasus is one of the most well-known and recognized mythological creatures, and it is quite easy to imagine the majestic Rapidash as having a winged variant that soars through the sky. Of course, this raises questions of where such creatures came from. They could be magical experiments conducted between wizards and Pokémon Breeders to serve a royal army, or perhaps they're the creations of bored Gods. Either way, in a setting where these variant Pokémon exist, they are sure to change the face of warfare.

Mechanics: Becomes Fire/Flying Type. Gains a Sky Speed of 6 as Ponyta and 9 as Rapidash. Add Wing Attack as a Level 10 Move. Replace Take Down with Acrobatics, and replace Fury Attack with Brave Bird.

Genre and Setting

Re-Cultured Cofagrigus

In a modern setting with a well-connected world, it's easy to take a Pokémon that makes a very specific cultural reference like Cofagrigus and explain it away as having been discovered in a faraway land and popularized and spread later.

However, in many historical settings, such Pokémon are difficult to account for and may be jarring to the overall feel of the setting. In this case, a variant Cofagrigus simply has a different funeral receptacle, rather than a sarcophagus, fitting for whatever best matches the culture and setting in your campaign. Don't forget to change the base form Yamask's death mask to be appropriate to your campaign's setting.

Mechanics: Re-Cultured Cofagrigus have a Type Shift, the appropriate Move List changes, and a replacement for their Sand Veil Ability. You may rename Mummy to be culturally appropriate for your game. Here are some examples.

- **Coffin Cofagrigus:** This Cofagrigus has a wooden coffin rather than a sarcophagus. Ghost/Grass Type. Loses Sand Veil for Pressure. Replace Haze with In-grain, Ominous Wind with Energy Ball, and add Giga Drain as a Level 42 Move. Adjust TM and Tutor Lists according to this new Type.
- **Burial Tomb Cofagrigus:** This Cofagrigus is encased in a stone coffin. Ghost/Rock Type. Loses Sand Veil for Sturdy. Replace Haze with Stealth Rock, Ominous Wind with Ancient Power, and add Earth Power as a Level 42 Move. Adjust TM and Tutor Lists according to this new Type.
- **Funeral Pyre Cofagrigus:** This Cofagrigus is composed of burning sticks and other bits of wood in the shape of a coffin, with a visible skull up top. Ghost/Fire Type. Loses Sand Veil for Flash Fire. Replace Haze with Fire Spin, Ominous Wind with Flame Burst, and add Flamethrower as a Level 42 Move. Adjust TM and Tutor Lists according to this new Type.



Chapter 2: Alchemy and Gear

Magical weapons, armor and relics are a staple of Fantasy settings and stories. The entire plots of many works revolve around these artifacts, and their powers are heavy influences to the narrative of others. From a tabletop perspective, they function as both great plot hooks and as milestones for players to work for. After all, what swordman doesn't want that Badass Fire Sword of Fairy Buttkicking?

That said, its not always so easy to introduce these items to a game. How rare should they be? How powerful should they get? Who makes these items and how much should they sell for? How much should I make my players work to get that Badass Fire Sword of Fairy Buttkicking? Fret not, because Alchemy is here to help answer these questions.

Better Living Through Alchemy

Historically, Alchemy was an ancient tradition whose practitioners believed it to be the precursor to various powers. The objectives and traditions that Alchemists followed differed from culture to culture, but there were a few staple trends.

The first of these trends was a set of three goals that cropped up very commonly in alchemical traditions: the desire to turn basic metals into noble metals (such as turning lead into gold), the development of an elixir of youth, and the development of a Philosopher's Stone. The Philosopher's stone was believed to be a miracle substance that could do a variety of things, but the most common trend was that it was believed to be able to cre-

ate life, bring back the dead, or grant immortality.

The second of these trend was that Alchemy was seen as a protoscience, mixing mythology, magic, religion, spirituality and other hermetic principals with structured laboratory techniques, theory, terminology and experimental method. Alchemists had a method to their madness, and their work paved the way for more modern sciences like chemistry and medicine.

The third and most relevant to trend to Pokémon, however, would be that most Alchemists believed that everything in our world was composed of four elements: Earth, Air, Fire and Water.

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Taking what we know of traditional alchemical practices, and extending that to the world of Pokémon, things mesh up pretty well. The mystical traditions that Alchemists followed already have precedence in the world of Pokémon through both the various Types of Pokémon and the other supernatural arts that humans are capable of. Instead of just four elemental types, these Alchemists had eighteen to work with, and the creation of Pokémon species such as Reuniclus or Mewtwo could have come about from an Alchemist successfully creating a Philosopher's Stone.

If we accept that Alchemy is an understood and practiced form of craftsmanship in the world of Pokémon, it makes it much easier for both players and Game Mas-

A Method to the Madness

While there's a lot of mysticism and spiritual tradition surrounding alchemy, at its base are a set of concrete steps and basic procedure that don't change.

Step 1: Choose the Base

First off, you need an item that you are attempting to alchemize a magical property upon. This item is known as the **Base** of your alchemical formula. Most mundane equipment, such as weapons, clothing, armor, accessories and tools, make fine Bases.

Consumables and perishables typically do not work as Bases, nor does trying to use a living organism as a Base work. One could, for example, alchemically enchant some ink and then tattoo it onto a person, but you could not directly alchemize the enchantment onto that person.

While a Base that has previously been enchanted can be used as a Base in an attempt to change or empower its enchantment, doing so is not easy and the other reagents required to successfully perform the procedure are both scarce, and expensive.

Step 2: Choose the Catalyst

The **Catalyst** is usually an elemental stone, TM, keep-sake, or other common held item. They define the main quality of the alchemized item, usually a Type align-

ters to approach these magical items in a way that's both accessible, but also quantifiable.

For example, revisiting the Badass Fire Sword of Fairy Buttkicking. If a player wanted to get an item like this made, it wouldn't be out of the question to find a blacksmith or alchemist, find out what they'd need to get it made and how much the labor would cost, and then go gather the reagents.

Or, if the players find a Badass Fire Sword of Fairy Buttkicking in an ancient ruin and wish to sell it, finding out how much its worth gets much easier when the Game Master has an idea what it would take to make this item. Now if only we had some rules to do that...

ment but sometimes a particular tendency like being used for Injuries or Flinching. Fossils can also be used as Catalysts, and sometimes especially rare Catalysts can be used such as Type Plates, which have the effect of a normal Type aligned Catalyst but with a bonus.

Step 3: Add Extras

Extras are typically disposable or consumable items that can give an alchemized item quirks such as berries, type gems, dream mist, cleanse tags, etc. Multiple Extras must often be used in the alchemy formula. Three is a good baseline.

As their name implies, Extras aren't required for Alchemy to work. Maybe the item is being made on a budget, or someone doesn't care about the 'of Fairy Buttkicking' part of the Badass Fire Sword, so they don't need the Extras.

Step 4: Alchemize!

If you haven't already found an Alchemist to perform the procedure, now's the time to do so! Once an Alchemist has a Base, a Catalyst, and the required Extras, they are ready to perform the procedure.

The one caveat here is that an Alchemist can only Alchemize items when they are within their **Alchemical Lodge**. An Alchemical Lodge is essentially a workshop

Gear and Alchemy

that contains a collection of symbols, writings, tools, fetishes and other mystical materials that help the Alchemist record their lore, expand their talent and practice Alchemy.

The actual contents of these Lodges differ from Alchemist to Alchemist (an Irish Blacksmith who also practices Alchemy is not going to have the same sort of lodge as an Indian Sherpa), but their functionality is more or less identical in that an Alchemist needs to be in their

comfort zone and place of power to perform the ritual. The ritual itself takes an Extended Action to perform, after which the item is enchanted.

Alchemical Lodges are normally stationary, but can be set up and taken down in the event the Alchemist has to move. Setting up or taking down a Lodge takes about an hour, but it can take up to a week for an Alchemist to feel acclimated to it once its been moved to a new location.

Handling Alchemy as a Game Master

Probably the most important thing a Game Master should be aware of with Alchemy is it is going to **severely** up the power level of your campaign. Not only will your players be building and finding these items, but your bad guys will need them as well to remain an actual challenge. This can also come back to haunt you if you give a Boss a really overpowered relic, and your players defeat them and acquire it. So you should be prepared for some additional prep work should you decide to include these items!

That said, they are a ton of fun on the player side, and your players will likely really enjoy trying to figure out what they need to get a particular effect on a piece of equipment, or just giving an Alchemist an assortment of random items and seeing what comes out of it.

While it might only be an Extended Action to enchant the item, if you feel a little stumped on what the things the players tried to mix together does mechanically you shouldn't feel pressured to answer on the spot. Just let your player know that you're going to need some time to figure out what the item does, and you'll let them know when you've figured it out yourself.

Part of the idea behind the Alchemical Lodge existing was to help with this, as it encourages players to do their Alchemy at the beginning or end of a session, when they are still in town and things are either warming up or winding down. Players should understand that sometimes their random ideas are going to stump you, but the results almost always worth the wait.

On the topic of these bonuses, keep in mind that many effects will imitate, rival, or exceed what may be given by various Trainer Combat Classes in the system, and you will have to be aware of this as you assign the effects of an alchemized item so as not to inadvertently step on a player's toes by giving a fellow player an item that mimics or outdoes their own niche.

The upside to this is that characters will become defined by the personalized items they carry and accumulate through a campaign as well, which gives an additional level of customization to the players as well as allowing players to play similar concepts and Class spreads while still differentiating their characters from each other, if they so choose.

As for Alchemists themselves, if you choose to include alchemized items, you should make them common place enough that its not a hassle for players to find one to get something made. They should at least be as common as your equivalent of Pokémon Centers.

If you got a player who really wants to learn how to become an Alchemist, make it a personal subplot for that player to find a mentor, be it an experienced Alchemist or a Legendary Pokémon who will help them out. We made a choice here to not make an Edge or Feature for this for two reasons. The first is that we didn't want to make Alchemy a Feature tax for that player, and the second is we didn't want people to take the Feature then be bummed they didn't get to utilize it often.

As for the alchemical reagents themselves, your players typically shouldn't have to buy Catalysts and Extras.

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Buying Bases is fine, as they are usual mundane items that they could pick up anywhere, but outside of the occasional Talismonger, these two groups of reagents should be things they find from exploring or hunting (parts from the carcass of powerful Pokémon make a great idea for Catalysts and Extras), or things they are rewarded with for their actions. Alchemy is a really fun mini-game for your players when it comes to piecing together items to get specific effects out of them, so try to keep it that way by not taxing them that much on the puzzle pieces that make it fun, and try to throw enough of them out to give them lots of room to work with.

When it comes to upgrading the enchantment on an item, or trying to do something unusual with this system (such as trying to create life or revive the dead), the easiest solution is to get your players to require a Philosopher's Stone to perform what they are trying to do. How these are actually made or acquired we'll leave in your hands, but they should be rare enough that acquiring one should be a major plot point, a meaningful moral dilemma, or take a significant amount of time and resources to acquire.

Catalyst Examples

Below we've listed some examples of what type of items might be considered a Catalyst, and how they might affect the Base item. Note that additional Moves granted by Alchemized weapons are in addition to the Moves the weapon would normally have.

Elemental Stone and Keepsake effects:

- On a weapon, change the damage to the Type of the stone at Scene x3 frequency.
- On a weapon, Grant a Move that is of the associated Type, usually Simple Weapon tier (Ex: Reaper Cloth → Shadow Sneak).
- On armor, grant +5 Damage Reduction against attacks that the Type of the armor resists.
- On armor, resist an attack the Type of the armor resists once a Scene.

Type Plate effects:

- In addition to normal Elemental Stone or Keepsake effect, grant an Ability associated with the Type (ex: Fox Fire for a Staff + Fire Plate). More powerful custom effects that are in theme with the Type.

Held Item effects:

- On a weapon, attacks with the weapon have the effect of the Accessory/Held Item (Ex: King's Rock, Razor Claw, etc).
- On armor, grant the wearer a chance to ignore the effects the Held Item causes. (Ex: King's Rock granting a chance to resist Flinch).

Fossil effects

- Grant an Ability known by the Pokémon that it's a Fossil of (ex: Boots of the Rampardos that grant Run Up).
- On a weapon, Grant the Ancient Power Spirit Surge effect to all attacks made with the weapon.

Extra Examples

Much like the previous section, these are just examples of what some items could grant as an Extra.

Type Gem effects

- On a weapon with a matching Type Primary Catalyst, turn the Simple Weapon tier granted Move into a Fine Weapon tier granted Move or a Status Move (Ex: Shadow Claw instead of Shadow Sneak).
- On a weapon, deal +5 bonus damage against enemies weak to the Type of the Gem.

Berry effects

- On armor, give a +2 bonus to Save Checks for the status effect the Berry heals.

Cleanse Tag effects

- On a weapon, attacks made with the Moves granted by it are treated as if the user had Scrappy.
- On a weapon, disable Capabilities of damaged Targets like Invisibility, Phasing, etc.
- On armor, grant Immunity to Curse.

Dream Mist effects

- On a weapon, add a 19-20 sleep effect range on weapon
- Grant the Sleep Talk Move.

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Example Alchemized Items

Keep in mind these items are just examples and not an exhaustive list, but they should help players come up with ideas for items to combine, and ideas for Game Masters for what type of effects would be appropriate for items of a certain quality or cost point.

Storm Gloves

Reagents: Simple Glove Weapon + Water Stone

Effect: Small Melee Weapon, grants Aqua Jet.



Spread Needle

Reagents: Fine Ranged Weapon + Omastar Fossil

Effect: Short Range Weapon, Grants Barrage. When using Barrage with this weapon, make the 1d8 roll for Five Strike before you roll Accuracy. Then, you attack a number of different targets up to the number of attacks you rolled with a DB 2 attack, as if using Barrage without the Five Strike keyword.



Staff of the Nine Flames

Reagents: Fine Staff Weapon + Fire Plate + 3x Fire Gem

Effect: Large Arcane Weapon, grants Flame Burst and the Fox Fire Ability.



Blood Scythe

Reagents: Fine Scythe Weapon + Big Root + 3x Dark Gem

Effect: Large Melee Weapon, grants Slash. Once a Scene heal Hit Points equal to half the damage dealt by an attack made with the Weapon, deals +5 damage to enemies weak to Dark.

Robes of the Songbird

Reagents: Light Armor + Really Freaking Good Altaria Cloud Fluff + 3x Chesto Berry

Effect: Light Armor, grants the Cloud Nine Ability, +2 to Save Checks vs Sleep.

Heartwarming Flute

Reagents: Magic Flute (Cures Paralysis) + Shiny Stone + 3x Cleanse Tag

Effect: Can be used 1/Scene instead of 1/Day, grants up to Occult Rank allies affected by the Flute +5 Damage Reduction against Ghost Attacks for the rest of the Scene.

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Brimstone blade

Reagents: Fine Knife Weapon + Dark Plate + 3x Fire Gem

Effect: Small Melee Weapon, Grants Night Slash, Critical Hits with the weapon inflict the Burn Status Effect.

Stampede Boots

Reagents: Jungle Boots + Cranidos Fossil + 3x Cheri Berry

Effect: Boots with Naturewalk (Mountains, Caves), Run Up Ability, and +2 to Paralyze Save Checks.



Thunder Beast Skewer

Reagents: Fine Polearm Weapon + Manectric Mega Stone + 3xLuxray Fangs

Effect: Large Melee Weapon, grants Thunder Fang and grants Rivalry Ability.

Shadow Walkers

Reagents: Foot Equipment + Sealed Gengar Soul

Effect: Original foot slot equipment effects + grants the Shadow Meld Capability



Badass Fire Sword of Fairy Buttkicking

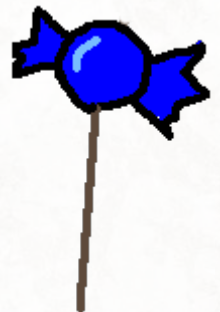
Reagents: Fine Longsword + Charizard Mega Stone + 3xColdsteel Ingots

Effect: Large Melee Weapon, grants Flametounge (A Fire-Shifted Slash). Moves used with the Badass Fire Sword of Fairy Buttkicking deal Super Effective damage to Fairy Types.

The Candy Hammer

Reagents: Fine Warhammer Weapon + tears of a virgin maiden + 3xRare Candies

Effect: Large Melee Weapon, attacks made with The Candy Hammer deal Candy Type Damage (Neutral to everything). Once a day you may lick the Candy Hammer to restore 2 Ticks of Hit Points.



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Example Legendary Alchemy Items

While the Badass Fire Sword of Fairy Buttkicking might be awesome, its still not Legendary. These are less like creative alchemy and more like using highly powerful symbolic items, requiring parts from Legendary Pokémon or Philosopher Stones to conjure the “memory” of a legendary artifact and bring it into existence once more. It is not enough to merely possess the ingredients either - knowledge of the legend behind the item is required as well, and a great deal of personal power. Crafting these is usually accompanied by some sort of ritual or a pilgrimage to a sacred place.



Kaladanda

Reagents: Fine Polearm Weapon + Griseous Orb + 3x bottled Spiritomb Souls

Effect: Large Melee Weapon, grants Phantom Force, Shadow Claw and Shadow Force. Foes knocked out with this weapon cannot wake again until 24 hours have passed.

Svalinn

Reagents: Heavy Shield + Regice Core + 3x Occa Berry

Effect: Heavy Shield, user has immunity to Burn and to Fire Type attacks, allies within 2 meters resist Fire one step further.

Yata no Kagami

Reagents: Mirror + Reshiram's Light Stone + 2x Fire Gem, 2x Dragon Gem

Effect: Off-Hand Item, User is immune to Illusion effects and can tell when someone reflected in the mirror is wearing a disguise or is Transformed. Once Daily you may force a target looking at the mirror to answer a single question truthfully.



Ruyi Jingu Bang

Reagents: Fine Staff Weapon + Blessed Fire given by an Infernape Outer God + 3x Fighting Gem

Effect: Large Melee Weapon, grants Mach Punch, Fire Punch and Brick Break,. The wielder has Reach 5 when making attacks with this weapon. At Scene x2 frequency they may use any attack from this weapon with Smite and as a Burst of size 1 to 3 or a Close Blast of size 2 to 4.

Excalibur

Reagents: Fine Longsword Weapon + Steel blessed by Arceus + one of each Type Plate

Effect: Small Melee Weapon, grants Sacred Sword and the Regal Challenge Ability. You may change Sacred Sword's Type as a Swift Action.



Chaos Dunker

Reagents: The Candy Hammer + A Diglett's Lower Body + A Philosopher Stone

Effect: Large Melee Weapon, grants Earthquake, Land's Wrath, and Precipice Blades with the Friendly keyword. Moves used with Chaos Dunker bypass Ground Immunity.



Arcane Weapons

Game of Throhs introduces a new kind of weapon: **Arcane Weapons!** These weapons represent everything from staves, to wands, to magical instruments, and serve as foci for Trainers who favor Special Attacks over normal ones. A Trainer requires the **Arcane Training Feature** (found on page 47) in order to wield one of these weapons.

Arcane weapons can come in both the **Small** and **Large Melee** variety, and can also be **Short** or **Long Ranged**. So it's totally possible for one Trainer to have a **Short Ranged Arcane** wand, and another to have a **Large Melee Arcane** staff, for example.

They also come at the same price points for **Crude**, **Simple**, and **Fine** weapons listed in the core book. All Arcane Weapons modify Struggle Attacks to be Special Attacks. Simple and Fine Arcane Weapons also have their own list of Weapon Moves gained at Novice and Expert Rank. Additionally, you qualify for Arcane Weapon Moves and bonus Struggle Attack Damage Bases using Occult Education Ranks, not Combat Ranks.

Additional effects, such as Moves and Abilities, on Alchemized Arcane Weapons are not subject to the normal restriction on Typed Damage that normal Arcane Weapons have, nor do they gain Damage Base bonuses from Arcanist's Soul Bond.

Novice Arcane Weapon Moves

Move: Arcane Fury
Type: Normal
Frequency: EOT
AC: 3
Damage Base 3: 1d6+5 / 9
Class: Special
Range: Cone 2
Effect: Arcane Fury's Targets become Vulnerable on 19+.
Limitation: None

Move: Energy Blast
Type: Normal
Frequency: EOT
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Special
Range: WR, Blast 2
Effect: You gain +1 Special Attack on 19+.
Limitation: None

Move: Energy Sphere
Type: Normal
Frequency: EOT
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Special
Range: Burst 1
Effect: You gain +1 Special Defense Combat Stage on 19+.
Limitation: None

Move: Rending Spell
Type: Normal
Frequency: EOT
AC: 2
Damage Base 3: 1d6+5 / 9
Class: Special
Range: WR, 1 Target
Effect: The target loses a Tick of Hit Points on 16+.
Limitation: None

Move: Resonance Beam
Type: Normal
Frequency: EOT
AC: 3
Damage Base 4: 1d8+6 / 11
Class: Special
Range: Line 4
Effect: All targets have their Special Defense lowered by 1 Combat Stage on 20+. This Effect Range is extended by +1 for each foe targeted by this Move.
Limitation: None

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Move: Secret Force

Type: Normal

Frequency: EOT

AC: 4

Damage Base 4: 1d8+6 / 11

Class: Special

Range: Melee, 1 Target, Smite

Effect: When calculating damage, the target subtracts their Defense from Secret Force's damage instead of their Special Defense. Secret Force is still otherwise Special.

Limitation: Melee Weapons Only

Expert Arcane Weapon Moves

Move: Arcane Storm

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: WR, Blast 3

Effect: All targets of Arcane Storm are Slowed and Vulnerable for 1 Full Round.

Limitation: Ranged Weapons only

Move: Bane

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 4: 1d8+6 / 11

Class: Special

Range: WR, 1 Target

Effect: The target loses a Tick of Hit Points at the start of their next three turns and suffers a -2 penalty to all Save Checks on those turns.

Limitation: None

Move: Cone of Force

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: Cone 2, Push

Effect: Cone of Force Pushes all targets 2 meters, and lowers their Evasion by -2 for 1 full round..

Limitation: Melee Weapons Only

Move: Energy Vortex

Type: Normal

Frequency: Scene x2

AC: 4

Damage Base 2: 1d6+3 / 7

Class: Special

Range: WR, 1 Target

Effect: The target is put in a Vortex.

Limitation: None

Move: Magic Burst

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: Burst 1, Friendly

Effect: Foes hit by Magic Burst can't make Attacks of Opportunity for 1 full round.

Limitation: Melee Weapons Only

Move: Spirit Lance

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Special

Range: Line 6

Effect: Spirit Lance deals +3 damage to all targets for each target beyond the first that it successfully hits.

Limitation: None

Chapter 3: Trainer Classes

In this chapter you'll find a variety of classes that are very appropriate in a fantasy setting. These classes have a heavy slant toward Trainer Combat options, so the way they are divided is a little different than the classes in the core book.

Berserker and **Rune Master** are more general classes that might be a bit out of place in a modern day game that takes heavily after the To-Be-A-Master format, but fit well in most settings.

Arcanist, **Fortress**, **Marksman** and **Skirmisher** are weapon specialists; each of these classes embodies a style of martial combat that utilizes weapons. If Trainers carrying around weapons isn't normal in your setting, these classes might not be very appropriate for your setting.

Next are the **Elementalists**, a collection of 18 classes that represent Trainers with a supernatural tie to a Pokémon type. These settings fit perfectly for a High Fantasy, high magical shenanigans game. In a more grounded or gritty game, they might be out of place, or practitioners of them could be hunted and persecuted. As for why Psychic and Fighting do not have classes listed here, its because we consider **Aura Guardian** and the Psychic classes in the core book to be their Elementalists.



General Trainer Edges

Weapon of Choice

Prerequisites: A Feature with the [Weapon] tag
Static

Effect: Choose a specific weapon type. You gain a +2 Bonus on Opposed Rolls to prevent being disarmed while wielding weapons of your chosen type. If you would be disarmed anyway, you may pay 1 AP to prevent yourself from being Disarmed

General Trainer Features

Arcane Training

[+Special Attack][Weapon]

Prerequisites: Novice Occult Education, Elemental Connection or Mystic Senses
Static

Effect: You may use Arcane Weapons. Attacks made with your Arcane Weapons share the Type of your Elemental Connection. If you have Mystic Senses, these Attacks deal Normal Type Damage. Arcane Weapon users that qualified through Mystic Senses or Elemental Connection (Normal) gain a +5 Bonus to Damage Rolls and a +2 Bonus to Effect Range when using Arcane Weapon Attacks. When wielding an Arcane Weapon, you may resist Disarm Maneuvers with your Occult Education.

Smith

[Ranked 2] [+Attack]

Rank 1 Prerequisites: Novice Focus, Novice Athletics

Rank 2 Prerequisites: Adept Focus, Adept Athletics

Rank 1 Effect: You may create Simple Weapons for \$1000, Light Shields for \$1,500, and Light Armor for \$4,000.

Rank 2 Effect: You may create Fine Weapons for \$2,000, Helmets for \$1,125, Heavy Shields for \$2,250 and Heavy Armor for \$5,000.

Work with your Game Master to determine what Moves are on the Simple and Fine Weapons you create.

Type Sync

Prerequisites: Elemental Connection; a Type-Linked Class*; Adept Medicine, Occult, or Tech Education.
Special – Extended Action

Target: Your Pokémon

Effect: The Target gains the Type of your Elemental Connection as an additional Type, or has one of their Types replaced by that Type. See the Type Changes section (page 436) for more information and suggestions. A Pokémon may be targeted by Type Sync only once. This Feature may be performed One Time for each Rank above Untrained you have of your highest of Medicine, Occult, or Tech Education, up to a maximum of 4 times at Master Rank.

***Type-Linked Classes** include Type Ace and all Elementalist Classes, all of which are linked to their respective Types. Additionally, Aura Guardian is linked to Fighting; and Telekinetic, Telepath, and Warper are linked to Psychic. Obviously, your Type Linked Class must match your Elemental Connection to apply for Type Sync!

Trainer Classes



Berserker

Trainer Combat



Associated Skills: Combat, Intimidate

Stories of Berserkers have been passed down through the ages telling of savage warriors who channel their anger into a trance-like frenzy. In reality, the way of the Berserker is more controlled than barbaric; they are warriors who have learned to not only fight through injuries that would hinder most, but also harness that pain as a weapon against their enemies. While many of these warriors are capable of entering the frenzied battle trance, doing so is something they often strive to avoid. After all, an angry, injured Ursaring might not be able to tell friend from foe in a heated battle, and neither can they.

Berserker takes some of the ideas from Taskmaster and Enduring Soul and applies them to a Trainer. They are tough to put down, and get stronger the more they get injured. This class pairs well with classes that like to get in the thick of things, like Fortress, Roughneck and Martial Artist. It can also work well with more mobile classes like Skirmisher or Ninja by giving them something to fall back on when their mobility is taken away from them, or they jump into more trouble than they were asking for.

Trainer Classes

Berserker

[Class] [+HP] [Weapon]

Prerequisites: Novice Combat, Novice Intimidate

Static

Effect: You learn the Moves Rage and Flail. You may use these moves as a Weapon Attack when wielding Melee Weapons.

Power of Rage

[+HP]

Prerequisites: Berserker

Static

Moves: Choose Enduring Rage, or White Flame. You gain the chosen Ability.

Lessons In Rage & Pain

[+HP]

Prerequisites: Berserker, Adept Intimidate

Static

Effect: While you have at least 1 Injury, add +X to your Damage Rolls with Rage, Flail, Fury Swipes, Thrash, and Weapon Attacks. X is equal to your Intimidate Rank plus the number of Injuries you have. You do not lose Hit Points from being Heavily Injured, and Injuries beyond the 5th do not lower your Maximum Hit Points.

Frenzy

[+HP]

Prerequisites: Berserker, Adept Combat

Scene x2 – Free Action

Condition: You must be Enraged to use this Feature

Effect: You may immediately take your turn with Priority. If you do, you are instantly cured of Slowed and Stuck, and for the rest of this turn gain a +2 Bonus to Critical Hit Range, +2 Bonus to Movement Speed, and +2 Bonus to Acrobatics, Athletics, Combat, and Intimidate Checks.

Fight On and On

[+HP]

Prerequisites: Lessons in Rage and Pain, Adept Combat Daily – Free Action

Trigger: Your Hit Points are lowered to or below 0 while Enraged.

Effect: You are not Fainted; you instead Faint upon reaching -50% of your Max Hit Points. If you have 5 or more injuries, you may use this Feature regardless of Frequency.

Crash and Smash

[+HP][Weapon]

Prerequisites: Frenzy, Expert Combat

Static

Effect: You learn the Moves Double Edge and Thrash. You may use these moves as a Weapon Attack when wielding Melee Weapons.

Push it to the Limit

[+HP]

Prerequisites: Lessons in Rage and Pain, Expert Intimidate

At-Will – Free Action

Trigger: You hit with a Berserker Move or Weapon Attack

Effect: Immediately gain one Injury before resolving the triggering attack. You gain a Tick of Temporary Hit Points and may cure yourself of a Persistent Status Affliction. The triggering attack doubles your damage bonus from Lessons in Rage and Pain.

Trainer Classes



Rune Master

Travel and Investigation



Passive Pokémon Support



Trainer Combat



Associated Skills: Occult Education

Rune Masters study the mysterious Unown and have gleaned an insight into their powers. They have an affinity for the odd creatures, able to call them forth from thin air. Whether they are summoning them from some far off location or alternate dimension, or whether they have somehow learned to create Unown by their own powers is unknown.

While Rune Masters have the ability to augment Unown as Pokémon, combining them to allow them to battle to greater effect, they also learn a number of ways to use Unown more as occult tools. They can create spy glyphs, set off Hidden Power explosions at a distance, and even create remotely activated sentries.

Despite the universal focus on Unown, whether or not a Rune Master heavily draws upon use of these Pokémon in battle is up to individual preference. Some may be more comfortable battling alongside their large swarms of Unown, linked together with their occult expertise. Others choose to treat them as a reservoir of glyphs, preferring to do battle with their other Pokémon instead.

Trainer Classes

Rune Master

[Class] [+Attack or Special Attack]

Prerequisites: Own 2 Unown, Novice Occult Education
Static

Effect: You gain the Gather Unown capability, and your Unown gain the Letter Press Capability. When using Gather Unown, you are treated as a level 20 Pokémon.

Hidden Power

[+Attack or Special Attack]

Prerequisites: Rune Master
Static

Effect: You learn the Move Hidden Power. Whenever you use Hidden Power, it may be either Physical or Special, adding the appropriate Attack Stat.

Rewrite

[+Attack or Special Attack]

Prerequisites: Hidden Power
Daily

Target: Self or a willing Pokémon with Hidden Power.
Effect: Reroll the Type for an instance of Hidden Power the target knows. If you target an Unown, you may transform the target into a different letter.

Glyph

[+Attack or Special Attack]

Prerequisites: Rune Master
At-Will – Extended Action

Target: Your Unown that is not part of a Prime Unown
Effect: You may set the target Unown against any flat surface, and turn the Unown into a glyph. Glyphs have HP equal to your Level, and no other stats. Glyphs last until they are destroyed or intentionally de-activated, at which time the Unown returns to Unown Space, disappearing forever. You may have a number of active Glyphs equal to your Occult Education Rank. When setting a Glyph, you may have the Glyphs be either visible or invisible, as you prefer. At any time, as a Standard Action, you may Channel any Glyph you have set down. This causes the Glyph's eye to open and become visible if it was not. While you are channeling a Glyph, you are able to see through the Glyph, listen through it, and project your voice through it.

Words of Power

[+Attack or Special Attack]

Prerequisites: Adept Occult Education, Hidden Power
Static

Trigger: You or your Pokémon use Hidden Power
Effect: Instead of a Burst, you may choose to have Hidden Power be a 1 Target Melee, 1 Target 6m, or Cone 2. Additionally, you and your Prime Unown always have STAB on Hidden Power as if you or they were of the same Type.

Alarm Runes

[+Attack or Special Attack]

Prerequisites: Glyph
Bind 1 AP – Standard Action

Target: A Glyph you have put down, regardless of distance

Effect: You give the Glyph a Trigger, which may be as vague or as precise as you like (i.e.: "If anyone enters the room", "if James peeks in my diary", "If a Torkoal uses Surf while I scream the word 'Gelato'"). If the trigger is met within the Rune's 30 meters, the Rune will become visible, and will begin screeching loudly, alerting anyone nearby. You are capable of hearing this screeching noise in your head, regardless of your current distance. Glyphs will remember their Triggers as long as the AP spent on the Feature is Bound. If you have the Explosive Runes or Sentry Runes Features, you may instruct this Glyph to automatically use the chosen Feature as a Free Action when it is triggered if you have the AP to spend. You may have only one Glyph use Explosive Runes per round, even if multiple Runes are triggered at the same time.

Trainer Classes

Explosive Runes

[+Attack or Special Attack]

Prerequisites: Adept Occult Education, Glyph, Hidden Power

1 AP – Standard Action

Target: A Glyph you have put down, regardless of distance

Effect: You may use Hidden Power, originating the attack from the location of the targeted Glyph. Use your own Stats and Hidden Power values to calculate damage. Using this Feature causes the Glyph to become visible and glow for a minute afterwards.

Sentry Runes

[+Attack or Special Attack]

Prerequisites: Expert Occult Education, Explosive Runes, Hidden Power

1 AP – Standard Action

Target: A Glyph you have put down, regardless of distance

Effect: The target Glyph becomes an Unown of your Trainer Level, its Stats allocated as you wish. This Unown knows a single instance of Hidden Power, identical to your own. The Glyph can fight on its own without needing you to command it. At the end of the encounter, or after 5 minutes, the Unown returns to Unown Space forever, destroying the Glyph. You may only have one Glyph active in this way at a time; if various Alarm Glyphs are triggered to become Sentries at the same time, only one does so; the others will do so once the previous one has been destroyed if the Trigger condition is still being met.



What's a Prime Unown Look like?

This is a pretty common question, so we've included an art piece that's pretty close to what we imagine. It's five separate unowns that have been bound into one entity through a supernatural means! Whether they are actually touching or just bound by magic is likely up to the traditions of the rune master.

Trainer Classes



Arcanist

Trainer Combat



Associated Skills: Occult Education

When it comes to supernatural combat, some are simply dabblers. They might have been born with a knack for telekinesis, Aura manipulation or an elemental connection, but whatever talent they have with it was simply what they were born with. Others, like Rune Masters or Hex Maniacs, put the effort to learn and hone their skills like any other profession. Arcanists are those who have taken these talents to the next level, and learned how to weaponize them. Using arcane foci, such as staves, wands, and in some cases musical instruments, they both amplify their attacks and channel new ones through their foci.

While Arcanist can stand on its own feet mechanically as a weapon specialist class, it shines as a support pick up for a Trainer who has invested in another Special Attack class. Anything from Aura Guardian to Windrunner, and even Musician, can make great use of what Arcanist has to offer.

Trainer Classes

Arcanist

[Class] [+Special Attack] [Weapon]

Prerequisites: Arcane Training

At-Will – Extended Action

Target: An Arcane Weapon

Effect: You create a Soul Bond with the target Weapon. You may make a Soul Bond with only one weapon at a time. If you create a new Soul Bond, previously Soul Bound weapons lose the Bond. Soul Bound Weapons gain the following benefits:

- Increase the Damage Base and Effect Range of Struggle Attacks and Arcane Weapon Moves made with your Soul Bonded Weapon by +1 for each Occult Education Rank you have above Novice, up to a maximum of +3 at Master Rank.
- As a Shift Action, you may beckon your Soul Bonded Weapon to your hands if it is within 10 meters. If it is being held by someone else who does not want to let go of the weapon, make an Occult vs Athletics Opposed Check. If you win, they their lose grip on your Weapon and it flies to your hand as normal.

Metamagic

[+Special Attack]

Prerequisites: Arcanist, Adept Occult Education

1 AP – Swift Action

Trigger: You use a Special Move

Effect: You may apply a Rank 1 Power Manipulation to your attack.

Authentic Thaumaturgy

[+Special Attack]

Prerequisites: Arcanist, Expert Occult Education

Scene x2 – Swift Action

Trigger: You use a Special Move

Effect: You may apply a Rank 2 Power Manipulation to your attack

Signature Manipulations

[Ranked 2] [+Special Attack]

Rank 1 Prerequisites: Metamagic

Rank 2 Prerequisites: Authentic Thaumaturgy
Static

Effect: Each Rank, select a Power Manipulation of the same Signature Manipulation Rank you are taking or lower.

- For Rank 1 Manipulations, this Manipulation may be used twice per Scene without spending AP to activate.
- For Rank 2 Manipulations, this Manipulation may be used once per Scene without activating Authentic Thaumaturgy's Frequency.

Recoup Energy

[+Special Attack]

Prerequisites: Arcanist, Expert Occult Education

Scene x2 – Free Action

Trigger: Your Special Move misses all targets

Effect: You do not expend the Frequency of the triggering Move. If you applied a Power Manipulation to the triggering Move, you are refunded the AP for the Manipulation or do not expend the Frequency for it.

Soul Investment

[+Special Attack] [Weapon]

Prerequisites: Arcanist, Master Occult Education

Bind 2 AP – Extended Action

Target: Your Soul Bonded Weapon

Effect: Choose one Novice and one Expert Arcane Weapon Move. Your Soul Bonded Weapon adds those Moves to your Move List as long as this Feature is Bound. You may only Bind one instance of this Feature at a time, and you may not have multiple instances of the same Move in your Move List.

Trainer Classes

Rank 1 Power Manipulations

Energy Finesse

Condition: The triggering Move is an Arcane Weapon Move and has an Effect Range

Effect: In addition to its existing Effect Range, the Effect triggers on all natural Even-Numbered Rolls.

Warp Energy

Condition: The triggering Move is a Cone, Line, Burst, or Blast

Effect: Instead of its usual range, you may use the Move as if it had a range of Burst 1, Cone 2, Close Blast 2, Line 4, or 2-Target with a range of 4.

Directed Barrier

Effect: You gain Damage Reduction equal to your Tick Value against the targets of the triggering Move for one full round.

Power Overdrive

Effect: If the triggering attack hits, you lose a Tick of Hit Points, and the triggering attack deals bonus damage equal to your Tick Value plus your Occult Education Rank. This loss of Hit Points cannot be prevented in any way.

Rank 2 Power Manipulations

Berserk Blow

Condition: The Triggering Move is 1-Target

Effect: The Move causes the target to become Vulnerable for 1 full round, and the Move's Critical Hit Range is increased by +3.

Energy Link

Effect: For one full round, the next Normal-Type attack to hit the target instead deals Damage of the same Type as this Attack. If the Attack Energy Link was applied to was already Normal-Typed, for one full round, the next Normal-Type attack to hit the target instead deals damage as if it was one step more Super-Effective.

Enlarged Power

Effect: The Move gains the keyword Burst 1 if Melee 1-Target, or Blast 2 if ranged 1-Target. If the Move is already a Burst, Blast, Cone, or Line, increase the size of the Move's Range by 1.

Lock of Fate

Effect: The Move cannot be Intercepted, and targets may not avoid the attack in any way if hits (such as via Dodge, Parry, Shield Moves, etc). Evasion still applies, and the Move can still Miss.

Trainer Classes



Fortress

Trainer Combat



Associated Skills: Combat, Focus

Knights, Myrmidons, Landsknechts, Braves, Samurai, Warriors. They've been known by many names throughout the centuries and various cultures of the world, so we've given them a singular one. Fortresses are heavily armored weapon specialists who focus on front line combat and protecting their allies from harm. Some favor the classic sword and shield, others a massive two handed weapon, but their goal is the same: to hold the line and to defeat their foes.

The Fortress is in both name and function a tank. They excel at drawing fire to themselves and mitigating the damage they do take. This class pairs well with almost any Fighting Class, and can also make a great pickup for a Trainer who is Pokémon Support focused and wants to take on a proactive, defensive role in combat.

Trainer Classes

Fortress

[Class] [+Defense] [Weapon]

Prerequisites: Novice Combat, Novice Focus

At Will - Free Action

Trigger: You target an enemy with a Struggle attack or Weapon Attack and end your turn adjacent to the target.

Effect: You Mark all targets of the attack until the end of your next turn. Marked foes take a penalty to Attack Rolls against any targets besides you equal to your Focus Rank. A Mark from a different source (such as a second Fortress or a Fighting Type Ace's Pokémon) will overwrite your Mark.

Slow or Steady

[+Defense]

Prerequisites: Fortress

Static

Effect: Choose Analytic or Battle Armor. You gain the chosen ability.

Stalwart Bastion

[+Defense]

Prerequisites: Fortress

Bind 2 AP – Standard Action

Effect: While this Feature is Bound, you and all cardinally adjacent allies gain Damage Reduction equal to your Combat or Focus Rank.

Shield Bearer

[+Defense]

Prerequisites: Stalwart Bastion

1 AP – Swift Action

Effect: You may immediately ready a Shield, and do not become Slowed as a result. You may choose to grant an adjacent Ally the Evasion and Damage Reduction bonuses from your shield instead of gaining them yourself, but these bonuses only apply as long as the ally remains adjacent to you. If you do and the ally Shifts, you may Shift alongside your ally as a Shift Action Interrupt. This cannot cause you to shift more than your normal Movement.

Wall of Iron

[+Defense]

Prerequisites: Fortress, Adept Combat or Focus

Static

Effect: You learn the moves Iron Defense and Protect.

Guardian's Punishment

[+Defense]

Prerequisites: Fortress, Expert Combat or Focus

Scene x2 – Swift Action

Trigger: You hit a Marked Foe with a Damaging Weapon attack

Effect: Add your Defense Stat to the Damage Roll. The Marked Foe takes a penalty to Damage Rolls equal to your Combat or Focus Rank for 1 full round.

Unstoppable Will

[+Defense]

Prerequisites: Slow or Steady, Expert Combat or Focus
Static

Effect: You gain the Discipline Ability.

Trainer Classes



Marksman

Trainer Combat



Associated Skills: Combat, Perception

Since ancient times, men has hunted and protected itself with projectiles. From throwing weapons, to bow and arrow, to crossbow and firearm, the art of combat has always respected the ability to down a foe from a safe distance. Marksmen are practitioners of this tradition, taking aim of their targets and waiting for the precise moment to strike.

The Marksman is the class of choice for a Trainer looking to be an archer or musketeer. It offers a number of ways to make your Ranged Weapon attacks get more bang for their buck.

Trainer Classes

Marksman

[Class] [+Attack] [Weapon]

Prerequisites: Novice Combat, Novice Perception
Static

Effect: You gain the Sniper Ability.

Aiming Down The Sights

[+Attack] [Weapon]

Prerequisites: Marksman
At Will – Shift Action

Effect: Your next Weapon Attack with a long-range Weapon gains +2 to its Accuracy Roll and Critical Hit Range. This effect lasts until used or until the start of your next turn.

Double Shot

[+Attack] [Weapon]

Prerequisites: Marksman, Adept Combat
1 AP – Standard Action

Effect: You may make two Struggle Attacks with a -2 penalty to Accuracy, each targeting the same foe. If the first attack gains the benefit of Aiming Down the Sights or Clear Shot, the second attack also gains the same benefits for free.

Overwatch

[+Attack] [Weapon]

Prerequisites: Marksman, Adept Perception or Combat
At-Will – Standard Action

Effect: Create a Line X, and place a Blast 3 with at least three meters overlapping the Line's area. X is equal to your Weapon's Range. For one full round, if a foe moves in or out of that area, you may make a Ranged Weapon attack, Frequency allowing, against that foe as a Free Action. You may not attack a specific foe more than once per round this way. While this is in effect, if you Move from your current location, Overwatch's effect is lost.

Clear Shot

[+Attack] [Weapon]

Prerequisites: Marksman, Expert Perception or Combat
Scene x2 – Swift Action

Trigger: You make a ranged Weapon Attack against a target with no other combatants or Rough or Blocking Terrain within 2 meters

Effect: The target is considered Vulnerable against this attack, and you increase your Critical Hit range by +4 for this attack.

Crippling Shot

[+Attack] [Weapon]

Prerequisites: Marksman, Expert Perception or Combat
2 AP – Full Action

Effect: Make a Ranged Struggle Attack attack with a -2 penalty to Accuracy. If you hit, the attack deals Damage as if it was resisted one step, but the target becomes Slowed, loses 1 Speed Combat Stage, and you initiate a Trip Maneuver against the target. You may use your Perception Skill to resolve the Opposed Check if you wish.

Dead-Eye Shot

[+Attack] [Weapon]

Prerequisites: Marksman, Master Combat or Perception
Scene x2 – Standard, Priority

Effect: Use of Dead-Eye Shot must be declared at the start of the round. Nothings happens at this time. At the end of the round, the user may use their Shift Action, and then make a Ranged Weapon Attack and roll twice for Accuracy. You may resolve the attack using either result, but if you choose to use the lower result and the attack hits, it is automatically a Critical Hit.

Trainer Classes



Skirmisher

Trainer Combat



Associated Skills: Acrobatics, Combat

Some weapon specialists are more quick than they are mighty, favoring to outmaneuver their opponent and strike where they are weakest. Utilizing smaller, more nimble weapons, they dance around the battlefield and their enemies alike. These scrappy fighters are known as Skirmishers, and where they lack brawn, they make up for in alacrity and precision.

Skirmisher covers a variety of combat styles, including swashbuckling pirates, fencing duelists, and nimble assassins and ninjas. They make great use of movement and pair well with classes that give Trainers mobility bonuses.

Trainer Classes

Skirmisher

[Class] [+Speed] [Weapon]

Prerequisites: Novice Combat, Novice Acrobatics

Static

Effect: Choose Flutter or Vanguard. You gain the Chosen Ability.

Nimble Steps

[+Speed]

Prerequisites: Skirmisher

Static

Effect: You may perform the Disengage Maneuver as a Swift Action.

Counter Stance

[+Speed]

Prerequisites: Skirmisher

At-Will – Free Action, Interrupt

Trigger: An adjacent foe misses you with an attack

Effect: You perform an Attack of Opportunity against them.

Harrier

[+Speed]

Prerequisites: Skirmisher

At-Will – Free Action

Trigger: You hit a foe with a damaging Attack

Effect: Until the end of your next turn, that foe is considered Flanked, is Slowed, and cannot take actions as Priority or Interrupt. Harrier may only be used on a foe once per Scene.

Weapon Finesse

[+Speed] [Weapon]

Prerequisites: Counter Stance, Adept Combat or Acrobatics

2 AP – Swift Action

Trigger: You hit a foe with a Weapon Attack.

Effect: After the attack is resolved, you may immediately use a Disarm, Trip, or Push Maneuver against that foe as a Free Action. The Maneuver automatically hits, but you must still make an Opposed Roll.

Outmaneuver

[+Speed]

Prerequisites: Harrier, Adept Combat or Acrobatics
Scene x3 – Free Action

Trigger: You use a damaging Attack

Effect: Add half your Evasion to your Accuracy Roll for the attack, and all foes hit by the attack have their Initiative reduced by your full Evasion value.

Swift Strikes

[+Speed] [Weapon]

Prerequisites: 4 Skirmisher Features, Master Combat or Acrobatics

1 AP – Standard Action, Special

Effect: Use a Weapon Attack as if it had the Priority Keyword. If the Move already had the Priority Keyword, use it as if it had the Priority (Advanced) Keyword instead.

Trainer Classes



Bug Elementalist: Swarmlord

Trainer Combat



Travel and Investigation



Associated Skills: Command, Survival

Some trainers like to collect Bug Pokémon, and support them in battle. Others instead seek to emulate and command them. Swarmlords are trainers who have undergone a manifestation of Bug-type elemental power, taking on either the aspects of the arachnid hunters, or the traits of the proud, winged monarchs. Such manifestations are not always physically apparent, but the Swarmlord may take on certain features when using their powers - whether it be their eyes splitting to have multiple irises, or sprouting tiny hairs from their fingertips. Swarmlords tend to be resourceful and charismatic individuals, and can be utterly relentless in battle - striking again and again while emitting pheromones that subtly guide their attacks towards the enemy's weak points - and teaching them what happens when you try and take on a Swarm.

Trainer Classes

Swarmlord

[Class]

Prerequisites: Elemental Connection (Bug), Novice Survival, Novice Command

Static

Effect: Your powers begin to take after either Arachnid's Embrace or Monarch's Embrace. Depending on your Embrace, you gain an Ability and Stat Tag. Whenever you gain a Swarmlord Feature, you gain the same Stat Tag.

Arachnid's Embrace	Unnerve	[+Attack]
Monarch's Embrace	Shield Dust	[+Special Attack]

How To Shoot Web

Prerequisites: Swarmlord

Static

Effect: You gain the Threaded and Wallclimber Capabilities.

Broodlord

Prerequisites: Enhanced Embrace Rank 2, Expert Command or Survival

Static

Effect: You gain the following Ability based on your Embrace.

Arachnid's Embrace: Tinted Lens

Monarch's Embrace: Compound Eyes

Pheromone Markers

Prerequisites: Enhanced Embrace Rank 1

1 AP – Free Action

Trigger: You hit a foe with a damaging Bug-Type attack

Effect: The triggering foe gains 1 Pheromone Stack. Your Bug-Type attacks gain a +2 bonus to Accuracy Rolls and +1 Critical Hit range against foes for each Pheromone Stack they have. Once per Scene per foe, when they gain their third or higher Pheromone Stack, you may choose to roll 1d6. On a result of 1 or 2, the foe becomes Confused; on a result of 3 or 4 the foe becomes Suppressed; on a result of 5 or 6 the foe becomes Enraged.

Enhanced Embrace

Rank 1 Prerequisites: Swarmlord

Rank 2 Prerequisites: Adept Command or Survival

Rank 3 Prerequisites: Expert Command or Survival

Static

Effect: Learn two Moves from the list below at the Rank of Enhanced Embrace you are taking or lower. Moves marked with an Embrace require that Embrace to be chosen.

Rank 1 Moves	
Move	Prerequisites
Defend Order	None
Fury Cutter	None
Fell Needle	None
Struggle Bug	Monarch
Sticky Web	Arachnid

Rank 2 Moves	
Move	Prerequisites
Attack Order	Arachnid
Infestation	None
Powder	Monarch
Signal Beam	None
Steamroller	None

Rank 3 Moves	
Move	Prerequisites
Bug Buzz	None
Mega Horn	None
Quiver Dance	Monarch
Spider Web	Arachnid

Trainer Classes



Dark Elementalist: Shade Caller

Trainer Combat



Travel and Investigation



Associated Skills: Guile, Stealth

Mankind has long been afraid of the dark. Without the light, once familiar spaces can become difficult to navigate. Creatures of the night emerge from their dens and begin to go on the prowl for their next meal. And those poor souls who get caught in the wrong place, at the wrong time, become swallowed by it, never to be seen again. The Shade Caller is not one such soul. These trainers embrace the Dark, and revel in it. The lightless areas of the gloom are their playground, a medium they move through more easily than fish through water. Their attacks may come from anywhere, and strike with unnatural precision. They are the night. They are Shade Callers.

Trainer Classes

Shade Caller

[Class] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Dark), Novice Guile, Novice Stealth
Static

Effect: You learn the Moves Faint Attack and Snarl.

Twisted Soul

[+Attack or Special Attack]

Prerequisites: Shade Caller
Static

Effect: You gain the Twisted Power Ability.

Living Shadow

[+Attack or Special Attack]

Prerequisites: Shade Caller
Static

Effect: Your own Shadow can attack others; you may have your Dark Type Moves originate from any Square adjacent to you. If you are fighting among complete darkness, you may have your Dark Type Moves originate from any square within X meters that is completely dark, where X is the higher of your Guile or Stealth Rank. Attacks originating from Living Shadow do not trigger effects that rely on being hit with a melee attack.

Sharpen Shadows

[+Attack or Special Attack]

Prerequisites: Shade Caller, Expert Guile or Stealth
Static

Effect: You learn Dark Pulse and Night Slash

Heart of Darkness

[+Attack or Special Attack]

Prerequisites: Sharpen Shadows, Master Guile or Stealth
Static

Effect: You learn Night Daze and Punishment

World of Darkness

[+Attack or Special Attack]

Prerequisites: Shade Caller, Adept Guile or Stealth
2 AP – Standard Action

Effect: You create a zone of Shifting Darkness in a Burst 2 around you, which persists until the end of the encounter. All targets without Darkvision attacking from or into the Shifting Darkness receive a -3 penalty to Accuracy. You may count Shifting Darkness as complete darkness for the purposes of activating your Living Shadow. As a Static effect, you also gain the Darkvision Capability.

Dark Soul

[+Attack or Special Attack]

Prerequisites: Shade Caller, Master Guile or Stealth
Static

Effect: Choose Shadow Tag or Super Luck. You gain the chosen Ability.

Trainer Classes



Dragon Elementalist: Herald of Pride

Trainer Combat



Associated Skills: Command, Intimidate

Pride. A defining trait of the dragons, and for good reason - their strength is unparalleled, their heritage ancient, and their weaknesses few. Why shouldn't they be proud? Dragons are the mightiest creatures on Earth, and they know it. Similarly, humans who have inherited the will of the dragon might themselves be Heralds of Pride. With unrelenting force they strike, and with a regal demeanor they walk. They know their attitude is not simple arrogance, for they have the strength and the will to back it up. They will earn the respect they deserve, or through the fire and the flames their foes will carry on.

Trainer Classes

Herald of Pride

[Class] [+Attack] [Weapon]

Prerequisites: Elemental Connection (Dragon), Novice Command, Novice Intimidate
Static

Effect: When wielding Melee Weapons, you may use Command or Intimidate instead of Combat to determine the Damage Base of your Struggle Attacks, to resist Disarm Maneuvers, and to qualify for a Weapon's Moves. Your Weapon Attacks ignore Damage Reduction up to your Command or Intimidate Rank.

Noblesse Oblige

[+Attack]

Prerequisites: Herald of Pride
Static

Effect: You gain the Regal Challenge Ability.

Channel the Dragon's Spirit

[+Attack]

Prerequisites: Herald of Pride
1 AP – Free Action

Trigger: You use a Weapon Attack

Effect: You may have the triggering attack deal Dragon-Type Damage if you wish. On 18+, all targets can only use At-Will Frequency Moves for one full round

Bare the Dragon's Claws

[+Attack] [Weapon]

Prerequisites: Herald of Pride, Adept Command or Intimidate
Static

Effect: You learn the Moves Dragon Claw and Dragon Tail. You may use these Moves as Weapon Attacks when wielding Melee Weapons.

Call the Dragon's Rage

[+Attack] [Weapon]

Prerequisites: Bare the Dragon's Claws, Master Command or Intimidate
Static

Effect: You learn the Moves Dragon Rush and Outrage. You may use these Moves as Weapon Attacks when wielding Melee Weapons.

Rouse the Dragon's Blood

[+Attack]

Prerequisites: Herald of Pride, Expert Command or Intimidate

Scene x2 – Free Action

Trigger: You suffer a Critical Hit or gain an Injury from a foe's attack

Effect: For 1 full round, the next Herald of Pride Move you use against the triggering foe cannot miss, cannot be Intercepted, and effects that would cause it to miss cannot be activated against it.

Sovereignty

[+Attack]

Prerequisites: Herald of Pride, Expert Command or Intimidate

Bind 2 AP – Standard Action

Effect: While this Feature is bound, you gain a +2 Bonus to Save Checks against Volatile Status Afflictions, and a +2 Bonus to Opposed Checks when defending against being Disarmed, Grappled, Pushed, or Tripped.

Trainer Classes



Electric Elementalist: Spark Master

Trainer Combat



Travel and Investigation



Associated Skills: Acrobatics, Focus

Bzzzap! Electricity is the element of motion. Leap here, crackle there, sizzle and spark... and when the time is right - leap out and strike in a flash! The so-called Spark Masters take this to heart themselves, overcharging the electricity in their bodies to unprecedented levels. These guys are quick and don't let much slow them down - whether the obstacle to overcome is merely distance or even gravity itself, with their electromagnetic prowess. Don't call them attention-deficit though, it takes a lot of focus to safely channel several thousand volts of electricity. Underestimate the fast and formidable Spark Masters, and you might just find lightning will strike you twice... or three or four times!

Trainer Classes

Spark Master

[Class] [+Speed]

Prerequisites: Elemental Connection (Electric), Novice Focus, Novice Acrobatics Static

Effect: Choose Static or Electrodash. You gain the Chosen Ability.

Magnetize

[+Speed]

Prerequisites: Storm Wizard Rank 1, Adept Acrobatics Static

Effect: You gain the Magnetic Capability and may use this magnetism to stick to surfaces with significant metal content (ex: metal walls obviously, concrete with metal I-beams inside, etc). You may use your Overland to traverse any such surfaces, even if that means walking vertically up a wall or upside down on a ceiling. You may choose not to be Pushed when on such a surface.

Body of Lightning

[+Speed]

Prerequisites: Master Acrobatics or Focus Static

Effect: Choose Volt Absorb or Motor Drive. You gain the Chosen Ability.

Bottled Lightning

[+Speed]

Prerequisites: Storm Wizard Rank 1, Adept Focus
2 AP - Standard Action

Target: An item made of conductive material

Effect: Choose one of your Electric Type Moves with a target. You Charge the target item with this Move. Bottled Lightning counts as using the Move for frequency purposes. You may expend this Charge as a Swift Action on your turn to use the Move the item was charged with, originating from the item. If a Pokémon or Trainer touches a Charged item, you may instead activate this Swift Action as if it had the Priority keyword. At the end of a Scene, all items lose their Charge, and you may only have X items Charged at a time where X is half your Focus Rank.

Storm Wizard

[Ranked 3] [+Speed]

Rank 1 Prerequisites: Spark Master

Rank 2 Prerequisites: Expert Acrobatics or Focus

Rank 3 Prerequisites: Master Acrobatics or Focus Static

Effect: You may learn two Moves from the list below, marked with the Storm Wizard Rank you are gaining or lower.

Rank 1 Moves	Rank 2 Moves	Rank 3 Moves
Charge Beam	Charge	Discharge
Eerie Impulse	Thunder Punch	Thunder
Shock Wave	Thunderbolt	Thunder Wave
Spark	–	Volt Tackle

Trainer Classes



Fairy Elementalist: Glamour Weaver

Trainer Combat



Associated Skills: Charm, Occult Education

Fairies are one of the most mysterious groups among Pokémon. Shimmering, dancing lights leading to dancing Pokémon within circles of stones or mushrooms... Who are these creatures? Why do they frolic so cutely? Why can these creatures of fable withstand the might of Dragons? Few know the secrets to these questions, and fewer still are those who know the origins of the fey-aligned 'magical girls' that emulate the illusionary powers of these mysterious beings. These so called Glamour Weavers bend the line between fact and fiction, taking on a fey aspect in their Enchanting Transformations... Are their hearts pure, or do their glamours mask their true selves as well? Only the Glamour Weavers can answer that question...

Trainer Classes

Glamour Weaver

[Class] [+Special Attack]

Prerequisites: Elemental Connection (Fairy), Novice Charm, Novice Occult Education
Static

Effect: You learn the Moves Sweet Kiss and Disarming Voice.

Fey Law

[+Special Attack]

Prerequisites: Glamour Weaver

1 AP – Swift Action

Trigger: You hit a foe with a damaging Fairy attack

Effect: Choose one of the following: Status-Class, Combat Maneuver, attacks with an unmodified Damage Base 10 or higher, or an Elemental Type. The triggering foe is Bound; they suffer a -X penalty to all rolls made to use attacks with the chosen trait. X is equal to half your Charm or Occult Education Rank. The Bound condition lasts until the end of a Scene. You may unbind someone as a Free Action at any time. A target may not have multiple instances of Bound applied at once.

Passionato Harmony

[+Special Attack]

Prerequisites: Glamour Weaver, Expert Charm or Occult Education

Static

Effect: You learn the Moves Dazzling Gleam and Draining Kiss.

Lucky Clover Grand Finale

[+Special Attack]

Prerequisites: Passionato Harmony, Master Charm or Occult Education

Static

Effect: You learn the Moves Moonblast and Aromatic Mist.

Glamour Mastery

[+Special Attack]

Prerequisites: 4 Glamour Weaver Features

Static

Effect: Choose Magic Guard or Magic Bounce. You gain the Chosen Ability.

Enchanting Transformation

[+Special Attack]

Prerequisites: Glamour Weaver

Bind 2 AP – Shift Action

Effect: You perform a magical transformation on yourself. While this Feature is Bound, you gain +5 Damage Resistance against Dragon, Fighting, Dark, and Bug-Typed attacks and your Glamour Weaver Moves have the additional effects below.

- » **Sweet Kiss:** Sweet Kiss ignores Speed Evasion.
- » **Disarming Voice:** You may also choose to use Disarming Voice as a Line 4 or Cone 2.
- » **Dazzling Gleam:** On Even-Numbered rolls, targets hit by Dazzling Gleam have their Accuracy Lowered by 1.
- » **Draining Kiss:** You gain an additional Tick of Hit Points when gaining Hit Points from Draining Kiss.
- » **Moonblast:** Whenever Moonblast misses a target, they lose a Tick of Hit Points.
- » **Aromatic Mist:** All allies affected by Aromatic Mist gain a +2 bonus to their next Save Check.

Magical Burst

[+Special Attack]

Prerequisites: Enchanting Transformation, Passionato Harmony

Scene – Standard Action

Condition: You must have Enchanting Transformation Bound to use Magical Burst

Effect: Use a Glamour Weaver Move as if it had the range Burst 3, Friendly, Exhaust, Smite. All allies within the area-of-effect gain a Tick of Temporary Hit Points or cure themselves of one Volatile Affliction. Enchanting Transformation immediately becomes Unbound, and the AP used to bind it becomes spent instead of becoming available again.

Trainer Classes



Fire Elementalist: Fire Bringer

Trainer Combat



Associated Skills: Combat, Focus

One legend holds that fire was once the sole dominion of the gods, until one of their own stole it to give its power to man. Whatever truth may lay in this tale, fire has been one of the most important elements used by humans - providing the steps for improved nutrition, hygiene, and shelter, as well as being the force that allowed humanity to bend and conquer metal. Both nurturing and destructive, the aptly-named Fire Bringers channel this primal force in decidedly the latter fashion. Channeling their inner destructive might, these Elementalists will not rest until their enemy burns with the same passion they do - literally - as they intensify the crispy injuries their attacks already do. Play with fire, and you're gonna have a bad day.

Trainer Classes

Fire Bringer

[Class] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Fire), Novice Combat Static

Effect: Choose two of Flame Burst, Flame Wheel, Flame Charge, or Will-O-Wisp. You learn the chosen Moves

Fiery Soul

[+Attack or Special Attack]

Prerequisites: Fire Bringer

Static

Effect: You gain the Heater Capability, and are immune to the Burn condition.

Firebrand

[+Attack or Special Attack]

Prerequisites: Fire Bringer, Adept Focus or Combat

Static

Effect: Your Fire-Type Moves Burn Targets on a roll of 19+. If a move already has a chance of Burning foes, Firebrand increases the effect range by +2.

Burning Passion

[+Attack or Special Attack]

Prerequisites: Fire Bringer, Expert Focus or Combat

Static

Effect: Choose Flash Fire or Flame Body. You gain the chosen Ability.

Blazing Inferno

[+Attack or Special Attack]

Prerequisites: Fire Breather Rank 2, Master Focus or Combat

2 AP – Swift Action

Effect: You becoming Blazing. While you are Blazing, whenever your Fire-Type Moves Inflict Burn, the Burned target immediately loses a Tick of Hit Points, and loses an additional Combat Stage in Defense. While Blazing, when you hit a foe with a damaging Fire-Type Move, you may choose to automatically burn one target of the Move. If you do, you lose the Blazing Condition after the Move's effects are resolved.

Fire Breather

[Ranked 2] [+Attack or Special Attack]

Rank 1 Prerequisites: Expert Focus or Combat

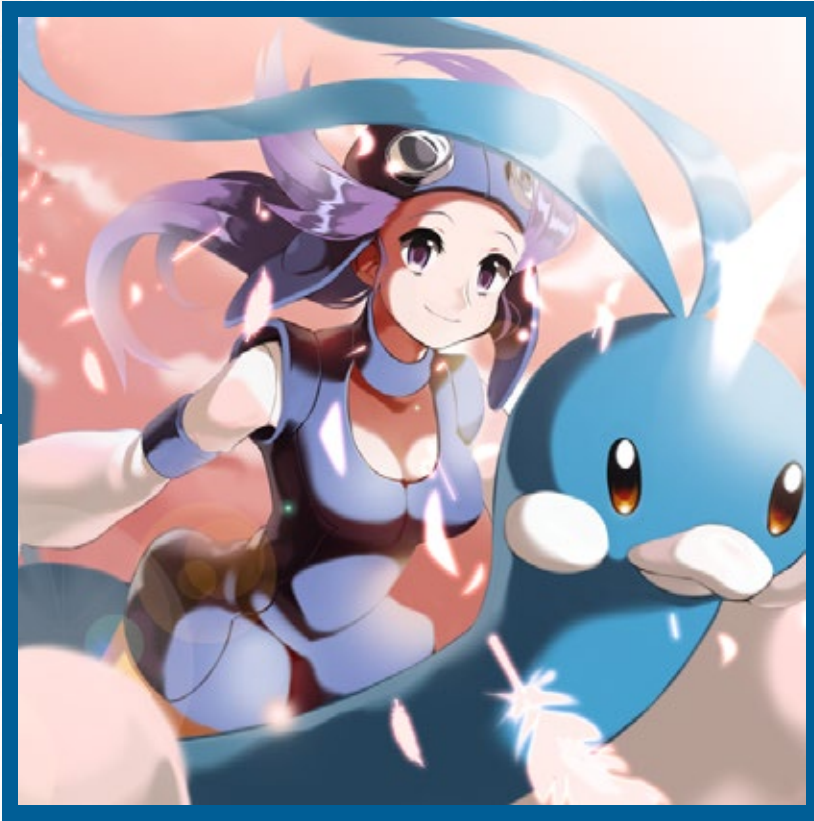
Rank 2 Prerequisites: Master Focus or Combat

Static

Effect: Learn two Fire Bringer Moves from the list below. You may choose any Move marked with the Fire Breather Rank you are taking or lower.

Rank 1 Moves	Rank 2 Moves
Flamethrower	Blaze Kick
Fire Punch	Fiery Dance
Fire Spin	Flare Blitz
Sunny Day	Heat Wave

Trainer Classes



Flying Elementalist: Wind Runner

Trainer Combat



Travel and Investigation



Associated Skills: Acrobatics, Perception

Of all the limits the world places on its denizens, gravity is the force that struggles to keep a three dimensional world flatly in the second. Breaking free of these chains and soaring high above the world - that is what Wind Runners yearn to do. While they can't outright fly for very long, these masters of the wind can hover, as well as temporarily break their shackles, joining their Flying-type brethren in the air, or challenging them there. So keen is their connection with the sky, that the very breeze is said to be as the tips of their fingers, letting little lay out of their grasp. Those lucky trainers whose hearts have learned to fly free - they are the Wind Runners.

Trainer Classes

Wind Runner

[Class] [+Speed]

Prerequisites: Elemental Connection (Flying), Novice Acrobatics, Novice Perception
Static

Effect: You gain the Levitate Ability. You have a total Levitate Speed equal to 4 plus half of the higher of your Acrobatics or Perception Rank.

One With the Winds

[+Speed]

Prerequisites: Adept Perception

Bind 2 AP – Standard Action

Effect: You summon a windy breeze that follows you around. Your sense of touch is extended through this wind, and you can guide it by thought, using it to perceive the shape and texture of objects as long as the wind can reach, even through very small cracks and holes. The range of this effect is equal to your Acrobatics Rank plus Perception Rank in meters.

Flight

[+Speed]

Prerequisites: One With the Winds, Adept Acrobatics
1 AP – Swift Action

Effect: You gain a Sky Speed equal to your Levitate Speed plus your Acrobatics or Perception Rank for the remainder of the round.

Gale Speed

[+Speed]

Prerequisites: Raging Winds Rank 1, Master Acrobatics or Perception
Static

Effect: Choose Celebrate or Gale Wings. You gain the chosen Ability.

Raging Winds

[Ranked 3] [+Speed]

Rank 1 Prerequisites: Wind Runner

Rank 2 Prerequisites: Expert Acrobatics or Perception

Rank 3 Prerequisites: Master Acrobatics or Perception
Static

Effect: You may learn two Moves from the list below, marked with the Raging Winds Rank you are gaining or lower.

Rank 1 Moves	Rank 2 Moves	Rank 3 Moves
Aerial Ace	Air Slash	Brave Bird
Air Cutter	Bounce	Hurricane
Gust	Defog	Mirror Move
Tailwind	Feather Dance	Sky Attack

Trainer Classes



Ghost Elementalist: Apparition

Trainer Combat



Travel and Investigation



Associated Skills: Intimidate, Occult Education

Spooky, scary skeletons don't send shivers down their spines - the Apparitions are trainers with an intense connection to the spiritual Ghost type and an inclination to a knife in the dark. As ephemeral as the mischievous souls that still walk the realm, these gifted tow the line between this world and the next. These haunting Elementalist are known to be able to take on ghastly forms, free of the restrictions of their flesh, attack with ghostly remnants of themselves, and partially pass through even the thickest armor with their attacks. Beware the Apparition, or you may just feel their hand on your shoulder... or their blade between your ribs.

Trainer Classes

Apparition

[Class] [+Attack] [Weapon]

Prerequisites: Elemental Connection (Ghost), Novice Intimidate, Novice Occult Education
Static

Effect: When wielding Melee Weapons, you may use Occult Education or Intimidate instead of Combat to determine the Damage Base of your Struggle Attacks, to resist Disarm Maneuvers, and to qualify for a Weapon's Moves. Your Weapon Attacks always treat you as having the Reach Capability, and foes may not activate Reaction effects against them that specify being hit by a Melee Attack.

Shadow Arms

[+Attack] [Weapon]

Prerequisites: Apparition
Static

Effect: You learn the Moves Shadow Punch and Shadow Sneak. You may use these as Weapon Attacks when wielding Melee Weapons.

Too Spooky

[+Attack]

Prerequisites: Apparition
Static

Effect: Choose Pressure or Frighten. You gain the chosen Ability.

Silent Assassin

[+Attack] [Weapon]

Prerequisites: Apparition, Adept Intimidate or Occult Education

Bind 2 AP – Standard Action

Effect: While this Feature is Bound, your Struggle Attacks and Weapon Attacks deal Ghost-Type Damage, and you gain the Dead Silent Capability.

Shadow Form

[+Attack]

Prerequisites: Silent Assassin, Expert Intimidate or Occult Education

Bind 2 AP – Swift Action

Effect: While this Feature is Bound, your appearance becomes wan and obviously otherworldly. Your natural Weaknesses, Resistances, and Immunities change to match that of the Ghost Type. Additionally, while in Shadow Form, you are immune to the Cursed Status (if you were previously Cursed, you are instantly cured upon going into Shadow Form) and gain the Phasing Capability. You may unbind this Feature as a Swift Action, returning to your normal appearance.

Phantom Menace

[+Attack] [Weapon]

Prerequisites: Shadow Arms, Expert Intimidate or Occult Education

Static

Effect: You gain the Moves Shadow Claw and Phantom Force. You may use these Moves as Weapon Attacks when wielding Melee Weapons.

Haunted Wounds

[+Attack] [Weapon]

Prerequisites: Shadow Arms, Master Intimidate or Occult Education

Scene x2 – Free Action

Trigger: You hit with an Apparition Move or Ghost-Typed Weapon Attack

Effect: After one full round, repeat the triggering attack against one target as a Free Action, regardless of range. If this attack hits, it deals damage as if it were resisted one step further. Haunted Wounds may only affect a target once per Scene.

Trainer Classes



Grass Elemental: Druid

Trainer Combat



Associated Skills: General Education, Survival

Druids are trainers in-tune with that which grows in the earth. Some may herald themselves as protectors of nature, others as mere observers. Yet others still might only be interested in the power that the untamed wilderness can offer them. But all have the same in common - they are one with the forest, and will use the myriad abilities of nature to turn their enemies into mulch. If you anger one, you'd best make like a tree... and leave.

Trainer Classes

Druid

[Class] [Special]

Prerequisites: Elemental Connection (Grass), Novice Survival, Novice General Education
Static

Effect: Your powers begin to take after either Flowers, Fungi, or Trees. Depending on your oath, you gain an Ability and Stat Tags. Whenever you gain a Druid Feature, you gain the same Stat Tags.

Flower Oath	Aroma Veil	[+Special Attack]
Fungal Oath	Effect Spore	[+Special Defense]
Wood Oath	Life Force	[+Attack]

Green Path

Prerequisites: Druid

Static

Effect: You gain the Naturewalk (Grassland) and Naturewalk (Forest) capabilities, and you are immune to Moves with the Powder keyword.

Overgrowth

Prerequisites: Nature's Embrace Rank 3

2 AP – Swift Action

Trigger: You hit with a Druid Move

Effect: One target of the triggering Move is afflicted with Overgrowth. As long as the target is afflicted, they are one step less Resistant to Grass-Type attacks, to a maximum of neutral damage, and they cannot recover Hit Points or gain Temporary Hit Points. Whenever they would do so, you gain those Hit Points or Temporary Hit Points instead. Overgrowth is removed when the target Takes a Breather or is hit by a damaging Fire, Ice, Poison, Flying, or Bug-Type attack. Overgrowth may only affect a target once per Scene.

Druid's Call

Prerequisites: Green Path

Scene x2 – Standard Action

Effect: 6 small saplings, flowery bushes, or mushroom patches (depending on your oath) suddenly grow within 6 meters of you, occupying 1 square each. This vegetation lasts until the end of the encounter, and acts as rough terrain that blocks line of sight for Pokémon and Trainers without the Naturewalk (Forest) Capability. Whenever you use a Move learned through Nature's Embrace, you may have it originate from these Plants as if they were the user. This Feature must be used on soil, or terrain under which soil is hidden by only a few inches (such as most sidewalks, parking lots, gravel or woodchip lots, etc.)

Nature's Embrace

[Ranked 3]

Rank 1 Prerequisites: Druid

Rank 2 Prerequisites: Adept Survival or General Education

Rank 3 Prerequisites: Expert Survival or General Education

Static

Effect: You learn 2 Moves chosen from the list below, marked with the Rank of this Feature you are gaining or lower.

Rank 1 Moves	
Move	Prerequisites
Cotton Spore	None
Ingrain	Tree Oath
Mega Drain	None
Razor Leaf	None
Stun Spore	Fungal Oath
Sweet Scent	Flower Oath

Rank 2 Moves	
Move	Prerequisites
Aromatherapy	Flower Oath
Energy Ball	None
Giga Drain	Fungal Oath
Magical Leaf	None
Seed Bomb	None
Spiky Shield	Tree Oath

Rank 3 Moves	
Move	Prerequisites
Leech Seed	None
Petal Blizzard	Tree Oath
Petal Dance	Flower Oath
Power Whip	None
Solar Beam	None
Spore	Fungal Oath

Trainer Classes



Ground Elementalist: Earth Shaker

Trainer Combat



Associated Skills: Focus, Intuition

The earth is the very foundation that the world's life lives on. Little by little, it moves, unceasingly changing itself bit by bit. Continents drift. Volcanoes rise. The earth quakes, shakes and cracks open. Those with the steady, unyielding nature of the land are Earth Shakers. As unflinching as the ground itself, these souls control the very substance on which they - and their enemies - stand. Whether the earth parts, the sand streams, or balance is lost, these patient trainers will overcome any odds to ensure they and their allies are the only ones left standing on solid ground.

Trainer Classes

Earth Shaker

[Class] [+Defense]

Prerequisites: Elemental Connection (Ground), Novice Intuition, Novice Focus

Static

Effect: Pick two of Bulldoze, Mud Shot, or Sand-Attack. You learn the chosen Moves.

Earthen Bond

[+Defense]

Prerequisites: Earth Shaker

Static

Effect: You gain the Tremorsense Capability, and you gain Naturewalk for Cave, Mountain and Desert.

Earth Mother's Blessing

[Ranked 2] [+Defense]

Rank 1 Prerequisites: Adept Focus or Intuition

Rank 2 Prerequisites: Ground Out, Master Focus or Intuition

Static

Effect: Each Rank, choose Arena Trap or Lightning Rod. You gain the chosen Ability.

Earthshifter

[+Defense]

Prerequisites: Ground Out

2 AP – Swift Action

Trigger: You hit with a damaging Ground Type Move

Effect: You initiate a Trip Maneuver against 1 target of the Move. The Maneuver automatically hits, and you may use your Focus or Intuition for the opposed check.

Ground Out

[+Defense]

Prerequisites: Earth Shaker, Expert Focus or Intuition

Static

Effect: Pick two of Drill Run, Magnitude, or Mud Bomb. You learn the chosen Moves.

Tectonic Shift

[+Defense]

Prerequisites: Ground Out, Master Focus or Intuition

Static

Effect: Pick two of Earthquake, Earth Power, or Sand Tomb. You learn the chosen Moves.

Trainer Classes



Ice Elementalist: Frost Touched

Trainer Combat



Travel and Investigation



Associated Skills: Athletics, Survival

Eons ago, the world flourished in life, only to fall in a relatively brief but lethal global freeze. Those who emerged from the ice age were tempered by it, fit for survival. But many have forgotten to fear the frost... and those who would call upon its power once more. The Frost Touched are trainers with a supernatural power over subzero temperatures, and by that power can function however cold it gets. As fit for survival as their ancestors, these fearsome warriors could certainly build a snowman - but should you get the urge to ask, you should just let it go.

Trainer Classes

Frost Touched

[Class] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Ice), Novice Athletics, Novice Survival

Prerequisites:

Effect: Choose two out of Haze, Ice Shard, Mist, and Powder Snow. You learn the Chosen Moves.

The Cold Never Bothered Me Anyway

[+Attack or Special Attack]

Prerequisites: Frost Touched

Static

Effect: You gain the Naturewalk (Tundra) Capability, are immune to being Frozen, and do not lose Hit Points from Hail.

Glacial Defense

[+Attack or Special Attack]

Prerequisites: Frost Touched

Static

Effect: Choose Ice Shield or Winter's Kiss. You gain the Chosen Ability.

Frozen Domain

[+Attack or Special Attack]

Prerequisites: Expert Athletics or Survival

2 AP – Standard Action

Effect: Set 6 square meters of Frozen Domain within range 6. All 6 meters must be adjacent with at least one other space of Frozen Domain. All legal targets passing through these squares must make an Acrobatics check with a DC equal to 4 + twice your Survival Rank. On failure, the target is Tripped. Pokémon who are flying, levitating, or have the Naturewalk (Tundra) Capability are immune to this effect. When standing on a square affected by Frozen Domain, you may act as if you were in Hail weather. When a Fire-Type attack originates from or targets a square of Frozen Domain, that square of Frozen Domain melts and is cleared. Frozen Domain is considered a Hazard.

Winter is Coming

[+Attack or Special Attack]

Prerequisites: Master Athletics or Survival

Static

Effect: You gain the Frostbite Ability.

Winter's Herald

[Ranked 2] [+Attack or Special Attack]

Rank 1 Prerequisites: Expert Athletics or Survival

Rank 2 Prerequisites: Master Athletics or Survival
Static

Effect: You may learn two Moves from the list below, marked with the Rank of Winter's Herald you are gaining or lower.

Rank 1 Moves	Rank 2 Moves
Freeze-Dry	Avalanche
Ice Punch	Blizzard
Ice Beam	Frost Breath
Icicle Crash	Icicle Spear

Trainer Classes



Normal Elementalist: Prism

Trainer Combat



Travel and Investigation



Associated Skills: Charm, General Education

In a realm of eighteen different flavors of ice cream, the Normal type is certainly vanilla. But whoever said that vanilla had to be plain? Though lacking in the raw, elemental aspects of the other types, Normal nevertheless tends to focus a variety of powers, like a prism straining different colors of light. The trainers who embrace their inner versatility may learn themselves how to focus it, like a Prism. Wielders of light, these Elementalist make use of flashy, powerful techniques with a rainbow spectrum of effects, proving that Normal definitely doesn't mean dull.

Trainer Classes

Prism

[Class] [+Special Attack]

Prerequisites: Elemental Connection (Normal), Novice General Education, Novice Charm Static

Effect: You learn the Moves Flash and Swift.

Blinding Brightness

[+Special Attack]

Prerequisites: Prism

Static

Effect: You gain the Illuminate Ability.

Sparkle

[+Special Attack]

Prerequisites: Prism, Expert Charm or General Education

Static

Effect: You learn the Moves Tri-Attack and Weather Ball.

Rainbow Surge

[+Special Attack]

Prerequisites: Sparkle, Master Charm or General Education

Static

Effect: You learn the Moves Hyper Beam and Morning Sun.

Lucent Mirage

[+Special Attack]

Prerequisites: Prism

Static

Effect: You gain the Illusionist Capability.

Luminous Aura

[+Special Attack]

Prerequisites: Blinding Brightness, Adept Charm or General Education

Static

Effect: Choose Starlight or Sunglow. You gain the Chosen Ability.

Prismatic Alignment

[+Special Attack]

Prerequisites: 4 Prism Features, Master Charm or General Education

2 AP – Swift Action

Trigger: You use a Prism Move

Effect: The effect of this Feature depends on the Triggering Move. You may only use Prismatic Alignment with each Move once per Scene.

- **Flash:** Flash also Blinds all targets it hits until the end of their next turn.
- **Swift:** Swift instead has a range of 8, 3 Targets.
- **Tri Attack:** Roll twice for Tri Attack's Accuracy Roll and take the better result. If you trigger its Effect Range, you may choose the effect instead of rolling for it.
- **Weather Ball:** You use Weather Ball as if you were in the Weather of your choice.
- **Hyper Beam:** Hyper Beam instead has a Range of Burst 2, Smite or 10, Ranged Blast 3, Smite.
- **Morning Sun:** You use Morning Sun as if you were in Sunny Weather, and you may cure yourself of one Status Affliction.

Trainer Classes



Poison Elementalist: Miasmatic

Trainer Combat



Associated Skills: Guile, Stealth

Illness. Disease. Death. Decay. Where Grass represents flourishing life, and Ghosts display life after death, Poison is that in-between. A slow, steady decline towards the end. Even in its most nonlethal doses, poison causes living creatures to 'malfunction', debilitating in some way. Many substances are toxic to a degree, and Miasmics know that rarely is anything truly pure. These trainers take on the vile aspects of decay, becoming less susceptible to the same themselves and becoming less bound to the shape their living shell was born with. These individuals may be shaped by their powers, becoming abrasive to those who don't understand. But Miasmics know, everything has its end...

Trainer Classes

Miasmim

[Class] [+Defense]

Prerequisites: Elemental Connection (Poison), Novice Stealth, Novice Guile
Static

Effect: You learn the Moves Acid and Clear Smog.

Corrupt Blood

[+Defense]

Prerequisites: Miasmim
Static

Effect: You are immune to the Poisoned and Badly Poisoned statuses and resist Poison-type attacks one step further.

Flexible Form

[+Defense]

Prerequisites: Miasmim
Static

Effect: Your body becomes more malleable, and even your bones are able to flex when required. You do not gain Injuries from taking Massive damage, and you gain a +2 Bonus to any Acrobatics or Athletics Check made to bend, squeeze, or otherwise contort your body -including those to avoid Trip or Grapple maneuvers.

Vile Body

[+Defense]

Prerequisites: Adept Guile or Stealth
Static

Effect: Choose Absorb Force, Poison Point, or Poison Touch. You gain the chosen Ability.

Miasma's Call

[+Defense]

Prerequisites: Vile Body, Expert Stealth or Guile
Static

Effect: You learn the moves Acid Armor and Sludge Bomb.

Miasma Unleashed

[+Defense]

Prerequisites: Miasma's Call, Master Stealth or Guile
Static

Effect: You learn the moves Sludge Wave and Toxic.

Miasmim Spray

[+Defense]

Prerequisites: Miasma's Call, Master Stealth or Guile
2 AP – Swift Action

Trigger: You hit with Acid, Clear Smog, Sludge Bomb, Sludge Wave, or Toxic; or use Acid Armor.

Effect: The Effect of this feature depends on the triggering move.

- **Acid:** Instead of its usual effect, Acid lowers the Special Defense of all targets hit by -2 Combat Stages.
- **Clear Smog:** Clear Smog's target loses 5 HP for each combat stage lost.
- **Sludge Bomb:** The Target receives a -3 penalty to Accuracy Rolls until the end of your next turn.
- **Sludge Wave:** All targets in Sludge Wave's Burst are Slowed until the end of their next turn.
- **Toxic:** The target's Badly Poison Hit Point Loss begins at 10 instead of 5.
- **Acid Armor:** You are not slowed while liquefied and resist all special damage one step.

Trainer Classes



Rock Elementalist: Stone Warrior

Trainer Combat



Associated Skills: Combat, Survival

While the supernatural effects of an Elemental Connection aren't always obvious, those with a Rock Connection show it in a way that's pretty gneiss; their skin gets thicker, bones more durable, and overall exhibit more physical endurance than what's considered normal. They also exhibit some limited ability to materialize earthen matter and weaponize it, much like a Rock Type Pokémon. These individuals are known as Stone Warriors, and are often guided since an early age to put their natural skills to use. These earthen guardians make excellent bodyguards, and many corporate fat cats, politicians and celebrities seek them out for employment. Because of this, some might think that these guys are all bark and no bite, but you can't take the ability to materialize rocks for granite.

Trainer Classes

Stone Warrior

[Class] [+Defense]

Prerequisites: Elemental Connection (Rock), Novice Combat, Novice Survival
Static

Effect: You learn the Moves Rock Tomb and Wide Guard.

Stone Stance

[+Defense]

Prerequisites: Stone Warrior

Bind 2 AP – Standard Action

Effect: You adopt one of the stances below, gaining the effects of the stance while this Feature remains bound. You may switch your active Stance as a Standard Action without rebinding your AP. The benefits from this Feature do not apply if you are not standing on a solid surface, such as deep mud or snow, or if you are outright swimming or even flying.

- **Falling Boulder Stance:** You gain a +5 bonus to all Damage Rolls, but lose 5 HP from Recoil whenever you hit with an attack.
- **Moon Mountain Stance:** Your initiative is lowered by -5, but you gain 5 Damage Reduction and are immune to Push or Pull effects.
- **Roiling Earth Stance:** After a successful Intercept action, you may make a Struggle Attack against a foe within range.

Rock Power

[Ranked 2] [+Defense]

Rank 1 Prerequisites: Adept Combat or Survival

Rank 2 Prerequisites: Expert Combat or Survival

Static

Effect: Each Rank, choose one of Sturdy, Rock Head, Run Up, or Sand Veil. You gain the chosen Ability. If you choose Sand Veil, you may consider sand a “solid surface” for the purposes of Stone Stance.

Shards of Stone

[+Defense]

Prerequisites: Expert Combat or Survival

Static

Effect: You learn the Moves Rock Slide and Stealth Rock

Stone Cold Finish

[+Defense]

Prerequisites: Shards of Stone, Master Combat or Survival

Static

Effect: You learn the Moves Stone Edge and Head Smash.

Stone Stance Mastery

[+Defense]

Prerequisites: Stone Stance, Master Combat or Survival

Static

Effect: Whenever you bind Stone Stance, you may choose two Stances and apply the effects of both.

Trainer Classes



Steel Elementalist: Steelheart

Trainer Combat



Associated Skills: Athletics, Focus

What was once a curiosity buried in the ground was tempered by mankind into the foundation of society. Weapons and armor to defend themselves, beams to support their houses, circuitry housed within complex devices... Metal has come a long way since man first discovered it and learned how to alloy it to match or exceed the iron hides of Aggron. The strength of Steel is unyielding to man or mon, and those gifted few who know this better than anyone are the Steelhearts. Possessing immense durability, these men and women are living siege engines, taking any blow and offering an unrelenting assault in turn. They do not yield, they do not break. They are the bone of their swords, the heart of their armor. They know that the hardest metal known to man is no Dragonforce, but the spirit of Steel within themselves and their unlimited blades.

Trainer Classes

Steelheart

[Class] [+Defense] [Weapon]

Prerequisites: Elemental Connection (Steel), Novice Athletics, Novice Focus

Static

Effect: When wielding metal Melee Weapons, you may use Athletics or Focus instead of Combat to determine the Damage Base of your Struggle Attacks, to qualify for a Weapon's Moves, and to resist Disarm Checks. Whenever your Weapon Attacks hit a foe who has previously hit you with a Melee attack in the same round, the foe loses a Tick of Hit Points.

Champion of Steel

[+Defense] [Weapon]

Prerequisites: Steelheart

1 AP – Free Action

Trigger: You make a Weapon Attack.

Effect: The attack or Move increases your Defense by 1 Combat Stage on 16+ and you may have it deal Steel-Type Damage if you wish.

Steel Wind

[+Defense] [Weapon]

Prerequisites: Steelheart

Static

Effect: You learn the Moves Bullet Punch and Metal Claw. You may use these Moves as Weapon Attacks when wielding Melee Weapons.

Reactive Armour

[+Defense]

Prerequisites: Steelheart, Adept Athletics or Focus

Scene x2 – Free Action

Trigger: You gain an Injury or take a Critical Hit while wearing metallic Armor

Effect: All foes within a Burst 1 lose Hit Points equal to double your Athletics or Focus Rank, and you gain Damage Reduction equal to double your Athletics or Focus Rank for one full round.

Impenetrable

[+Defense]

Prerequisites: Steelheart, Expert Athletics or Focus

Static

Effect: You gain the Bulletproof Ability.

Master of Arms

[+Defense] [Weapon]

Prerequisites: Steelheart, Expert Athletics or Focus

Static

Effect: You learn the Call to Arms and Unlimited Steel Works Talents.

Call to Arms

At-Will – Extended Action

Target: A Metal Weapon

Effect: You create a Steelheart Bond with the target Weapon. You may only have one Steelheart Bond at a time; if you create a new Bond, all old Bonds are lost. As a Shift Action, you may beckon your Steelheart Bonded Weapon to your hands if it is within 10 meters. If it is being held by someone else who does not want to let go of the weapon, make an Athletics or Focus vs Athletics Opposed Check. If you win, they their lose grip on your Weapon and it flies to your hand as normal.

Unlimited Steel Works

At-Will – Extended Action

Target: Your Steelheart Bond Weapon

Effect: You may replace the Move(s) granted by the target Weapon with any other standard Weapon Moves, within Limitations. Weapons may still only grant one Adept and one Master Move at a maximum.

Man of Steel

[+Defense] [Weapon]

Prerequisites: Steelheart, Master Athletics or Focus

Static

Effect: You learn the Moves Meteor Mash and King's Shield. You may use these Moves as Weapon Attacks when wielding Melee Weapons.

Trainer Classes



Water Elementalist: Maelstrom

Trainer Combat



Travel and Investigation



Associated Skills: Acrobatics, Athletics

The ocean is the vast body of water that covers seventy percent of the Earth's surface area. Being over twice as vast as the land we live on, it positively teems with life-forms majestic and mysterious. But the sea isn't only a place of beauty and life - it can also become a raging whirl of clawing waves and greedy currents, waiting to drag the next fool who underestimates the dangers that lay beneath their boat. The ones who can brave the Maelstroms fearlessly have taken on the name of the same, among them skilled Water type Elementalists who can breathe the water like air and glide through the currents as birds on the breeze. They too have the sea's deadly might, and assault their enemies with the force of a great typhoon.

Trainer Classes

Maelstrom

[Class] [+Speed]

Prerequisites: Elemental Connection (Water), Novice Athletics, Novice Acrobatics
Static

Effect: You gain the Gilled Capability, and a +2 bonus to your Swim speed. Whenever your Water-Type Moves miss all targets, you gain a Tick of Temporary Hit Points.

Water's Shroud

[+Speed]

Prerequisites: Call The Current Rank 2
Static

Effect: Choose Wash Away or Storm Drain. You gain the Chosen Ability.

Hydro Jet

[+Speed]

Prerequisites: Call The Current Rank 1
1 AP – Free Action

Trigger: You use a damaging single target Water-Type Move

Effect: Hydro Jet's effect depends on if the triggering Move was Melee or Ranged.

- If Melee, the Move gains the Pass keyword and you may change direction during the four meters of Pass (but may still only target any given Pokémon or Trainer once).
- If Ranged, the Move becomes a Line 4 instead of its usual range.

Oceanic Feeling

[+Speed]

Prerequisites: Water's Shroud, Master Athletics or Acrobatics

Scene x2 – Free Action

Trigger: See Text

Effect: You may activate Oceanic Feeling when either Wash Away or Storm Drain would be triggered to gain that Ability for 1 full round, if you do not already have it, and immediately Trigger it. Activating an Ability this way ignores its usual Frequency. You may use each Ability once per Scene this way.

Call The Current

[Ranked 3] [+Speed]

Rank 1 Prerequisites: Maelstrom

Rank 2 Prerequisites: Adept Athletics or Acrobatics

Rank 3 Prerequisites: Expert Athletics or Acrobatics

Effect: You learn 2 Moves chosen from the list below, marked with the Rank of this Feature you are gaining or lower.

Rank 1 Moves	Rank 2 Moves	Rank 3 Moves
Aqua Jet	Bubblebeam	Aqua Tail
Aqua Ring	Waterfall	Rain Dance
Water Pulse	Whirlpool	Surf



Chapter 4: Campaign Settings

How to Use These Settings

This section is divided into two (and hopefully soon three, and by soon I mean before 1.06 in a blog post) containing two full setting concepts for Fantasy campaigns. These settings are comprehensive and ready to be used as is, which can be a big win for a lot of play groups and GMs who are more looking to jump straight to playing.

The settings included here were written to cover a variety of fantasy concepts and subgenres, and to explore various aspects of Pokémon lore that have a lot of room for development in a fantasy world. Keep in mind as you read these that they aren't intended to be complete and closed settings. Each one of them is complete enough for a campaign, but mysteries have been deliberately left open-ended, not just to prevent your potential players from reading ahead but also encouraging playing with ideas and riffing off the ones contained here.

The Six Duchies is the first campaign setting detailed and is representative of your traditional Chivalric Romantic setting. It is an ideal setting for those looking for that traditional Tolkienesque fantasy feeling, as well as those looking for something more akin to *A Song of Fire and Ice* from a political intrigue angle.

Visiwa: The Eastern Isles is the second campaign setting detailed and representative of both the Age of Discovery and Tribal Fantasy. This high seas and dense jungled setting focuses on exploration of the unknown with extremely dangerous wildlife, ever changing labyrinths and ecosystems, and lost relics and ruins of an ancient civilization. It can be played from both a swash-buckling, light hearted angle all the way to a dark and dangerous dungeon crawl. It also includes several different cultural groups, leaving a lot of room for politics and tension between the various factions.



The sea breeze rolled across the docks and through the city of Kingswatch, the banners of the First Cohort of the royal army fluttering. The procession through the town was silent save for the clamor of armored footsteps. The troopers marched through the city, past the temple of the Thousand Arms where holy men and women mourned. Past the College of Three Disciplines, where scholars had halted their studies for the day to pay solemn respect, and past the College of Logic, saluted by future captains and commanders in full parade dress. Bannermen held their burdens high, never letting the black pennants dip or waver despite the winding path and the hours of steady march. Reaching the palace proper, they entered a grand hall, their final destination. It was open to the western sea, allowing the breeze to swim over those assembled.

Standing on tiered platforms along the walls were the ruling nobility of Adairslen. The dukes and duchesses each sat under a banner displaying their coat of arms. Of the Six Duchies only one lord was absent; the Duke of Coalbank had sent his youngest son in his place, a boy no older than ten summers. It was just above insult for the event.

A funeral. A coronation.

The soldiers knelt in a wave, each rank in turn. They did not pay obeisance to the nobility at their flanks, but to the veiled woman at the head of the room, standing stiff as wood and flanked by two men.

The men standing on either side of her could not look any more different. One was a man of middle years, his long hair tied in a braid streaked with early grey. His clothes were worn, but of fine material. He looked down his nose, crooked where it had been broken at least once. This was the storyteller. The other man was in the winter of his life, his white hair cropped short in a warrior's cut. His clothes were of simple make and fabric, all in white. He clutched his medalion of office, the golden wheel, with scarred hands. He was the First Arm of the Path.

Campaign Settings

On the raised dais the veiled woman motioned for the soldiers to stand. At her command they snapped to attention. Slowly she removed her veil. She was rather plain, her face bare of paint, her dark hair pulled into a severe bun. Even her mourning dress was simple in design, if not in fabric. Her most striking features were her red eyes, and they glowed on her pale face. The sun, setting at her back, ringed her in light.

It was then that Margaret Bloody-Eyes made her first speech as queen.

“This is Our time for mourning. Our father the late king was one of the most beloved rulers this kingdom has ever known. He viewed all his lands, his home, and all those who lived upon them his children. Our father was as a father to the entirety of Adairslen. As such every Adairen weeps for his passing. But the treachery that took him will not go unpunished,” her voice cracked as she spoke. Quickly she regained control of herself.

“But now more than ever are the duchies divided, ripping at each other’s throats. Why? Differences in belief? Who follows the Path of One-Thousand or who pays respect to the Icons? Over riches gained or taxes levied? Slightings real or imagined. Those seeking to lay blame?” Her words came easier now her as she found the rhythm.

The room remained silent. Many of the noble men and women looked anywhere but to the dais, to their Queen.

“We are not blind, nor deaf. We know what whispers echo in Our nation. Cession. We know what we are called. We are not Our father, we have never claimed to be. No, do not hide it. We see it in your faces. The fear in your eyes. The uncertainty. The ambition,” Margaret’s eyes lingered on the young scion of Coalbank, and to the boy’s credit he only squirmed after her gaze left him.

“We will not be perfect at first, but We are still your monarch. We, I, am your Queen. But for this nation to do more than survive, for this nation to thrive as it did under the rule of my father I cannot do this alone. I will need the aid of every Archduchess and Archduke in the kingdom. The aide of every man and woman in this room.” The queen continued on, her expression hardening as she looked over those assembled.

“We are Maragret Adairson, also called Bloody Eyes. We call now to reaffirm your oaths, thrice over. Once to the throne, once to your lands, and once to me,” the stiff, uncertain woman of earlier was mostly gone.

Several of the dukes and duchesses shared confused looks. Eventually Duchess Oriana of Fairfield knelt, hand over heart. “My Queen, I swear my oath, my fealty, my life. To the crown, the kingdom, and to you.”

Each of the dukes and duchesses followed suit. Coalbank was the last group to kneel before their queen.

“You all honor me and you honor our father,” Margaret said, the tears falling down her face, red in the setting sun.

--So began the Reign of Margaret Bloody-Eyes. 1065 FF

Six Duchies Campaign Setting

Genre: Chivalric Romance

Features: Enchanted Landscapes, Exploration, Living Gods, Magical/Military Academie, Political Intrigue, Old Fae Lore, Warring States

Six Duchies is a western medieval fantasy campaign setting, where sword and sorcery still reign supreme. The nation of Adairslen is in turmoil; their king was assassinated while en route to a ball in his honor. Fear runs rampant with the nobility, and whispers of usurpation and cession burn the ears of all who hear them.

The six duchies that the setting derives its name from make up the six provinces of Adairslen: the capital King's Watch; Fairfield, the oldest Duchy; Coalbank, famed for its mining; Sailmourne and its famous sailors; Faepeak, in the shadow of the mountain, Fairymont; and Greensea, land of primordial forests. Wild Pokémon still populate the Six Duchies, but Poké Balls are still a new and rare invention, so there are fewer domesticated species.

Each Duchy has a Ducal Keep that serves as a capital. They are the largest settlement in each duchy and are the center of commerce. All tariffs, levies and general tax collection makes it's way to the ducal keeps, and from there to Kingswatch. Every ducal keep is protected by walls taller than any man could climb. These walls were built when the duchies were still new, and as time progressed the commerce, produce, and manpower needed to supply the Keeps caused the towns to spread outside of the walls.

Technology and Setting Basics

Poké Balls

Capturing Pokémon is nothing new in the Six Duchies, and has been happening for centuries. The method by which Pokémon are captured is the only thing that has changed. Prior to the invention of Poké Balls, Pokémon would have to be contained within a runic circle for the duration of a ritual to bind them to a sizeable piece of Faeglass, a crystal found only within the mines of Fairymont.

Due to the cost of materials, only nobility were able to bind Pokémon, and the Faeglass crystals were often displayed in jewelry, weapons, or armor. Due to the length of the ritual and the fragility of the Faeglass before being bound, only sedated or domestic Pokémon were bound.

Modern Poké Balls have only been in production for about ten years. Initially discovered by researchers at the College of Logic, Poké Balls are made using Apricorn shells inlaid with Faeglass and Varil ore. While the College is highly protective of their production methods and design, rudimentary versions of the Poké Balls created by the College can be produced by country hedgewitches and wizards, but these products are more likely to break.

Pokémon Centers

In the duchies Pokémon centers do not exist in the traditional sense. The duchies have houses of healing in every major city that heal both trainer and Pokémon, but out in the wilds options are limited to local healers and hedge witches/wizards. These individuals will provide healing services, sometimes for free, but sometimes in exchange for a favor, either immediate or called on later. In general it is poor planning to have every Healer's Hut or Hedge Witch require a service or goods but it can help set the tone of the area.

Religion

There are two main religions in Adairslen: the worship of the legendary Icons, and the proclaimed Path of One Thousand Arms, sometimes refereed to as the Arcean Cult. The Path is relatively new, as it was only established two hundred years ago; the late king was the first member of the royal family to practice the Path openly, going so far as to build a temple in the capital. Since his conversion, tensions and conflicts between the two religions have begun to emerge between the formerly peaceful groups.

Campaign Settings

The Icons

Icons are the forces of human nature made manifest. They begin as mere stories told over years and centuries until the belief and faith of thousands of people spins them into life. As they are beings beyond mortal limitations, no Icon is bound to a singular body or shape; however, they are still bound to mortal belief. Should a story cease to be told, an Icon may lose access to that character. Should enough stories vanish, an Icon may disappear entirely. Conversely, as new stories are created, an Icon can gain new forms.

Every Icon has a sphere of influence that correlates to their nature, as well favored Pokémon. These Pokémon may embody an Icon's spirit, ideology, or personality; they may also simply be tied to an Icon through stories. Icons will often bless members of these favored species in odd but beneficial ways. Occasionally, these Pokémon can also be used as servants or messengers.

Icons do not have an organized or dedicated clergy. They can be worshipped anywhere, by anyone. Prayers are simply stories; they range from as short as two lines, to epics usually reserved for festivals. The closest thing to a priesthood are freelance Storytellers. These are people who travel the land learning and telling stories, attempting to ensure no legend is lost. Most Storytellers devote themselves to a particular Icon, but will never turn down a rare tale of any Icon. The more popular Icons may have shrines, but these are tended by volunteers, usually retired Storytellers.

Each duchy has a favored Icon, one the people pour more belief into than any other. Icons are more likely to appear and act in areas where their worship is strong, but they are by no means limited to these areas.

Most Popular Icons

The Grinning Fisherman

Patron of the art of fishing, the Grinning Fisherman is said to be found at every major body of water with a pole in hand and a story to tell. Reports of his appearance vary wildly from duchy to duchy, but he always appears as an older man with a full beard and a perpetual grin.

He is one of the most enigmatic of the Icons, as he never makes demands of his followers or attempts to increase their numbers. He usually only appears to those worried or afraid; he tells a story, or answers some questions, and departs, often before they realize who he is. Despite his mysterious nature, he is worshipped by sailors, fisherman, and anyone with business on the sea.

Spheres of influence: Water, Fishing, Sailing, Storytelling

Favored Pokémon: Lapras, Slowpoke, Finneon, Wailmer

Lord of Feasts

This Icon is arguable the most active, and unlike most Icons, the Lord of Feasts can be deliberately summoned—in this instance, by a grand enough celebration. He appears most often as a young man with a masquerade mask, and is usually clothed as richly as the wealthiest of nobles.

Although normally carefree and jovial, this Icon is capable of grimmer presentations. He embodies excess; when his mood turns sour, the celebration may continue until participants are pushed beyond mortal limits, dancing and consuming until there is nothing left. Despite the risk, any party attended by the Lord of Feasts will be remembered for years to come.

Other Titles: Duke of Drink, Viscount of Victuals, Reviled Reveler

Spheres of Influence: Dance, Food, Celebration

Favored Pokémon: Muchlax line, Gulpin line, Spinda, Shuckle

The Midwife

Doctors and hospitals are rare in Adairslen, found primarily in the keeps. In the country, the Midwife is the patron Icon of local healers and pregnant women. The Midwife usually takes the guise of an older woman, wrapped in scarves and a tattered dress, a bag of tools and a long knife on her hips. Her face is obscured by her scarves but her long, bony fingers are wrinkled, worn, and calloused.

Campaign Settings

Though midwifery is her specialty, it is not the only thing the Midwife is known for. She is a healer of any ailment; though she usually only appears in times of dire need, she will also appear to newly pregnant women or women who have recently miscarried.

Other Titles: Midwife, Matron, Matriarch

Spheres of Influence: Fertility, Health

Favored Pokémon: Chansey, Kangskhan, Audino, Alomomola

Soul of the Battlefields

This Icon is associated with any sort of bloodshed, be it war, murder, or raiding. As such, this Icon is worshipped not only by soldiers, but also by bandits and assassins. This Icon is only found where lives have been deliberately taken and is most commonly seen on battlefields, battling on the side of the victor. The Soul of Battlefields has only one identifying trait; a face painted red with blood. Anyone who pays respect to this Icon does so fervently, for the Soul of Battlefields is unpredictable; the worst fate imaginable is to find this Icon fighting against you, for they never lose.

Other Titles: Bloody Icon, Idol of Murders, Warcaller

Spheres of Influence: Duels, War, Bloodshed

Favored Pokémon: Tyranitar Line, Honedge Line, Tyrouge line

Pathfinder

The patron of the hunt and master of the secrets of the wild lands, this Icon is barely remembered by those who live in large towns and cities. This Icon is known for its capricious behavior; while it occasionally aids hunters, it will sometimes turn on them in the middle of the hunt, startling game or turning disrespectful hunters into prey. The Pathfinder never kills without reason. It appears to followers as: an older woodsmen with Ursaring hides slung over one shoulder, carrying a large logging axe; a young woman with a longbow; or a young child with a hunting knife.

Other Titles: The Pathfinder, Ranger of the Wilds, or Master of the Hunt

Spheres of Influence: Hunting, Forests, Stealth

Favored Pokémon: Stantler, Deerling line, Vulpix line, Houndour Line, Growlithe line, Rufflet Line

Plowman

The most humble of the Icons, the Plowman's presence is visible even if he himself isn't. Wherever he has walked or worked the plants grow that much faster, are that much stronger, and produce that much more. Though he is not the most widely worshipped Icon, he is respected and loved by his followers, for he brings only blessings and never curses.

The Plowman always takes the form of a suntanned youth on the verge of manhood, his hair bleached by the sun. He is most commonly found hiring on for a day's work; where he toils, the work goes faster, and his fellows never tire. Crops he gathers seem to double in the gathering, and what he plants faces neither pest nor plague. He is often accompanied by a Tauros that he will leave behind as a gift; Tauros descended from these Pokémon are highly valued.

Other Titles: Lord of Farmers, Tauros Blood,

Spheres of Influence: Crops, Growth, Animal Husbandry

Favored Pokémon: Taruos, Miltank, Spoink line, Hoppip line, Mareep line, Cherrim, pumpkaboo line.

Scholar of Runes

The Icon of academic endeavors and research. The Scholar has no definite shape or form; it has appeared as men and women both young and old, as whisperers unseen, and even as a tome of knowledge. The Scholar appears to anyone truly seeking knowledge and will offer their advice and guidance.

This Icon truly appreciates being called upon and relishes their patrons as much as the endeavors they are on. The Scholar often becomes too engrossed in the pursuit of research, and has been known to go to extreme lengths, influencing patrons or providing questionable tools and means, in order to find answers.

Other Titles: Librarian of the Arcane, Scathing Academic, Sinister Savant

Spheres of Influence: Knowledge, Artifice, Ruthlessness

Favored Pokémon: Unknown, Fenniken line, Abra line, Claydol line Golett line

Campaign Settings

Singer of Storms

The Singer of Storms is the Icon most closely associated with the turn of the seasons and the weather. Those who pay her respect ask for an early spring or a cool summer, for rain or for sun. She is also mistress of music, and one of the many ways she asks for tribute is through song. Her appearance and instrument change depending on the season and the weather.

In fall she has hair of deep browns, gold and yellows; her skin is the color of wet clay and her eyes green. She primarily uses flutes and other woodwinds during this season. In winter her skin is white as snow, her hair blue with shards of black, and her eyes are colorless white orbs, and uses drums and other percussions.

Spring turns her hair to green, full of life and flowers; her skin becomes a rosy peach color; and her eyes change at a whim, always reminiscent of wildflowers. It is during this season that she truly becomes the Singer, as she uses no instrument but her voice. Summer turns her skin turn a dark bark-like brown; her hair as red as the setting sun; and her eyes each a miniature sun. This season is for string instruments, primarily harps and lutes.

Other Titles: Composer of Cold, Spring Soloist, Conductor of Sunlight

Spheres of Influence: Weather, Seasons, Song, Music

Favored Pokémon: Castform, Kricketune, Chatot, Igglypuff line, Deerling line

Migrant Trader

The Icon of travel and trade. Every merchant, trader, and traveler pays homage to the Migrant Trader, for its blessings include safe travel, the best deals, and the chance to be the first to corner a market or discover a new point on the map. The Trader has anything a person could want and is always the happy to make a deal, although they don't always trade in coin. They have been known to trade secrets, time, years of work, and even lives for their goods and services. The Migrant Trader has claimed to have set up shop everywhere in the world, and some places besides, even on the other side of death. Their appearance is always the same: a figure in a large black cloak, hood raised, a kerchief across their face, and a bag of goods on their back.

Other Titles: Dead Peddler, Vagrant Vendor

Spheres of Influence: Trade, Travel, Money

Favored Pokémon: Meowth Line, Inkay line, Delibird

The Path of One Thousand Arms

Unlike the Icons, the Path has a devoted and organized clergy and religion. They preach of the harmony of the natural world and worship Arceus as the creator. Although they are a popular religion, practiced openly by commoners and nobility alike, the Path was initially persecuted and practiced secretly.

The founder of the Path was a commoner, a farmer in Farfield Duchy named Mercedes. During planting season, she unearthed a flute carved entirely of strange blue stone. She played it that evening for her family, and they marveled at the clear and beautiful sounds it produced. In their dreams, each member of the family saw a being unlike any other; he did not speak to them, and he did not attack them. He simply watched. For over a fortnight the family shared this dream, and every day they discovered a new object buried in their fields, strange stone like objects of mysterious make and design.

On the sixteenth day they found the last plate; on the sixteenth night, the being finally spoke to Mercedes. While there are many contradicting stories of what the being we now call the Creator told His first disciple, all the texts agree on what happened next. Mercedes of Farfield cast away her name, becoming the First Arm of the Path of One Thousand. She preached the unity and harmony of the Sixteen Essences of the World, using the power of the sixteen Plates to demonstrate the truth of her story. Each Plate granted dominion over one of the fundamental elements of the world. Many were awed by her power and her story, and her following steadily grew.

Although the First Arm denounced war and bloodshed, her pacifism was seen as a fatal weakness by those who saw her as a lunatic and a heretic. In order to protect her, members of the congregation formed a group called the Gilded Fists. Each member of the Gilded fists aspires to the rank of Knight-Templar. There are only ever sixteen Knight-Templars at one time, as each embodies one of the sixteen aspects of creation.

Campaign Settings

Each Knight-Templar commands five 'Finger' groups of ten men and women. Total, the Gilded Fists are composed of eight hundred knights. Though this group is large enough to rival any standing army, they have no military base and are rarely in the same place. They are most commonly divided down to the Fingers and serve as small honor guards for missionaries and gather into full Fists to serve the First Arm.

In the formative years of the Path, when they were still hunted and persecuted, the Sixteen Plates were lost. No one knows why or how: some say the Creator was angry with his disciples for using His blessings as tools of destruction, and reclaimed the Plates from the world; others claim that the First disciple deliberately broke them on her deathbed and scattered the shards across the land with the last of her power to prevent them from being misused.

Those of the Path hold only sixteen major elements in high regard, disregarding two elements that were not present in the Plates. Normal holds no special gifts, but is seen as the force that binds the world together. The other missing element is Fairy. The Path officially views fairies as something alien, but benign. There are those who seek it out as a corruption, and attempt to cleanse it from the world. Other factions claim that it is just a new element brought to the world by the Creator and that the Path should adopt it into its doctrine.

Titans

In the world of Adairslen, legendary Pokémon take the form of Titans, beasts of legendary power and pure elemental force. Old legends claim these creatures made the world, but these stories have long been disregarded in the face of their unrelenting destructive force and complete disregard for the lives of anyone, human or Pokémon, who crosses their path. Not one expedition has ever returned from trying to calm these Titans.

In ancient history, kingdoms and empires banded together in attempts to defeat these Titans. Such battles are referred to as the Titan Wars. They all ended in failure. In modern Adairslen, most people avoid these creatures to the best of their ability. However, the College of Three Disciplines has begun long-distance studies into the nature of these Titans, and rumors say they hope to

one day capture or control them. They have recruited the small but fervent Titan Cults into service, sending members closer than most scholars dare go.

Example Titans:

- The Titan of the Southern Sea, now called the Sea of Glass stilled it's waves over a millennia ago, no scholar knows why but to this day there are no waves, the tide rises and falls with still water.
- The islands that dot the northern archipelago have raging volcanoes that never stop spewing their ash and lava, slowly growing each year. On dark still nights those who live on the shores claim to hear ringing roars and earth shaking blows coming from those mountain peaks, the Titan of the Earths Heart expanding his influence.

Society in the Six Duchies

The social structure of Adairslen is largely feudal. The kingdom is broken into the six duchies, and each duchy is broken down further into individual fiefdoms. Each duchy has a ruling noble family led by an arch-duke or duchess, then branch families who own and oversee these fiefdoms.

Depending on the duchy there may also exist a wealthy merchant class. The merchants wield considerable power and influence, often on par with the nobility, but without titles. Many of these merchant princes have been stripped of their property and wealth after trying to act above their station in the capitol.

Those who exhibit supernatural powers are often recruited at a young age by the Path to be trained as either a Gilded Fist or part of the clergy. Those who refuse or avoid their attention often attend the College of Three Disciplines to further their abilities. Individuals from small towns or remote villages are usually taught by a local hedge witch or wizard in some regard, often as an apprentice.

Pokémon Populations

Since this setting is pre-digital age, Pokémon like Porygon, Voltorb, Magnemite, and even Mewtwo can't have the same background as usual.

Campaign Settings

The Land of Adairslen



King's Watch (Capital of the Kingdom)

Ruled by: Queen Margaret Bloody-Eyes

Patron Icon: Scholar of Runes

The capital of the Six Duchies is located on the coast, and is the secondary trade port of the kingdom. This city is older than the duchies themselves, having been home to the original inhabitants of Adairslen. Over the centuries the Adairslens have made changes and additions to the city and surrounding area, but the keep itself, a great stone tower, remains mostly unchanged. It serves as a lighthouse for passing ships and travellers. Residence of the Royal Family.

Notable locations:

- The largest military and scholarly academies of the land. The College of Logic is the Adairslen military

academy; most young nobles spend at least a single year in attendance. The College of Three Disciplines is the academic college. It focuses on arcane arts, history, and philosophy.

Farfield Duchy

Ruled by: Arch Duchess Oriana

Patron Icon: The Plowman

The oldest of the duchies. Farfield is the agriculture hub of the country, where most of the kingdom's grains and livestock are raised. After the invention of Poké Balls, much of its land has been turned away from food production and instead to the growth of the Apricornns that make the cases of Poké Balls.

Campaign Settings

The recent change in direction for many of its farms has caused a bit of an uproar with those who survive off these lands. The new plants and trees cannot bear fruit for several years after planting, and even at maturity the Apricorns are inedible. This has left many of the farmers holding onto the promise of royal investment as a shield against starvation.

Notable locations:

- The ducal keep, Silo, whose walls surround enough farmland to support the entire keep.
- The Tauros Proving Grounds: the route by which drivers take their Tauros to market every year.
- The Gormen Music Academy: the greatest school of music and theory in the duchies. It is said that every notable bard, dancer or performer has trained here, including many of the Icon's storytellers.

Coalbank

Ruled by: Arch Duke Vincent

Patron Icon: Migrant Trader

This duchy lies at foothills that lead to the Fairymont. Coalbank contains the only mines that produce Varil, the singular ore suitable for the creation of pokeballs. As a result, Coalbank has become the richest of the Six Duchies. Most mining operations for normal ores have ceased in favor of searching for Varil deposits. Hundreds of boomtowns have risen and fallen in the decades since this economic shift.

Notable locations:

- The ducal keep, Whitewall. Whitewall is not the grandest of the ducal keeps, but it boasts some of the most impressively maintained walls and garrisons. The white stone of the walls came from the hills of the duchy themselves and some say they are magicked.
- The town of Varisle, located by the original varil mine, is the oldest remaining boomtown and boasts the second largest population in the duchy.

Sailmourne

Ruled by: Archduchess Isabella the Privateer

Patron Icon: the Grinning Fisherman.

The only other coastal duchy in the kingdom, Sailmourne is renowned for its fine ships and excellent sailors. The duchy is in charge of guarding its coast from outside raiders, pirates and corsairs. Minor raiding parties are the norm; a full scale naval battle has not been waged in generations. The people of this duchy are notoriously superstitious, and invoke their patron at the smallest hint of ill fortune.

Notable locations:

- The ducal keep, commonly referred to as the Shipyard. The keep is built right into its own private docks where the duke's flagship is kept in case of emergencies.
- The shipyards, not to be confused with the ducal keep. They use the timber imported from Greensea Duchy to create all of their ships
- The Whirling Cave: home to all manner of strange and varied sea life.

Faepeak

Ruled by: Archduchess Serena

Patron Icon: Singer of Storms

This duchy dwells in the direct shadow of the Fairymont. The people here are reserved and do not take to outsiders very well. Faepeak is one of the more dangerous duchies; in the shadow of the mountain, infants and children sometimes vanish from their homes, replaced with strange creatures; men and women vanish for years and return unchanged, unaware of the passage of time, while some return after only a single night, but aged into elders. This duchy is also home to unique Pokémon found nowhere else in the kingdom.

This duchy is where the crystalline stone called Fae-glass was first discovered, and its mines remain the only mines to produce it. Since the invention of Poké Balls and the increasing use of Varil ore, the demand for Fae-glass has decreased.

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Notable locations:

- The ducal keep, Stonheart; built into the Fairymont itself, the keep's walls are constructed from stone said to be mined from the heart of the Fairymont. Though it has never been sieged properly, any attacks made against the ducal keep have always failed quickly. Many who visit claim that Stoneheart Keep is a maze of corridors that go deeper than they should. Some visitors even claim to have heard voices from the walls and see faces in the stone. Conversely, no native has ever experienced trouble navigating.
- No one is certain how the properties of the crystals within the Faeglass mines were first discovered, but Faeglass has always been vital to the production of Poké Balls. Locals however, have a number of superstitions surrounding Faeglass; most disturbingly, they claim that any child who looks into a crystal will lose their soul. While these legends remain unsubstantiated, a larger percentage of people do go missing from the mines than from anywhere else in the duchy.

Greensea

Ruled by: Archduke Laurent

Patron Icon: The Pathfinder

The largest of the duchies, but the least populated, Greensea is named for the thick forests that dominates its lands. Many settlements rest just at the forest's northern edge, but there are a few communities that make

their living by logging deep in the woods. It is a difficult life, as the living forest tries to reclaim its lost land every day; plants and trees grow at a vastly accelerated rate, and have overcome several villages unable to keep ahead. Much of the traveling done through this duchy is accomplished by paving roads with stone from the Fairymont, the only material resistant to the plants and trees.

The wood provided by Greensea duchy supplies the entire kingdom with timber; with the rate of forest growth, there is very little chance of complete deforestation.

Notable locations:

- The ducal keep, Ivywall. The keep's walls are not made of stone, but live wood. When the duchy was first established, before the nature of the forest was fully understood, the people thought nothing of building in the forest using wood. But over the years the walls and buildings began to sprout and leaf again. The strange nature of the forest seems to have brought the dead wood of the walls back to life. This has created a strange atmosphere to the keep and most buildings in the duchy. The maintenance of the walls requires much shaping and trimming, but as the walls themselves grew the keep became incredibly fortified.



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Trainer Creation

Trainers can walk all manner of life in the duchies. Many Elementalists and those with the power of Aura are snatched up by the Arcean Cult to serve as squires and eventually knights known as the Gilded Fists, but some still live their whole lives in the country or attend a College. Supernatural classes like Medium and Channeler are much more common in the wilds; almost every village or town has at least one as a wiseman or woman.

Many scholarly types try to gain patronage to research their fields, such as pokeball research or the artificial creation of Poké Balls. Such classes might be Researcher, Scientist, even something like Jail Breaker from DP-DoM could fit with some refluffing. The classes from The Blessed and the Damned can also fit if the campaign focuses on Legendary Pokémon, or even the Icons themselves may have chosen to bless or brand individuals.

The more 'mundane' classes still have a home in the Duchies as well, Ace's and Capture Specialist especially, as Pokémon raising and catching is important not just for warfare, but everyday life. Chefs might be trying to impress the Lord of Feasts and musicians may wish to play at Court.

Building a Six Duchies Campaign

The setting allows for a diverse set of game styles (ex: service under a duke to quell banditry; a mercenary band escorting members of the College of Three to a site; political intrigue in the capital in the aftermath of the Kings death; even students at the College of Logic during final exams), so it is best to sit down with your group and discuss what sort of fantasy style game they want to play in. A campaign of Knights of the Gilded Fists will be worlds apart from one following the disciplines of the Grinning Fisherman. One might be full of combat and rising through the ranks, the other more about exploration and seafaring.

Campaign Hooks

Ruins in the Woods

Sages of the College of Three have had an unsettling message delivered in the night. A strange set of ruins have been discovered near the small village of Pinevale in Greensea Duchy. They are in a barren clearing that plants refuse to grow in, an occurrence very unusual in Greensea's forest. A few brave and curious villagers explored every huge stone structure, except the tallest tower, and found them empty of anything save the murals on the walls.

The largest tower was the only one with a sealed door. But even from the ground the villagers could spy a large, strangely etched stone upon its top. The villagers departed the ruins unharmed, but those who had entered the buildings began to fall into a deep slumber and any who awoke began speaking in strange tongues. Soon, the strange illness spread to other members of the expedition, and then to the rest of the village. The writer of the message claims to be one of the last unaffected.

The sages have agreed to send a company to investigate this strange illness, but it is not the state of the villagers that most interests the sages; it is the murals and the buildings themselves. These ruins sound almost completely intact, a legacy unspoiled by war and time. They are unsure how the frescos survived for so long but the scenes described are unlike the Duchies of today. From what the scholars were able to understand of the 'uneducated' descriptions, the murals depicted Kingswatch, the volatile northern islands, and strange and fantastic creatures and humans. Scholars have theorized that the murals could be showing humans and Titans living side by side.

Upon arrival in Pinevale, the party finds the village as bustling as a logging town can be expected to be. The villagers don't seem ill, but the people of Pinevale all speak in some sort of language none of the sages have ever heard. Yet the villagers seem to understand one another perfectly fine, and are not outright hostile to the party. The only thing that seems amiss is a large stone in the center of the town. It is easy to tell that it was dragged there recently.

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It isn't until several days after the party arrives in Pinevale that a carrier Pidgey delivers a fateful message. The malady is spreading from Greensea Duchy to the rest of Adairslen even the messenger is now stricken, and it is not so benign. Men and women do not wake from sleep, or enter a frenzied feral rage. Does this strange stone hold the key to the affliction of the town?

This plot hook is something that an entire campaign can be based off of or can be adopted in with some tailoring. The murals and the ruins themselves are left intentionally vague for you to fill in your own ideas and mythos to the cause of the plague. It allows for a great jumping off point. Maybe the lake guardian trio are enraged to find those who worshiped them now dead and are revoking the gifts of knowledge, willpower and emotion they gave to humanity. The strange stone could be the keystone to an ancient Spiritomb who housed the souls for an ancient people, and is now possessing those of the Duchy, and the messenger brought the keystone to the capital.

Shards from the Heavens

It has been generations since the Path of One Thousand Arms lost its most holy relics, the Plates of Arceus. The details of how they were lost are still the debate of theologians today; the most accepted theory is that Mercedes of Farfield shattered each Plate into shards so that the enemies of the Path could not use them.

Over the centuries many relic hunters have come forward, offering to sell what they called shards of the Plates to the Path, most of which were mundane in nature, but not all. The Path hoards those shards, regarding them as holy artefacts. They collect them in hopes to one day mend the shards back to their original form. This was seen by most of the clergy as an commendable but ultimately unattainable goal.

Yet the Path has begun to receive reports from its missionaries, strange starfalls across the Duchies and in their wake the land is changed. Some areas the changes are minute, more rainfalls, or heat waves, even some reports of shadows moving on their own. While in others the region have to contend with the dead walking, or explosive plant growth, even ground shattering earthquakes.

The Pokémon in these areas are likewise changed, some are simply found with abilities rare for their breed, while others are different elemental types. But it is those who are behemoths for their kind, their abilities and power strange and foreign for their species. It was one of these Pokémon that was first discovered to have one of the strange elemental shards embedded in its flesh, that the Path coveted so much. Even before word had reached the First Arm it seemed some other force had begun to collect these shards for their own use.

The First Arm has offered several mercenary companies and treasure hunters personal contracts to aid those areas affected by the starfall, as well as retrieve any and all artefacts in the vicinity. Those of the Path are not the only ones interested in these strange starfalls, the College of Three has also begun efforts to explore these incidents.

Shards from the Heavens is a campaign hook that allows for many different biomes and conflicts between two or more factions. The party can be one of a multitude of groups hunting these shards, for glory, gold or out of piety and the lust for knowledge. Perhaps this shadowy group is trying to amass all of the shards to recreate the first 16 plates, or a rogue sect of the Path is using these shards to try and create their own Fairy Plate.

Encounter and Session Ideas

- While traveling the party notices a strange weather phenomenon, a sandstorm, hail, rain and even striking beams of sunlight shifting in succession. Upon investigation they find a group of Castform and two musicians fighting over the weather as the locals run for cover.
- The Duke Edmont has contracted the party to escort one of his sons from Sailmourn duchy to court. During the trip they find that he is a she! Having swapped places with her brother she wants to attend the College of Logic.
- A strange merchant asks to join the party at their fire as they camp, he has a cart with a Rapidash attached. After breaking bread with them he asks them if they are looking for work. He brings out a strange bauble he claims is a Poké Ball that can catch anything, and he is looking for a buyer.

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- A great discovery is announced in Coalbank duchy, a varil ore vein deeper than any other. But as the minders start to dig deep a giant Steelix rampages through the tunnels Any attempts to fend it off or even capture it prove fruitless. A renowned scholar claims that the beast has some how fused with the Varil ore during its evolution and is easily worth a fortune itself.
- Strange tales from Faeppeak Duchy claim that children are being replaced with fairy Pokémon! The Duchess Serena had written it off as more superstition until even her own son is replaced with a Ralts. The party is contracted to find out what is happening.
- The Lord of Feasts has announced a grand festival, and promised a boon to whoever could best entertain him. Get your grills and guitars out chefs and bards!
- The College of Three is shaken to it's core as one of the experiments breaks free and is terrorizing the country side of Kingswatch. Reports are conflicting on what the experiment was, a herd of small Pokémon all acting in unison, a giant beast which pulls trees from the root, or a single small Pokémon that seems completely harmless.



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Visiwa: the Eastern Isles

In the beginning, we were one people – the people of the Holy City of Empathica. We, the children of Bondye, were brought into this world with a simple task: Live, Learn, Build, and Worship. He even sent The Great Mother to watch over us. Our forefathers took this task to heart, and built the greatest city this world has ever known. Their ziggurats, pyramids and temples of gold and gems reached to the heavens themselves. Artisans, scholars and shamans thrived in a time of great learning and prosperity. We learned many of the secrets of the universe – mathematics, alchemy, metallurgy, medicine, nautical navigation and many other arts. With the teachings of The Great Mother, we first learned to tap into the secrets of mind, body, and soul: Psionics, Mysticism, Aura, and The Dream World.

But one day, this all changed. A great catastrophe fell upon Empathica, and the city was lost. None can say for sure what happened – some say Bondye was displeased that they invented the Apricorn Cages and found ways to tame the wilds and inflicted a holy wrath upon us, others claim nightmarish creatures rose from the waters and pulled Empathica down, and many others simply believe we built our towers too high, and the island sunk. Whatever the cause, our forefathers fled their Holy City as it sunk beneath the waves, taking what little they could with them – which was mostly their knowledge. The Great Mother exerted much of her energy to guide our people to our new home – Visiwa.

Once our people landed on what we now call Mother's Isle, The Great Mother herself said she was tired, and must rest. She found a nice, cool stone to lay on, and entered a deep sleep. Our forefathers simply could not leave her there, and they learned the wilds were a truly dangerous place. So, they built her a temple, and beneath that temple, a labyrinth. There, far beneath the warmth of the sun, they left her to rest.

That was many centuries ago. Things have changed much now. In The Great Mother's absence, we found new Gods...or maybe, they found us. Regardless, disagreements amongst our people started, and then violence. We are no longer one people, but two. The Great Mother's Temple is lost to us, and with it, The Great Mother herself as well.

-Ekondayo, Elder Shaman of Darkfeather Village.

January 12th, 1816

Six months have passed since we first landed on Kingler Isle (and to think it took us three months to understand why the Wildlings called it that!) and founded Port Ivyhollow. While we are able to maintain the settlement just fine, as resources are plentiful, expansion has proven highly improbable. We have lost scores of scouts over the months; it as if it knows we are outsiders, and fights against us as the body does against a plague. It contorts,

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twists, shifts and changes as we sleep, and the Pokémon that inhabit the wilds are truly savage beings. If not for the charity of some of the more curious and benevolent Wilding tribes, I myself would not be alive to write this diary entry. They know this land in a way we cannot, and to make matters worse, my scouts report that pirates have begun to take interest in the Isles as well. I give it two months before they establish a port of their own.

I abandoned hopes of this colonization effort playing out as planned. We will not subjugate and conquer this land and the Wildings who inhabit it. There is something mystical about this land that we do not understand, and if we are to thrive and have influence here, we will have to strike alliances with the Wildings. We know this is something they will consider, since we are not the first Anglos to visit this land; it seems the tales of the Vinland saga had some truth to them, since a group of Norsemen settled and on a neighboring isle and integrated with the natives. This apparently happened hundreds of years ago. Absurd, isn't it?

To help accomplish our own steps toward a coalition with the Wildings, I have established an Explorer's Guild, and have sent couriers to the mainland to begin a recruitment campaign on its behalf. I will call upon the bravest, most skilled trainers, soldiers, scholars, scientists, alchemists, and adventurers across all of Kalos in the hopes that they will succeed where we have failed. I have even welcomed the Wildings to join this effort as a first step toward forming an alliance between them and Kalos. As for those of us of the Kalosian Navy, we shall focus on the security of this settlement for the time being. While my actions will seem absurd to my superiors, and to Europe and the Americas as a whole, I hope that the tales the Explorers will weave will help show the world that this land is unlike any other.

-Admiral Sharp, Leader of the Eastern Isles Expedition

Visiwa: The Eastern Isles Campaign Setting

Genre: Age of Discovery, Tribal Fantasy

Features: Alchemy, Ancient Ruins and Exploration, The Anima Metaphysics, Black Powder Weapons, Dangerous Wilds and Pokémon, High Seas Adventure, Gods and Legends, Shamanism and Spirits

The Eastern Isles setting takes place in what one could equate to the Caribbean. Nestled South of Unova (and northwest of Mexinova) rests a collection of Isles that host several independent Tribes. While the Technology in this setting is what could be considered primitive, the people of these Isles devised means of creating Apricorn Balls very early in their history. Mystical and Pscionic powers are also very prevalent among these people, as Visiwa is a very spiritual location. Pokémon in this setting are respected for the danger they present to those who venture into the wilds, as well as the loyalty and companionship they can provide. In short, they are viewed in much the same light as wild and domesticated animals are to us.

In addition to the native tribes, the navy of Kalos has recently set its sights on the Isles. They have established a base camp named Port Ivyhollow, but have been unable to expand beyond its borders. The Kalosians have brought many commodities with them, from iron bound Galleons to black powder weapons, but they struggle with the supernatural. The Kalosians have also imported foreign Pokémon species to the isles, but have been careful to not let them free into the wilds. Trade and general relations between the Tribes and the Kalosians is still in a shaky state. Recently, the Kalosians have caught wind of corsairs approaching the region as well.

This setting uses the Anima Metaphysics presented in Chapter 1, so the following section will be echoing some of its aspects and how they apply to Visiwa.

The Wilds and Setting Basics

The indigenous people of Visiwa came to the islands with a great breadth of knowledge from the Golden Age of Empathica, but life in these lands was not what they expected. The origin of Pokémon, and the dangers the wilds presented were very alien concepts to them. They quickly learned the laws of this new home, and their society and studies shifted to adapt to survival in a primal land.

The first thing the natives learned about their new home, is leaving their settlements unprepared was a quick way to die. Not only were the Pokémon they encountered much more hostile than any they had encountered before, but they found it impossible to make heads or tails on mapping out the lands around their settlements. Coming across the same rock formation no matter what way they traveled, or they would find this landmark repeated in completely different biomes.

The Pokémon that inhabited these regions also seemed to be constant flux, and they rarely encountered the same species twice. They also noticed trends in the Types of Species they encountered. If a child had a nightmare about a ghostly apparition and began to spread the tale amongst the others in the village, sure enough the next time their hunters and gatherers would dare leave, they'd encounter Ghost Pokémon.

In time, their shamans and spiritual leaders formed a hypothesis on this phenomena – one that was later confirmed when they first encountered deities other than their lost Great Mother. The first lesson was that the human subconscious had a very powerful effect on the world around them. They had known for ages that Pokémon were highly volatile entities, capable of quickly evolving and learning new traits and capabilities.

It was this observation that led them to create Apricorn Balls in the first place – if Pokémon enter a stage of pure energy when they evolve, could they be forced into that state to contain them? The origins of these Pokémon, they had always assumed, was the doing of The Great Mother. She surely had the power to create them, and there were endless eye witness accounts of her doing so, even among survivors.

What the shamans theorized is this was simply her acting on the subconscious of her devout – that it was the collective human spirit's dreams and imagination that had given her the idea for these beings, and she had willed them into existence. What if, in her slumber, this power had been left in a state where it would naturally occur as long as humans were near her? It surely explained the patterns in the kinds of Pokémon they encountered in their travels, and their general hostility. These beings were being born from nightmares and dreams.

The second hypothesis was that the wilds themselves were also in a state of constant flux. Empathica was an entire island city. It had no vast, expansive wilds where no men dwelt – just farm lands along its coasts. Miles and miles of untapped land was a new thing to them, something they had never experienced before. With no humans around to observe it, it could very well change as easily as the Pokémon that inhabited it did. If they were ever to make any concrete mapping of what to expect outside of their settlement, they would have to establish more of them and slowly crawl their way across the isles.

To test this theory, the people's spiritual leaders, and those with talent for the mystical and psionic arts, started to accompany their hunters and gatherers, and observe the land while treating this hypothesis as fact. They quickly found that this greatly increased the likelihood of these individuals ever returning home from the wilds, and it helped those who would dare to explore have a better sense of what to prepare for. With this knowledge in mind, they slowly established a vast network of villages in their new home. This, of course, had social impacts – a once united people was forced to sever if they ever hoped to flourish in this land.

The Kalosians

Kalos, being inspired by France, continues that tradition in Visiwa. It has been around thirty years since the Kalosian Revolution, and the refounded nation been in a state of constant flux since. While the Kalosians are not the first Europeans to settle on the Eastern Isles, their motivations were very different; when Admiral Sharp

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set out with his fleet to colonize the Eastern Isles, he had in mind what most colonial powers did; to conquer the land and its natives, and extract the region's wealth for their home empire.

Things could not have gone worse. While their initial landing and settlement went smoothly, they swiftly learned the same lessons the tribesmen had centuries ago about how dangerous it was to venture beyond the town.

The fleet swiftly found itself at the mercy of the Wildlings (a Kalosian catch-all term for the tribesmen) friendly enough to extend a hand. Admiral Sharp, living up to his namesake, realized how disadvantaged they were and began to change the objectives of this colony. The Wildlings were willing to trade, and to teach, and the Kalosians would need it - especially when dealing with the supernatural.

Back home in Kalos, topics of the supernatural are considered heretical, and those who exhibit signs of an elemental connection, such as Aura or Psionics, are often feared and lynched. Rune Masters and Channelers are unheard of, as these arts are not native to Kalos.

In reality, the military would love to recruit these individuals for their abilities, and the few they do manage to find before they are sent to the gallows are recruited to serve as Alchemists: masters of the Elements and exempt from the Church of Arceus's persecution. Even amongst Admiral Sharp's fleet, there are only a handful of these individuals. The Wildlings, on the other hand, have a natural inclination to these abilities.

Admiral Sharp believes that half the struggles that his fleet has faced settling here are due to this fear, and limited understanding of the supernatural, and he's not far off either! He has recently created an Explorer's Guild that welcomes civilians from the homeland, willing soldiers, and Wildlings, to collaborate and learn from one another as they explore the isle while his fleet focuses on the security of the settlement. Sharp hopes this will lead to the Kalosians being just as accepted as the Norse settlers of old were, but time will tell if that pans out, and the European corsairs probably won't help with that.

Life in the Eastern Isles

While the Wildlings are a divided people with various tribes and customs, they did come from a common culture and have many shared characteristics. This is especially true when it comes to the more common jobs among the inhabitants of a village. The natives do not uphold a caste system, as it's very common for an individual to take on many different professions in their life to better round out their ability to adapt and survive.

Starting from the top down, all the tribes have a Chief. While the way this individual is chosen differs from tribe to tribe, their role is very much the same - they are the highest authority on all matters within the village, and it is very uncommon for a chief not have some sort of supernatural power. This stems from the fact that many of the choices a Chief must be involved with, involve an understanding of the supernatural and the way the lands of Visiwa function.

Directly under the Chief would be the spiritual leaders of the village - Shamans, Witch Doctors, Druids, Witches, Rune Masters, call them what you will, they play many vital roles within a village. One of these individuals, or one of their acolytes, almost always accompanies individuals traveling into the wilds.

Rune Masters! Let's talk about what those are here. Since all Pokémon origins start from the subconscious of men, Unowns are this idea at its purist form. Rune Masters create Unown from human memories, and typically in a village they act as the historians. A Rune Master's primary role in a village would be to observe and record the life and times of their people.

Following this are a myriad of professions that are important to survival in the isles. Such as warriors, hunters, beastmasters, gatherers, the crafters, traders, farmers, and other service providers. Warriors, hunters and gatherers play very self-explanatory roles - they are the first lines of the defense for the villages and often venture into the wilds to secure whatever raw materials the village needs.

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A more blurred profession here would be beastmasters. Ace Trainers, Commanders, Taskmasters, Cheerleaders, Enduring Souls, and similar classes that have more of an active battling focus. These individuals often work closely with the warriors, hunters and gatherers, as their ability to handle Pokémon and train them for combat are highly valued for survival. Likewise, Pokémon Breeders, Mentors, Coordinators and Style Experts provide the village with outlets to increase the pedigree of Pokémon throughout a village as well.

While Pokémon might have a supernatural origin, the ability to both breed them in captivity and better care for them is just as important for a village as being able to best and capture them in the wilds. For example, fairly common that an explorer's first Pokémon would be one that was bred by one of the village's Breeders.

Crafters, traders, and farmers provide the village with a myriad of resources and needed equipment. While things such as weapon, armor, food, and restorative potions might seem obvious, often it's the Apricorn Smiths who find themselves the wealthiest.

Traders, as you could guess, focus on the movement of local goods from one village to another for profit. This could include raw goods such as equipment, food, Apricorn balls, and Pokémon themselves. The Wildings hold a common currency – gold coins from the lost city of Empathica – but being there is a finite supply of these bartering and exchange of services are also very common means of trade as well.

As for the Kalosians, there are three primary groups that have settled in Ivyhollow. The first are the members of the Kalosian Navy who are stationed there. They function as both the local security and law enforcement, and answer to Admiral Sharp.

The second group are skilled professionals: doctors, teachers, scientists, artisans, blacksmiths, fishermen, farmers, engineers, cartographers, brewmasters, you name it, they got it. These civilians have their own elected officials who work alongside the Admiral to make sure both sides are met.

The third group are the recently welcomed Explorers. These brave souls are the ones who venture forth into

the wilds, and while they technically answer to Admiral Sharp, they are compensated by both him and the civilians of Ivyhollow.

Since the Wildings had their own coinage, trade with the Kalosians was easy to work out and the two currencies are exchanged freely. Bartering, haggling, and exchanging of favors are still common modes of business as well.

Technical Machines

One of the first major accomplishments in the collaboration between the Kalosians and the Wildings was the invention of a substance they call Tech-Mojo. This mix of modern science and tribal magic is an incense that can send a Pokémon on a spirit journey to the Dream World. When they awake, they know a Move they didn't know previously, and often couldn't learn naturally!

This substance is only sold in quantities large enough for a single Pokémon, and seems to have no effect on humans (It doesn't stop plenty from trying to get high on it anyway. Cut's a top seller!)

Poké Ball Technology

Both the Kalosians and the Wildings use Apricorn Balls as their primary method of capture and containment of Pokémon, and can transport as many as they wish, but most Trainers on both side agree that its difficult to bond and care for more than six Pokémon at a time. This is a policy that is pretty strictly enforced by caretakers in the settlements, since the well being of Pokémon is their duty.

A Trainer looking to leave a village or town with more than six would have to have a very compelling reason to get the approval of the local caretakers. Transportation of Pokémon from one settlement to another is handled by the caretakers and traders, and due to the efforts of the Explorer's Guild, they've gotten pretty fast at doing it.

Keep in mind there are no factories to produce Poké Balls in Visiwa, and the ability to manufacture these devices from Apricorns is vital to a village's ability to actually capture and raise Pokémon. If the village lacks

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Apricorns and/or Apricorn Smiths, they will have to rely on much more primal methods of capture and containment, such as lassos, traps, and winning Pokémon over with bait and force of personality. This holds true for Kalos as well, as commodities traveling from the mainland are slow to arrive.

Pokémon Centers

While the villages don't have typical 'Pokémon Centers', these individuals also often act as the village's medics. These individuals also typically have close affiliations to the local deity. Port Ivyhollow hosts an actual Pokémon Center with the best surgeons and nurses that the Kalosian Navy could get. Though given this is the 1800's, many Kalosians wonder if they should put more faith in the remedies the witch doctor's come up with... Mechanically, these facilities are identical.

Pokémon Populations

Visiwa hosts a number of different biomes and environments, but Ice and Dragon Types in particular are scarce. They would either be found at the steepest of

mountains, found near Snowfeather Village, or be imported from Kalos. This said, due to the constant flux of the wilds in Visiwa, its not unheard of for Explorers to wind up in a tundra due to circumstances beyond their control.

Type-Shifted and unusual Pokémon, while not common place, are the most potent threats to humans in the wilds, since ones with these traits tend to become pack leaders amongst their kind, or the most alpha predators.

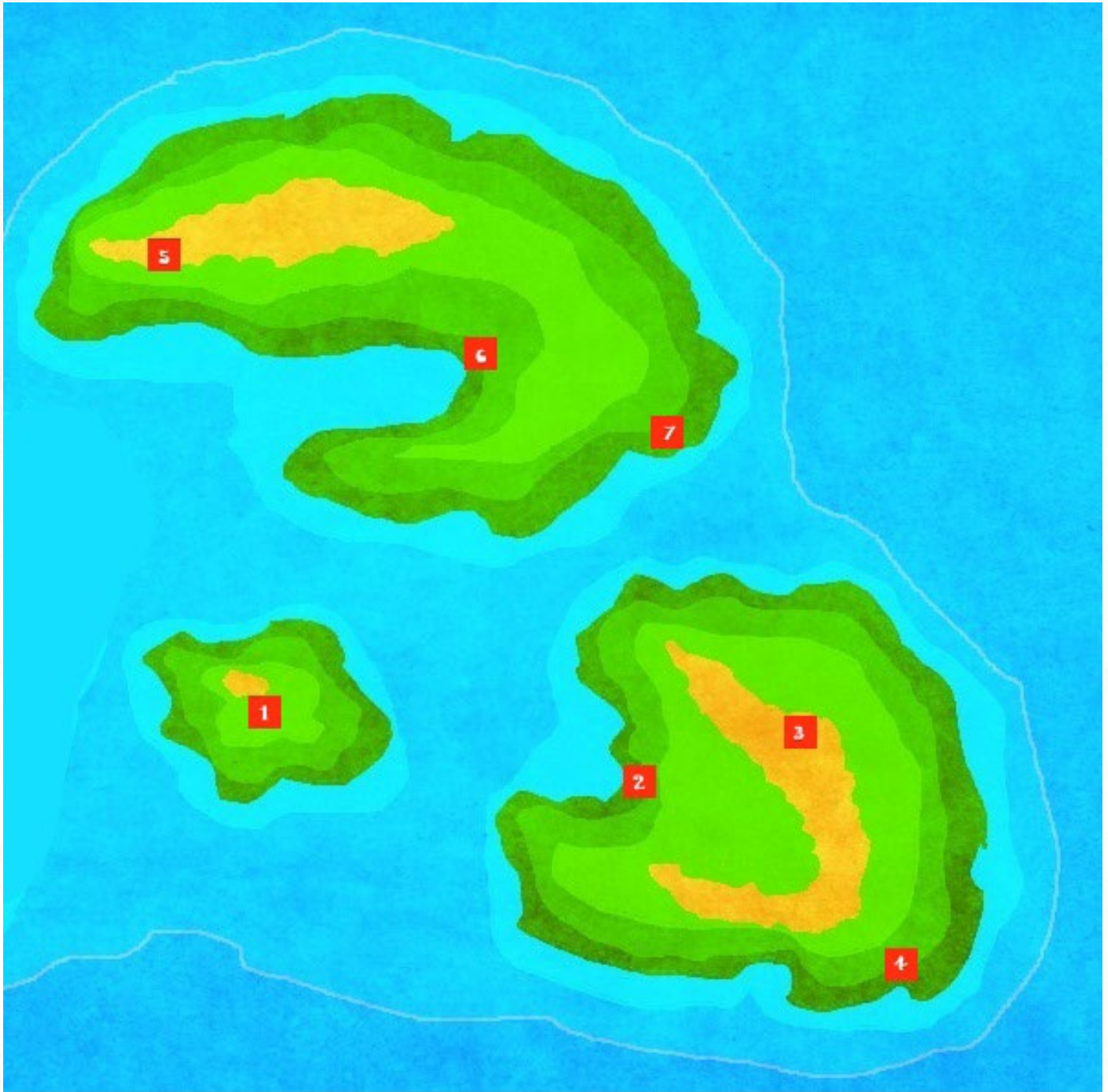
Along with Type-Shifted alpha predators are the ever dreaded Demesnes. Sometimes called "Fiends" by the Wildings, these extremely powerful and paranormal creatures lurk in the wilds of the isles, and are less uncommon than most would be comfortable with. It is believed that the majority of The Labyrinth is controlled by these creatures.

It's up to you what Pokémon live in a given biome, or how far these biomes extend. The fact that the wilds are in constant change gives you a lot of freedom to vastly change what your players encounter traveling the same route twice. This said, each locale does offer suggestions to what to expect in the wilds near it.



Campaign Settings

The Eastern Isles



1. The Temple of the Great Mother

Centuries ago, The Great Mother entered her endless slumber here. This location was where the Empathicans began their expansion throughout the isles and is their oldest settlement. While the natives built a temple in her honor on the surface and a handful of tribesmen and shamans reside here to maintain it, what lies beneath is considered the most dangerous region of the isles: The Labyrinth. It is as if the land itself wished to

protect the resting Mew, and grew defenses to accommodate that. Countless Demesnes and their Pokémon spawn reside within it, and none can say how far down it goes, how treacherous it gets, or what other horrors await those who venture too deep. Those who do reside here are elected individuals from each tribe, and their primary objective is to ensure that the first few levels are kept in check so that nothing too dangerous could ever surface from the depths below. Very rarely do explorers venture here, and even fewer ever return.

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2. Darkfeather Village

Associated Types: Ghost, Bug, Poison

Deity: The Fate Spinner (Ghost/Bug Galvantula)

Darkfeather Village rests upon the shore of The Misty Isle, nestled next to the isle's massive forest. The forests covering the isle are a bit more temperate than the jungles on the other isles, and make an ideal breeding ground for Bug Pokémon due to a lack of natural predators. Villagers of Darkfeather tend to stick to the bay and the forests, as they know the lay of the land there best. For a good portion of their history, their tribe was nomadic, traveling through the forests and hunting and gathering for their food. Over time they learned to tame and work along side the insects inhabiting these forests, and before too long their tribe developed an affinity for the Bug and Poison Types.

This development had a heavy cultural impact, as girls tended to develop Bug Connections, and boys Poison Connections. The Swarmlods of their tribe learned to use pheromones to better lead their insectoid allies, which over time led to them not only developing a matriarchal society, but also adopting a hive-like culture centered around an elected "Queen Bee." This tradition began after a young Swarmlord encountered and befriended an entity that would become the Tribe's personal deity - The Fate Spinner. It was under the first Queen's guidance that the nomadic tribe settled down, turning to agriculture as well as hunting, raising and gathering for food. She also introduced a practice of ancestral worship which would eventually lead Ghost Types to hold the tribe in high regards.

Socially, the Darkfeather Tribe is broken into several castes; these castes are familial, but do not hold much weight in determining one's status as much as their profession. Farmers, warriors, and shamans, and other societal tasks are considered equals, as all the tasks the Tribe recognizes are necessary to its survival. Normally, one is stuck to the caste they are born with, but children who develop Elemental Connections (especially girls with Bug Connections) tend to be funneled to a caste more suitable to their talents. Marriage can also change one's caste, as men typically take on the caste of their bride.

Bug Pokémon play a large role in Darkfeather culture, and almost every caste makes heavy use of them. This is especially true of the Farmers, who work side by side Bug Types in the fields. While Poison and Ghost Types are also highly revered, Poison Types tend to be raised by warriors, and Ghost Types tend to assist those more in touch with the supernatural. Warriors of the Darkfeather Tribe have also adopted many of the survival techniques that Bug, Poison and Ghost Types employ to survive into how they fight - including stealth, trickery, swift movements and use of venoms.

This is nodding toward the Ninja class existing in Visiwa.

Religiously, the Darkfeather put a huge emphasis on honor to one's family, including one's ancestors. They believe that Ghost Pokémon are the spirits of their loved ones who have returned to help guide the living. While this belief might not be entirely accurate of the true nature of Ghost Pokémon, it is one that has served the tribe well and that The Fate Spinner does not feel a need to correct. The Fate Spinner is a gargantuan, spectral Galvantula that has watched over the tribe since their nomadic days, and long before the first Queen noticed her. She finds humans, the choices they make, and the stories they weave truly fascinating.

When those she favors finally do pass on, she creates a Ghost Pokémon imparted with her memories of the individual; this is considered the highest honor that a Darkfeather tribesman can receive, and many live their entire lives working toward this goal. The Fate Spinner is very social, and even a bit motherly. She's usually found in the company of the current Queen, serving as an advisor, instructor and spiritual counselor for all of the Darkfeather Tribe.

While the Darkfeather Tribe as a whole remains skeptical of the fair skinned Kalosians (they were not large fans of the Snowfeathers at first either), The Fate Spinner believes that Admiral Sharp's efforts to found an Explorer's Guild are done out of good will. To honor this opinion of their patron deity, they have allowed warriors and shamans of their tribe to venture to Ivyhollow and enlist in this guild to both learn from and about these outsiders.

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3. Steelwing Village

Associated Types: Fire, Rock, Ground

Deity: The Mountain Breaker (Fire/Ground Torkoal)

Steelwing Village is nestled in the midst of a mountain valley in the Misty Mountains. The mountains span across the center of the isle and host a wide variety of Pokémon types. Travel through the mountains can be quite risky, as the mountain paths tend to be in constant flux. Those traveling outside, or through the range, tend to prefer heading through the mine shafts that the Steelwing Tribe have dug up. The entrances to these mines are marked by signal fires along the cliffsides, and travel through them is generally considered safe, as guards often patrol them and escort travelers from end to end. The village also hosts a number of natural hot springs, which are quite popular with visitors.

The founders of Steelwing Village chose the location for its temperate weather (the mountain range shields them from most storms), and proximity to the largest mineral deposits in the isles. These founders had a vested interest in working toward relearning the lost arts of Empathica, and news of the settlement attracted artisans from all over the isles.

The village makes heavy use of Rock and Ground Types to assist with the excavation efforts, and Fire Types to assist with the craftwork. This close bond has led to the vast majority of those born with an Elemental Connection in the village to be tied to one of these Types. Precious metals, gemstones, glass work, and stone works are all produced here, making it a hotspot for trade; Steelwing goods are heavily desired by the other tribes, and making the journey to trade for them can be very profitable.

While they are not as religious as their neighboring tribes, Steelwing Village does have a patron deity of its own. The Mountain Breaker, a large, craggy Torkoal, has assisted the tribe with their mining and craftsmanship for centuries. The Legendary has a large admiration for art and craftsmanship, and has embedded himself in this aspect of the village by assisting in training new apprentices, appraising goods, and helping with the excavation of new mine shafts. He is also responsible for choosing the village's chief through an annual contest

where those wishing to compete for the title of chief are given a list of materials that they must gather, and create something with. These materials change from year to year, but all contestants receive the same list. It is a task they must complete with only the assistance of their own Pokémon, and cheating is grounds for exile from the village.

While the village is a wonderful place for an artisan to learn and prosper, it can also be a taxing one. Competition amongst peers can be cut throat, and quarrels are a constant problem with the youths of the village. And for those who aren't miners or craftsmen, life can be rather dull as that is the focus of the village. To help alleviate this, the village has recently sent hot headed apprentices and aimless youths to live amongst the other Villages, hoping a change of scenery and perspective will help them mature. Some never return, finding life outside of Steelwing more to their liking, and others come back with a breath of new experiences and a rekindled passion for their craft. Either way, its proven wildly successful, and the invitation from Admiral Sharp to welcome these traveling youths to the Explorer's Guild was well recieved.

4. Snowfeather Village

Associated Types: Ice, Dragon, Dark

Deity: The Drake Hunter (Ice/Dark Beartic)

On the southeast coast of The Misty Isle rests a Village with an unusually chilly climate compared to the rest of the isles. It snows all year round near Snowfeather Village, and the wildlife in the forests and mountains near here reflects this. The Village itself is an oddball compared to its peers, since its founders were not Empathicans, but Norsemen. Around thirty years after the Empathicans settled, they arrived on wooden longboats en mass. Almost all of these Nords were runaway slaves who had chased after the tales of a fertile land called Vinland, and had taken to the seas in hopes of finding it.

Visiwa was not the welcoming Vinland they expected, and their settlement was a rough one. Between their unfamiliarity with this new land, and their lack of resources from their long journey, survival looked bleak. Luckily, the other tribes of Visiwa learned of this new settlement of fair skinned and haired people, and after

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much deliberation, decided to help them out. Things were difficult at first, as the former slaves were wary of the true intentions of the Empathicans, and the Empathicans unsure if they were the scouts of an invading force or refugees themselves. This doubt on the side of the Empathicans was largely due to the draconic Pokémon these people brought with them. The fierce Dragon Types were unlike any species the Empathicans had seen before, and had an unsettling regality about them..

This matter sorted themselves out when a new Deity awoke in the Isles; the Norsemen had come with their own legends, stories, myths, and beliefs, and many fell to prayer in their harshest hours. These collective emotions and wishes were answered by the Isle itself in the form of The Drake Hunter, a colossal, black furred Beartic.

It is said that he arrived in the midst of a fight between a Darkfeather Tribesmen and a Norsemen, separating the two and beseeching both to settle their differences with words, and not bloodshed. He approached the Nordic settlement, ensuring the settlers that their prayers had been answered and entrusting them with a pack of Weaviles, vicious and loyal hunters that would serve the settlers well. He then ventured to the other Villages, and pleaded with their Deities and Tribesmen alike to welcome these outsiders as brothers and sisters.

After witnessing what their beliefs had birthed, and some introspection, the Empathicans realized that these outsiders and their struggles were no different than their own. They welcomed them with open arms, and the Nords in return respected by taking on a tribal name of their own - Snowfeather. While the majority of the Snowfeather chose to stay with the village, others decided to intermingle with the other Tribes. The opposite was also true as Empathicans settled in Snowfeather as well. Over time, the two bloodlines mixed, but the Anglo traits of the original settlers didn't exactly fade away. People from Snowfeather tend to have lighter skin, and people with blonde or red hair can be found throughout the isles.

In current times, the Snowfeather's major resources are lumber, fish, and skins. The southern and eastern coastline are rich in wildlife, and most the original set-

tlers were woodsmen, carpenters and farmers by trade. Agriculture is limited in the cold environment, but the farmland they do have helps sustain the production of wine and mead, two products the others tribes consider a grand luxury. The Drake Hunter still watches over the village, though he is a little more offhanded than most the other Deities. He resides in the woods near the village, but welcomes and teaches those who do track him down in an ancient combat style from their original home that closely models the ruthlessness of a Weavile, and the namesake of a Beartic. Those who practice it are known as Berserkers.

When word of Admiral Nelson's invitation reached Snowfeather, it was met with fear. Were these Anglos from the same land as their ancestors, and were they here to take back their slaves? The reassurance of other tribes has quelled some of these worries, the turnout has been sparse thus far. Most the initial volunteers were adults, grizzled veteran hunters, and Berserkers. The feedback from the first wave of volunteers has been overly positive, though, and now young adults are looking to make the trek as well.

5. Bravescar Village

Associated Types: Electric, Flying, Normal
Deity: The Storm Seer (Electric/Flying Xatu)

Bravescar Village rests atop an expansive plateau on the northwest side of Kingler Isle. The plateau itself is largely grasslands, but also has patches of arid desert. The climate on this plateau is much less humid than it is down in the jungles below, making it a much more dry heat than most the isles. Getting up and down the plateau is tricky to do on foot, as safe routes up are few and far between. Most travel up and down is done with the assistance of flying Pokémon.

To the Bravescar Tribe, the plateau is a bread basket. There is ample space for raising livestock and crops, enough rainfall to get by, and best of all, a wide variety of Flying Pokémon that live up here. Bravescar Tribesmen have always had a strong tie to the skies, and their name is derived from both the boldness needed to soar the skies on the back of a Pokémon, and the Braviary Species being one of the more common Flying Types raised by the tribe. Where this obsession with flight

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originated from is a topic of much debate amongst the tribe, but most recognize it as a question along the lines of asking if the Torchic or the Egg came first and that their patron Deity is at the heart of it.

The Storm Seer is a Xatu with a very electrical flare to it - with a yellow molting and feather patterns that depict storm clouds, rain and thunder. It rests on a stone pillar at the center of the village, and spends its days staring into the sun and moon. It speaks little, but when it does, it speaks of events to come, and it's always right. The significance of these messages varies and most of them do happen to be inconsequential, such as predicting a newlywed wife in Steelwing Village will burn dinner to-night, or that a man in Ivyhollow dropped a penny.

The Storm Seer does however make a point of regularly reporting an update on what the weather forecast for the next week, or month, or year will look like. This is immensely helpful to farmers and villages in general to help budget and gauge how much food they will be able to produce in a year, and what additional must be hunted or traded for. Also, when something truly insidious does happen in the isles, The Storm Seer alerts all who are near what has, or will, transpire.

Compared to the other Deities, The Storm Seer is a little odd. It doesn't pay much attention to the humans who live alongside it, and does not take part in any of the inner workings of the tribe. If offered a gift, it will accept it and thank the gift giver, but won't say much else. Despite this, Bravescar Village has a number of Clairvoyants and Rune Masters who do their best to assist The Storm Seer and record its messages. These messages are handed off to a team of couriers known as the Braves, who take to the skies with their trusted Flying Pokémon, and relay the messages to the other tribes.

In addition to this, The Braves act as mail carriers for the region, and also help transport Apricorn Balls from village to village. These services are very crucial to the success of the tribes of Visiwa, and its not uncommon for young Bravescar Tribesmen to gain an inflated ego from this honor. When Admiral Nelson extended his invitation to the Explorers Guild, these bratty and boisterous youths were the first to go with the hope that the experience would humble them. The results are yet to be determined.

6. Ivyhollow

Associated Types: Grass, Fairy, Steel

Deity: Princess Diana (Diancie)

New Ivyhollow hosts all the amenities a proper colony of Kalos would be expected to have, and plenty of Kalosians and Wildlings live there comfortably. Unfortunately, the bay that town rests in is surrounded by swampland and geothermal hotspots, so once you leave town you're literally knee deep in trouble. There's a path by land that leads to both Veilbeak Village and Bravescar Village from the town, but given the swampy conditions and the dangerous Pokémon that lurk in it, travel on these roads without a military or Explorer convoy is discouraged.

For an explorer, probably the most important locale in the township is the Explorer Guild's HQ. This building hosts a number of meeting rooms, offices, and a research library. All missions and guild business are done through this portside facility:

- **Vai University** - founded by a Kalosian inventor and artificer by the name of Teresa Vai, this research academy focuses on the Kalosians and Wildlings sharing their knowledge with one another. This ranges from basic language courses, to history and cultural studies, to complex supernatural and scientific topics.
- **The Armory** - this state-of-the-art blacksmithy and alchemy hall provides both equipment and services to Explorers at affordable prices. The Alchemy Hall also is home to a team of researchers who are studying the unusual Pokémon in the region.
- **The Moonstone Inn** - while construction for new housing for Explorers is constantly going on, new arrivals do need a place to stay in the short term! The Moonstone Inn houses new explorers while they await more permanent housing, making moving in and out of it a rite-of-passage for many.
- **The Singing Feebas** - Run by Barkeep Mac, The Singing Feebas is not only a fine seafaring ship, but the best pub in town. Located right on the main pier, explorers often come here to relax, hear the latest gossip, and see if they can pick up some non-official jobs from the town folk for some extra income.
- **The Trader's Market** - Every Saturday, various ships

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from Kalos and the various Wildling Tribes come into port and set up the Trader's Market. Here the locals can trade for outside goods, and vice-versa.

While Admiral Nelson is officially the leader of the Explorer's Guild, he also has his duties to the navy, so he has entrusted most the day-to-day administration work to Princess Diana: A Diancie that Admiral Nelson befriended many years ago back home in Kalos. While she isn't technically the patron of the town, most townsfolk (especially the visiting Wildlings) respect her as one. Most Explorers consider Princess Diana their direct "boss", as she her aids (both humans and Pokémon) are the ones who divvy out missions. She's known for being bubbly and cheery, and having a sweet tooth for Bluk Berry Poffins.

Kalosians in general have a strong tie with Fairy and Grass Type Pokémon, and this is especially true of Admiral Nelson's fleet. All recruits to his fleet are issued a Mawile upon graduation from basic training, winning them the nickname of Mawile Marines. Also, the infantry mount of choice for the Kalosians is the Gogoat, so they are quite common to see around the port town. The Admiral himself is almost never seen without a Whimsicott on his shoulder and a gaggle of Mawiles following at his heels.

7. Veilbeak Village

Associated Types: Fighting, Psychic, Water
Deity: The Sea Guardian (Water/Psychic Milotic)

Veilbeak Village is a seaside settlement where to the west you can find swamps, and to the north you can find dense jungle. Several rivers meet and empty into the sea here, giving the village easy access to waterways that venture deep into Kingler Isle. This proximity to so many water sources has led to most the town being on stilts or floating platforms, and many buildings are simply large boats. It goes without saying that every family in Veilbeak owns a boat, and its often easier to row over to someone's adobe than to walk there.

The Veilbeak Tribe has always been known for two things: its sailors, and its warriors. The sailors are of no surprise to anyone - with so much of day-to-day life in the village revolving around boats, children learn from

a young age how to sail and handle Water Pokémon. For the longest time almost all goods traveling between the isles were carried by a Veilbeak vessel, and trade was the largest source of income for the town.

That said, it isn't just the wilds that are dangerous in Visiwa; there are things in the deeps even more frightening than anything you could experience on land. This makes security of these vessels a top priority for Veilbeak, which is where their warriors come into play.

Its said it was The Sea Guardian who first taught the Veilbeak the secrets of Aura and Psionics. By bestowing those who would stand up to defend others the ability to transcend the limits of the human body, and teaching others how manipulate the ocean itself, she empowered them to fight the monsters that lurk in the deep. The grey-scaled Milotic is a generous soul, and often accompanies ships coming and going from Veilbeak to their destination.

For those who she cannot accompany, well, the people of Veilbeak can handle that on their own now. Children born with an Elemental Connection are swiftly sorted out and begin training from a young age with a Pokémon companion of a Type matching their gift. Because of this, Fighting and Psychic Pokémon are very common sights around town - especially Medicham. Youths without a supernatural gift are often schooled in martial combat, as its expected that anyone who would work on one of the village's ships should be able to defend themselves.

The arrival of the Kalosians is a sour subject for the Veilbeak Village. Many feel their monopoly on trade between the isles will be threatened by these new arrivals, and others are frustrated that their Fairy Pokémon are so resilient against their best warriors. How the people of Kalos treat people with the gifts they excel at is also a sour topic for most, and their proximity to the town of Ivyhollow makes many nervous

Admiral Nelson has done his best to assure the people of Veilbeak that he and the people of Ivyhollow mean them no harm, but relations are shaky. Those who do answer the Explorer's call usually have a bone to pick with the people of Kalos.

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Trainer Creation

Trainers with supernatural aptitude are a dime in a dozen amongst the Wildlings, but scarce amongst Kalosians. Kalosians who have an elemental connection were either raised in a military environment from an early age to become Alchemists, or fled from home to avoid persecution for their talents.

Given the time frame and the scope of the setting, the classes in *Do Porygon Dream of Mareep* do not make sense in the setting. Advancement paths from *The Blessed and the Damned*, on the other hand, would be very appropriate. One class that can work in the setting but would need reimagination would be Photographer. Photographers, rather than rely on a camera, would have to rely on pen and paper.

Building a Visiwan Campaign

The most likely setup for a group of player characters in *The Eastern Isles* is as an Explorer Team working out of Ivyhollow. This gives the players a wide variety of potential backgrounds to come from, and gives them a very direct, joint goal by working to uncover the secrets of the isles. Sessions and plot arcs would start in the form of missions assigned by Princess Diana, and branch out from there.

That said, there's a few different plot points in this setting that you could also play from. You could turn the dial back to the fall of Empathica, with the player characters being amongst the survivors as they began to learn about the isles and splinter into tribes. You could also go to the period in time when the Norsemen first arrived, with your players either being runaway slaves trying to find a new home, tribesmen deciding how to approach these fair skinned people, or a mix of both in a scenario where the two sides need to find a middle ground to survive a struggle or crises.

Those looking for a more swashbuckling theme could take things a different way. The player characters could possibly be a pirate crew looking to set up a pirate town, or a tea of privateers working under Admiral Nelson tasked with stopping these buccaneers. Or what if the East Indian Trade Company started to take interest in the isles as well? There's a lot of different angles one

could approach the setting from, and each of them has a unique flair to it.

Plot Hooks

Here is an assortment of ideas for GMs who need a last minute session idea or some hooks they could throw to their players to give them more options to explore. Not all of these are necessarily meant to be used in the same campaign, and some of them establish facts about the setting you may wish to ignore in your campaign.

The Labyrinth of the Great Mother

The Great Mother rests far, far below her temple on the small isle south of Ivyhollow, and it is a known fact that the halls beneath the surface are extremely dangerous. There are horrors that lurk down there, and those who live there are tasked at ensuring they do not reach the surface. To the Wildlings, this simply was a fact, one they accepted and did not question. But the Kalosians, after hearing these tales, found the whole story peculiar.

Why would the land itself build a natural dungeon that is considered a death trap? Why are extremely powerful Pokémon trying to leave it? What about the extremely powerful Pokémon in the wilds, where did they come from? Are there maybe more entrances than the Wildlings originally thought? Is something actually trying to keep others away from the Great Mother? All of these were simply questions exchanged between Kalosian researchers at first, since it struck them as something that would be offensive to ask a Wildling.

That changed recently. This plot hook isn't something that should kick in immediately as the game starts, but it is something you should hint and tease about with the above questions. The player characters have stumbled across something or unleashed something that has had catastrophic results. Horrific creatures are rising from the sea, the land, and the labyrinth at a terrifying rate, and something must be done about it. Admiral Nelson has called for the Explorers Guild to answer this call, and beseeches the player characters to venture down into the labyrinth to both quell these monsters, and learn what has caused this.

Ultimately, the truth of what happened here is in your hands. Maybe the cause is also what caused Empathica

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to fall. Perhaps a malevolent Legendary has taken advantage of The Great Mother's absence and has made the labyrinth so that none could reach and rouse her. Perhaps this is due to The Great Mother having a really bad nightmare, and her dreams becoming reality.

Either way, your players have been asked to tackle this head on, calming one level of the labyrinth at a time as they work their way down to the resting place of The Great Mother.

Scourge of the Crimson Corsairs

Admiral Nelson is well aware that pirates are taking interest in the isles, and is doing his best to up security to brace for it. What he's not aware of is the scale of this pirate threat. A pirate captain named Grant the Red has managed to unite a dozen of the most feared pirate crews under a single banner: The Crimson Corsairs.

Their fleet is heading straight for Visiwa, and their goals are bigger than just looting, drinking, gambling and wenching; these buccaneers want power. Grant aims to turn the isles into a sanctuary for pirates, and enslave the gods of its indigenous population for his own gain.

How he intends to do this, no one can agree on. Some say he plans to usurp The Great Mother, and have his most trusted underlings do the same to the others. Others say he has the support of a dark lord, or several dark lords. Others think he himself might BE a dark divinity. Regardless of what the truth is, his fleet poses a threat unlike any other to Visiwa.

The player characters, as well as their NPC allies, should be caught off guard by the reality of how large this fleet is. They should completely overtake a location (ideally the Temple of the Great Mother), and establish a base of operations there. Combating these pirates will take a large force, and the player characters trying to unite the isles under a banner as well should be encouraged. Each of these pirate crews has a unique theme to it, and while they are all loyal to Grant, they should have their own agenda as well.

Perhaps down the road some of them will change sides and help the player characters, or even backstab Grant for their own gain. The end result no matter how it plays out should be an epic struggle as the player characters

do their best to help defend the villages of the isles, and ensure Grant's mission does not go as planned.

Encounter and Session Ideas

- The long scorned and disgraced Firefoot Tribe, composed entirely of pygmy cannibals, has risen from the shadows and attacked Ivyhollow! They've made off with several prisoners and have retreated into the swamp. To make matters worse, The Storm Seer claims they've finally found a patron deity of their own.
- There's a festival going on in Snowfeather Village, with dancing, drinking and hunting! Yes, hunting. The village hosts an open invitation challenge every year. The objective is simple : go out and slay or capture the most powerful Pokémon you can find. Those who enter compete over several Dragon Type Pokémon eggs specially bred as rewards for this event! Some say the real winner gets a Sneasel egg, though.
- While traveling between islands by ship, the player characters witness an eerie scene at night as the legendary ghost ship known as The Flying Dutchman sails past them. Seeing this ship is known as an ill omen, and the night only gets stranger as Ghost Pokémon and other horrors start to invade the ship the player characters are on.
- While visiting Bravescar Village, The Storm Seer warns the village that a kraken will soon attack a ship at sea! The player characters are the only ones available to relay a warning and help combat the monster, and are permitted to borrow a Flying Pokémon for the trip if needed.
- While venturing along the coast in the wilds, the player characters spot a woman with the lower body of a Milotic resting on a rock! If approached, she panics and dives below the surface. If the players continue to investigate this, they discover a chunk of sunken, Empathican ruins, and a tribe of merfolk who are living there!
- The player characters forgot about Princess Diana's birthday, and she's so upset with them that she won't give them work! But fret not, Admiral Nelson thinks he might have an idea to help the players apologize to the pouting Diancie. And it involves singing, dancing, and bluk berry poffins.