



The
Role Playing
Game

Mystery Dungeon



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Based on the original game

Pocket Monsters/Pok mon  created by Satoshi Tajiri.
  Game Freak
  Nintendo Company Inc.
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Disclaimer

Pok role Project is a game from fans to fans.
We’re not making any profit from this book.
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Table of Contents

	Playing as Pok�mon	3
	Being a Pok�mon	3
	Character Creation	3
	Logic and Instinct	3
	Pok�mon Battles	4
	Primal State	4
	Human or Pok�mon?	5
	Mystery Dungeon	7
	Pok�mon Communities	7
	Guilds, Teams and Packs	7
	Rescue Missions	7
	Ranks & Rewards	8
	Random Dungeon	9
	Using Random Dungeon Tiles	9
	Mission Objective	10
	Events in the Dungeon (Optional)	10
	Trap/Hazard	10
	Enemy Team	13
	Treasure	15
	Guild Challenge	15
	Safe Passage	16
	Mission Objective	16
	Tips for Safe Dungeoneering	17
	Improving the Team	18
	Recruiting	18
	Training Yourself and Others	18
	Evolving	18

	Items for the Quest	20
	Food	20
	Garments	20
	Orbs and Seeds	21
	Weapons	22
	Challenges Ahead	23
	Hunger	23
	Pok�mon Trainers	23
	Poachers & Hunters	23
	Legendary Pok�mon	23
	Game Resources	24

Navigation Notes:
- *Select the content you want to read, click on it to be taken there.*
- *Click on the Top Right or Left corners of any page to go back to this table.*

Before you Start!

This is a Supplement for the fan project “Pok mon The Role Playing Game” by Pokerole Project Team
you will need the Core Book to understand some terms and rules, download it from [here](#).



Playing as Pokémon

Welcome to *Pokémon Mystery Dungeon*! A book about building your own story in the world of Pokémon, taking the role of one of these amazing creatures!

In this setting, you are a human that somehow woke up inside the body of a Pokémon, with only vague recallings of your life as a human and far away from any town or city. What has fate prepared for you? What dangers are awaiting? Who's your friend and who's your enemy? With this new form, everything is possible!

Being a Pokémon

If you are reading this, we suppose you have been a human most of your life. When you play as a Pokémon you have to understand that your body will go through a dramatic change. Imagine suddenly becoming less than 3ft(1m) tall, a quadruped, a bird, or even a fish! How would your day to day change? It's not all bad, though, by becoming a Pokémon you gain access to the Special attribute, with it you are able to shape and materialize the energy around you into impressive attacks! Well, at least when you get the hang of it, since in your mind you are still human, you won't know many moves.

Your first challenge will be to adapt to this new form, and your second challenge will be balancing your human mind and newly aquired Pokémon instincts, as both will be crucial to your survival.

Character Creation

- Create a concept for a human character, answer the questions on Corebook's page 22.
- Use a Pokémon Character Sheet.
- Choose a First-Stage Pokémon with base HP of 3. (Preferably one that can live on land)
- Copy its starting Attributes, Limits and Moves into your sheet.
- Your Social attributes start at 1 point and you have 1 extra point to distribute.
- You have 3 points to distribute among your Skills, for example:

Fight

Survival

Contest

●●●●●

●●●●●

●●●●●
- You start with 3 Will points and the ability to spend them whenever you want.
- Replace the Loyalty and Happiness attributes with "Logic" and "Instinct" Both start at 1 and you have 1 extra point to distribute.
- Replace the Disobedience attribute with "Primal" Start with it at 0.

Logic & Instinct

When you were transformed into a Pokémon, you still retained your human mind and rational thinking, this part of you is measured by the **Logic** Attribute. On the other side, you gained new abilities, sharper senses and awareness to energy, this new part of you is shown by the **Instinct** Attribute. You can choose to add these mechanics into your game for added drama in the story.

Logic

Logic will be rolled by your character to solve problems, remember things about the human world, and gather knowledge in ways a regular Pokémon would never do, like Reading, crafting tools, etc. The higher your Logic, the more you'll retain human-like features. Your Logic Score will also be added to all your rolls that use the Smart attribute. If your character doesn't have any point in Logic you will lose the character as you mind has been asimilated and you have fully become a Pokémon.

●●●●●	Gone. You cannot remember that you were ever a human, your mind is lost.
●●●●●	Amnesiac. You have faint recallings of people and their tools but you're not sure.
●●●●●	Average. You definitely remember being a human before just not who you were.
●●●●●	Good. You remember how simple machines work and how to read clearly.
●●●●●	Genius. You remember how to create and figure out complex schemes.
●●●●●	Poké Sapiens. Everything you could do as a human you can do it as a Pokémon.

You can gain more by role-playing. Solving problems by relying on your superior intellect without resorting to moves, preferring the use of weapons and tools and basically acting like a human would; you can also get more Logic with *Experience*, 50 points each.

Instinct

Your newly aquired wild side, this is what Pokémon use in their daily life and it is basically the calling of your most primal senses, something that humans have not felt for a long time.

A high Instinct score, will allow you to become a better Pokémon specimen, the alpha of a group. It will make you wilder and allow you to **get moves for free** just by following this new sixth sense.

Instinct is something you don't think through, though. Relying too much on your Logic side will leave your instincts to rust. **Every point you buy or gain in Logic will reduce your Instinct score by one.** If your Instinct score reaches zero you basically become a prey waiting to be eaten.

Your Instinct Score will also be added to all your rolls that use the Tough attribute. You need it to survive in this harsh environment where only the strongest carry on.

●●●●●●	Prey. You can't use moves to defend yourself, you simply forgot how. Other Pokémon find it dangerous to be with you.
●●●●●●	Cub. You barely know the basic moves of your species. Only nurturing or weak Pokémon stay close to you.
●●●●●●	Beta. You can use Moves that cost 10 or less Exp. You can be part of a group but stronger Pokémon will often bother you.
●●●●●●	Hunter. You can use Moves that cost 20 or less Exp. You prove your value to the group and gain the respect of the Pokémon.
●●●●●●	Alpha. You can use Moves with cost of 45 or less Exp. You could lead your own Guild, other Pokémon ask to join you.
●●●●●●	Predator. Any Move you can learn is a Move you can use. You ARE the top of the food chain. Pokémon fight to eat your scraps.

If you bought your Moves with experience, you can keep using them even with a low Instinct score. However, if your Instinct score is zero, you can't use any move.



To gain more Instinct you can role-play to solve problems by relying on your raw power, Moves and Survival. If a wild Pokémon seems to have problem with you, prove that you're the boss by defeating them and climb your way to the top; you can also get more Instinct with Experience, 50 points each.

Pokémon Battles

The steps for a Pokémon Battle are the same as in the core book. The main difference in Mystery Dungeon is that you'll be battling Pokémon a lot stronger than you that will come accompanied by their packs; not only that but you won't have a Trainer to guide you or your group.

You can tell your teammates what to do by rolling Instinct for direct and strong attacks or Logic for Strategic moves or Evasive actions. If you don't guide your group they'll act on their own at stroyteller's discretion.

Mystery Dungeon battles are more intense than regular Trainer battles. There is no Pokéball recalling and no League rules. Players must either win or flee.



Fainting is a huge risk in Mystery Dungeon, if a teammate faints it may become a burden to protect it while its out.

Primal State

If you faint during a Battle, or in the middle of a Dungeon you'll let go of the restraints of your human mind and allow the Pokémon to take control and help you survive. You can also choose to enter this state when you are conscious if you are in an extremely distressing situation.

When you enter this Primal State, you'll regain all of your health, cure yourself from any Status Condition, restore your attributes from any reduction and ignore any Pain Penalization inflicted on you. You'll also get extra dice to all your action rolls equal to your Instinct score. You'll still be able to control the actions of your Character to help it survive the fight, but it will be acting completely feral. This effect will last for a whole scene or until you are safe.

Sounds pretty cool, right? There's a catch, though, everytime you enter this state, after you have calmed down, you'll gain a Point on your Primal score; and everytime you enter this state you'll lose Logic Points equal to your current Primal score. See the example:

Allen has recently become a Charmander, at the moment he has:

Logic	Instinct	Primal
●●●●●●	●●●●●●	●●●●●●

He faced a formidable opponent and fainted in battle, to save himself he activated his Primal State. Since his current score is zero, he won't lose any Logic points. But at the end of the fight the scores will now be:

Logic	Instinct	Primal
●●●●●●	●●●●●●	●●●●●●

Not too long after that, Allen was surrounded by a pack of hostile Pokémon. He enters the Primal State once again. His current Primal score is 1, so he will sacrifice 1 point of Logic to survive this time. After the battle finishes the scores become:

Logic	Instinct	Primal
●●●●●●	●●●●●●	●●●●●●

He survives the fight, but his mind is suddenly foggier. He can't remember things that were once clear. Should he attempt to enter the Primal State again, he would reach zero in his Logic attribute. His mind would be lost and the Pokémon would be everything that remained.

You can remove a point on your Primal score for 50 points of experience each.

If you faint while in your Primal State, you'll lose one Will Point from your score permanently, you'll have buy it again with experience. You'll also be at the mercy of the circumstances and may be in need of rescue.

Human or Pokémon?

As you may have noticed by now, you will be a creature who's neither completely Pokémon nor Human, a great deal of the drama for this setting comes from this fact alone.

You'll have two perspectives for everything now, both equally important as none of them exists without the other.

If you have other companions who were humans like you, watching them forget about the civilized world and become more and more feral as time passes might be difficult and frightening as you feel your own mind slipping away.

Being able to communicate with Pokémon is also a new experience. They'll definitely won't behave like humans, but they are not mindless beasts either. Most of them have defined social skills and a pretty simple view of life; don't disregard their points of view, though, as they may be filled with more wisdom than what you'd give them credit for. Your character will struggle to find the meaning in things that humans usually take for granted.

A Quick Note on Humans

In the Mystery Dungeon Video Games, Humans and their settlements are mentioned but never shown. This may be because of a variety of reasons but nothing has been confirmed. You can choose to follow this trend and remove human appearances, or add them to your story. **Whatever seems more convenient, fun, and helpful for your game.**



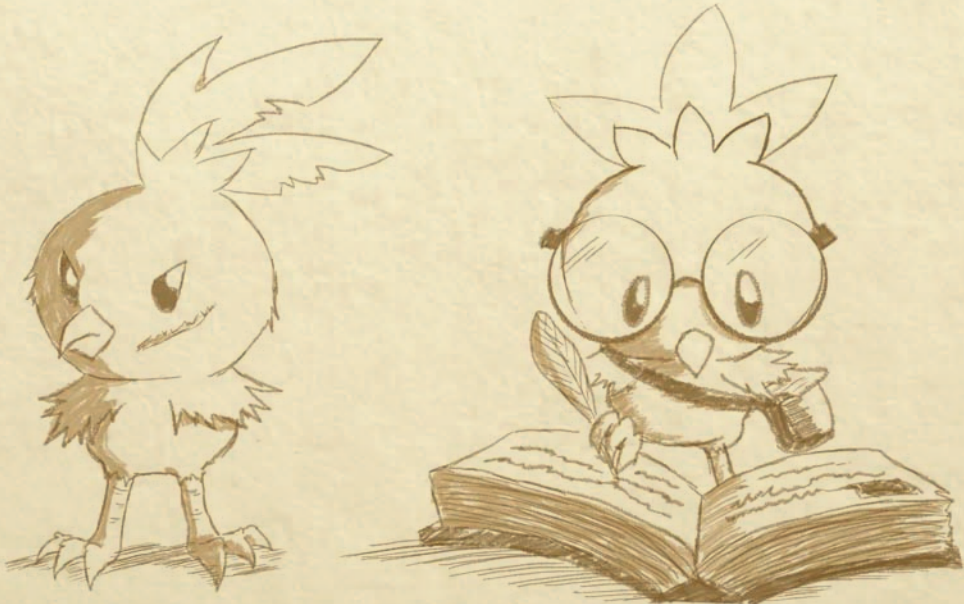
You may be the closest to human contact the other Pokémon you find will ever get! This can be really good or really troublesome!

Mystery Dungeon is a setting full of emotion and deep thoughts. When you play this setting we suggest you touch the subjects of:

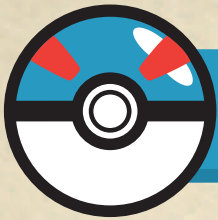
- **Sense of self**
Who am I? What do my actions say about me? How will I know I am still myself?
- **Friendship**
What does it mean to truly be friends with someone?
- **Right, Wrong and Everything in Between**
Who gets to decide what is good and what is bad? Which side do I have to take?
- **Survival at all costs**
When you are at the brink of extinction, what will you do to survive?

- **Power Games**
Rivalries and competence in the race to get to the top.
- **Mankind and Nature Destruction**
How would you view human progress if you were on the other side of the equation?
- **The Value of Life**
Life and Death, they are both as precious as they are terrifying.

You can add other themes for your own story; but a constant topic is the **struggle between choices**, duality, and having two perspectives both of which can be equally right or wrong. Characters will have to take difficult decisions and live through intense moments, combining a sense of helplessness and extreme power, all inside of a single being.







Mystery Dungeon

For a human turned Pokémon, exploring the forest, a cave or any other habitat, will feel like an endless maze or dungeon. You'll soon discover that wandering alone through the wilderness is not wise if you don't know who's your friend and who's your enemy.

Pokémon Communities

In the eyes of humans it may look like a bunch of burrows and hollow tree trunks with a few Pokémon gathered around, but in the eyes of a Pokémon it will look like a bustling town. A Pokémon that has hoarded a few seeds or shiny items and accepts food in exchange, will become the merchant of the place; another may know healing moves and be known as the local medic.

These Pokémon communities are possible thanks to a Guild whose members patrol the nearby territories and keep the rest of the community safe.

Guilds, Teams and Packs

A Guild is formed when a Pokémon leads a big group of other Pokémon. The guild only accepts members who can prove their strength or usefulness to the group, there are many different species under its leader's command.

They divide themselves into smaller units or "Teams" of two to five members to cover more ground to patrol. They also help to solve the problems of the weaker Pokémon of the community in exchange of a payment, usually food, items and favors.

Whenever there's a mission the guild sends one or various teams to solve it. Teams who complete many missions gain rank within the pack and get better treatment and rewards.

These guilds are not perfect, though, they are still ruled by the lawless world of nature, there may be bullies and abusive Pokémon who only care about getting free meals or gaining more power. Other Pokémon will accept it as the way things are; but you may want to bring a new perspective on justice and equality, or you may want to take advantage of these weak minded creatures for your own gain. Your choice.

Finally, there are marauding packs of Pokémon of the same species, usually commanded by the Final form of their evolutive family. These packs are nomads who may come to cause trouble or to provide assistance. If you find one of these packs you may want to get in their good graces, they may not adopt you into their group but you'll make yourself some powerful allies.

- "Why would I want to join a Guild?"-

Joining a Guild has many advantages for someone who was not a Pokémon just a few days ago. Even if you start at the lowest rank, by being a member you'll have a roof above your head, a place to sleep safely, allies, and at least one meal per day.

Complete missions succesfully, make yourself and your team noticed by the Leader and you'll earn better living conditions, rare items to increase your powers and other nice perks that come with being friends with the cool guys in town.

Rescue Missions

The Pokémon community has to stay together if they all want to survive. If a Pokémon goes missing, its family or friends will contact the Guild to send a team to its rescue.

More often than not, these rescue missions will take place in territories belonging to another Pack or Guild, so you may have to face their members first if you want to make it home safely.

Guilds have all kind of missions for their teams to take, not all of them are for rescuing lost Pokémon, and they all go according to the rank of their team members. The higher your rank, the larger the area you are allowed to patrol and you'll gain access to other (more dangerous) places - while the lowest ranks are barely allowed out of the Guild's main territory.

High rank teams can take missions from all the ranks below their own. This makes it difficult for the lower ranked teams to climb up; they'll have to make an extra effort to please the guild leader. There can be many missions inside the same territory, so you can take them all if your team is heading to where the missions are located. Other teams can also take the same mission and the team who completes the task first will get the rewards.

If a team doesn't return or loses one or several members in hostile territory, the guild will make a rescue mission to get them back safely, specially if the team is high in rank, otherwise they may be left to their own devices.

For any Guild, these missions are their way of survival, they define their social hierarchy and structure, without them the guild would fall apart. Because of this, failure is not condoned, and many members are kicked out if they don't complete their missions.

Ranks & Rewards

Here’s a chart with the most common ranks for the teams of a Guild, the kind of missions they are allowed to take and the rewards they offer when the rank is achieved. If Players are feeling bold, encourage them to take the initiative and go for missions from higher ranks to make themselves noticed and gain the respect of their peers.

	Normal Rank	0 points
<ul style="list-style-type: none">• A tattered bag for each member. (holds 5 items)• One meal every night.• A shared room to sleep on the floor.• Access to the “Storage” & “Unwanted Items” Box.• Access to “E” ranked missions.		
	Bronze Rank	50 points
<ul style="list-style-type: none">• 2 Reviver Seeds.• 3 Oran Berry.• 2 Orbs.• 1 Favor from a member of the community.• Access to “D” ranked missions.		
	Silver Rank	150 points
<ul style="list-style-type: none">• A sturdy bag for each member. (holds 15 items)• 2 Reviver Seeds.• One Weapon or Garmet.• Two meals every day.• A shared room for your team with hay beds.• Access to “C” ranked missions.		
	Gold Rank	350 points
<ul style="list-style-type: none">• 1 Citrus Berry for every mission.• 1 Favor from a Guild member.• 3 Reviver Seeds.• One Weapon, Garmet or Evolutionary Stone.• Access to “B” ranked missions.		
	Diamond Rank	750 points
<ul style="list-style-type: none">• 1 Favor from the Guild Leader.• Three meals a day.• A private room with a wool bed.• Access to the “Valuable Items” Box.• Access to “A” ranked missions.		

A single mission can have various objectives, or various missions can take place in the same area. If you have a Team of five members you can divide to achieve the different objectives and you’ll all get the points and rank. Teamwork will be vital for your success, if you don’t have other player companions you can always recruit NPC’s on your team.



Storyteller
Note

Players may get other treasures by exploring the dungeons. They can use the Storage box if they have too many or check the Guild’s Item boxes if they don’t.

	“E” Rank Missions	5 points
<ul style="list-style-type: none">• Gather water and food for the Guild.• Find lost Items/Pokémon on the Guild’s territory.• Take care of the babies in the community.• Help to build shelters for the community.• Watch over the Guild’s supplies.		
	“D” Rank Missions	10 points
<ul style="list-style-type: none">• Rescue lost Pokémon in hostile territory.• Track and defeat a troublemaker Pokémon.• Find Berries and Seeds for the Guild.• Watch over for intruders on the Guild’s borders.• Teach the young how to survive.		
	“C” Rank Missions	20 points
<ul style="list-style-type: none">• Track and defeat a hostile Pokémon.• Chase away humans close to the Guild’s territory.• Disable traps laid by humans.• Find Garmets and Weapons for the Guild.• Teach the young how to fight.		
	“B” Rank Missions	30 points
<ul style="list-style-type: none">• Track and defeat a hostile Pack.• Infiltrate the closest human town to get goods.• Find rare orbs and stones for the Guild.• Recruit a strong member for the Guild.• Top Secret mission, ordered by the Guild Leader.		
	“A” Rank Missions	50 points
<ul style="list-style-type: none">• Track an enemy Guild and defeat them.• Claim new territory for the Guild.• Locate a Factory and destroy it.• Ally at least 3 marauding Packs to the Guild.		



Trainer
Tips

If you take a mission, you can’t forfeit; you must complete it. If somehow you fail, you’ll lose Points equal to the mission’s value, and perhaps your team will be punished by the Guild.

Random Dungeon

Over the course of your story, characters will eventually find themselves in habitats filled with aggressive Pokémon and hard-to-reach places. These habitats work like mazes. They provide shelter to its members and confuse anyone trying to sneak by.

These Dungeons are usually peaceful, but when trouble arises, guilds and guardians have a difficult time trying to circumvent these treacherous paths.

There's three criteria a habitat must meet to earn the title of Dungeon:

- Pokémon who get in, have trouble getting out.
- Paths are clear, visible and treacherous since they often lead to deadends.
- They are a preferred resting spot for powerful Pokémon and for hiding valuable Items.

A Dungeon may be a portion of a Forest, the insides of a Cave, the ruins of a Pokémon or a Human Temple. They range from a simple abandoned house, a huge Pokéball Factory or the Den of a forgotten Deity.

In Forests you will find dead ends caused by trees, thorned bushes or rock walls; in Caves you will find dead ends caused by blocked tunnels, holes of unknown depth and streams of magma; in Ruins you will find deadends caused by stone walls, steel locked doors and old rusted machinery.

When you design your Dungeon, picture the place in your mind and bring it to life with its unusual atmosphere. Draw these objects on your map or get ready to tell your players the details about these paths.

As always, be creative and have fun!



Using Random Dungeon Tiles

To create a Dungeon you need a sheet of paper and a pencil to start drawing. However, drawing an entire area is better suited for the main event of your story. We provide you with a Tileset (see **Resources** section) to fill most of your Dungeon. It is simple and easy to use.

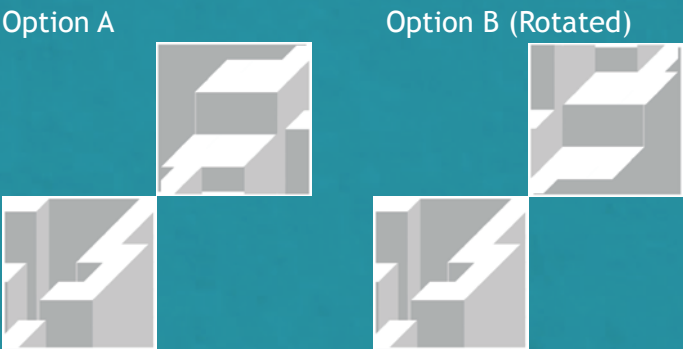
Once you have decided the terrain (Forest, Cave, Ruins, Building, etc.) and the Mission assigned from your Guild, it is time to get started.

Step 1
Cut the Tiles with scissors and scramble them.

Step 2
Select the starting Tile. It can be any one you want or you may select one at random.



Step 3
Everytime the party takes a path, pick another Tile at random and place it next to that path. If a Tile doesn't fit, you may rotate it or pick another one.



Using the Tiles

-You can walk only on the white paths.



-Some Tiles have depth. You may jump, climb or fall. These depths may be filled with Water, Magma or be simple cliffs. The height of these cliffs is up to the storyteller; the fall or the climb may even take you to another floor in the dungeon.



-Some Tiles do NOT have depth. Dark grey areas are enclosed and you cannot go through them.



-Dungeons grow diagonally to keep perspective. But sometimes it is possible to grow sideways too.



-You may draw on top of your tiles to build bridges, ladders, objects, traps, Pokémon or anything you like.

-You may print more than one Tileset in order to build bigger Dungeons.

Mission Objective

To complete a Dungeon you must find the Tile that holds the Mission Objective.

- But how will I know which Tile holds the Mission Objective in a Random Dungeon? -

The Storyteller may select a spot on the map that holds the Mission Objective or use Events in the Dungeon.

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Events in the Dungeon (Optional)

You will find numerous challenges while attempting to navigate a Dungeon. Remember that you and your team are technically invading the haven or stronghold of other Pokémon, you may get attacked by the natives, by Enemy Teams or challenged by other proud Teams from your own guild.

For every 2 new Tiles you progress in a Dungeon, you'll roll to get an Event. Depending on the Result you will get...

-  - Trap/Hazard
-  - Guild Challenge
-  - Enemy Team
-  - Safe Passage
-  - Treasure
-  - Mission Objective

.....

Trap/Hazard

Pokémon will find hindering and deadly traps laid by other Pokémon/Humans during their adventure. Some of these hazards may be silly from a human perspective, but can really endanger the lives of any lesser species.

To survive, Pokémon have some new Maneuvers.

Detect Trap or Hazard



ACCURACY: Insight + Survival + Alert
ADDITIONAL INFO: The User notices if something's wrong. Hidden Traps require 3 successes, while extremely well hidden Traps require 5 or more.
You may try to Avoid/Disarm Traps or Resist Lures only if you detected the Trap/Hazard.

Disarm Trap



ACCURACY: Smart
ADDITIONAL INFO: The user neutralizes a Trap. If the Roll fails, the Trap is triggered. Simple Traps require 3 successes, while complex Traps require 5 or more. The User may require Tools to Disarm certain Traps.

Avoid Trap




ACCURACY: Smart + Survival + Nature
ADDITIONAL INFO: The user finds a path around the Trap to avoid the trigger. If the Roll fails, the Trap is triggered. Simple Traps require 3 successes, while complex Traps require 5 or more.

Resist Lures



ACCURACY: Logic or Will
ADDITIONAL INFO: The User resists the temptation of food, sweet scents or any lure from Traps. Only 1 success is required if resisted with Logic. 3 or more successes are required if resisted with Will.

.....

Whenever you Roll a  to get an Event in your Dungeon choose one of these Traps or Hazards. Feel free to create your own.

Cage with Food

TYPE: Simple Trap (Using tools)
MANEUVER REQUIRED: Resist Lures & Disarm Trap
DAMAGE: -

A simple box containing bait. The moment a Pokémon steps inside, the cage closes and can't be re-opened. Breaking the cage with Strength will make this a Complex Trap.

Cone of Shame

TYPE: Simple Trap
MANEUVER REQUIRED: Resist Lures & Disarm Trap
EFFECT: Reduce 2 points to victim's Dexterity & Insight

A cone collar gets stuck into the Pokémon's neck while trying to get to a sweet scent. It can only be removed safely with tools or damaging the victim by breaking it with Strength.

Electrified Fence (Surrounding Tiles)

TYPE: Complex Trap
MANEUVER REQUIRED: Disarm Trap (Tools Required)
DAMAGE: 1 Damage, Paralyze the Victim.

The place is surrounded with an electrified fence if you touch it you'll receive a shock. It can be destroyed with raw Strengh & Moves, or Disarmed with the right tools.

Electro Web (Move)

TYPE: Hazard
MANEUVER REQUIRED: Avoid Trap
EFFECT: 5 dice of damage. Reduce 1 point to Dexterity.

An extremely well hidden web shocks whoever steps on it. Not only the victim receives damage but it will also hinder its movements for the rest of the scene.

Glue Trap

TYPE: Simple Trap
MANEUVER REQUIRED: Avoid Trap & Disarm Trap
DAMAGE: 2 Damage if dissarmed without tools.

The victim gets glued to some kind of object (Paper, wall, platform, item) unable to move. It can only be removed safely with tools.

Hole

TYPE: Simple Trap
MANEUVER REQUIRED: Avoid Trap
DAMAGE: 1 Damage

All the group members on the ground fall several yards/ meters in a hole that was disguised as part of the regular floor.

Net Snare

TYPE: Simple Trap
MANEUVER REQUIRED: Resist Lures
DAMAGE: 1 Damage

The group finds delicious food, taking it will activate a snare that will leave the victim hanging. Cut the rope to free the Pokémon but the fall will hurt a bit.

Noisy Alarm

TYPE: Hazard
MANEUVER REQUIRED: Avoid Trap
EFFECT: The group gets scattered through the dungeon.

After the group gets in the area a Noisy sound of machinery or Shierking will startle the group. Roll Will, scoring at least 2 successes or else you'll run away in panic.

Poisoned Food

TYPE: Simple Trap
MANEUVER REQUIRED: Resist Lures
EFFECT: Poison the Victim

The Pokémon finds delicious food. If they eat it they'll get the Poison Status Condition at the end of that scene.

Poison Powder (Move)

TYPE: Hazard
MANEUVER REQUIRED: Avoid Trap & Resist Lures
EFFECT: Those affected get the Poison condition.

A delicate scent is calling you, when you get close to its source you'll get sprayed with a toxic powder by a hunting Pokémon. The Pokémon will follow you until you faint.

Reinforced Energy Suppressor Cage

TYPE: Complex Trap
MANEUVER REQUIRED: Disarm Trap (Tools Required)
DAMAGE: -

Seemingly unbreakable, this cage absorbs the energy of Moves. Whoever gets caught cannot get out unless you've got the right tools.

Rock Slide (Move)

TYPE: Hazard
MANEUVER REQUIRED: Avoid Trap
DAMAGE: 6 Dice of Damage, Flinch those affected.

A pile of rocks suddenly crumbles around the group. It may have been provoked or naturally occuring. Whatever the case, that path is now a dead end.

Sand Tomb (Move)

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap

EFFECT: The victims cannot advance further.

The group gets trapped in shifting sands and cannot move. Once trapped, the only way to escape is using the right tools.

Six-Pack-Rings

TYPE: Simple Trap

MANEUVER REQUIRED: Disarm Trap (Tools Required)

DAMAGE: 3 Damage if disarmed without tools.

A member of the party gets tangled in this Item, it can only be removed safely with Tools or dangerously using claws or raw strength.

Sleep Powder (Move)

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap & Resist Lures

EFFECT: Those affected fall asleep for 10 minutes.

A Pokémon left a sweet smelling powder scattered in the area, anyone breathing into it will fall into a deep slumber.

Spider Web (Move)

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap

EFFECT: Call 5 Spinarak/Ariados to fight.

The Pokémon gets caught in a dense cobweb covering the path, leaving it unable to advance. Struggling or destroying the web will send the signal that dinner is served.

Spikes/Stealth Rock (Move)

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap

DAMAGE: 1 Damage

Hidden rocks or thorny spikes suddenly pierce the body of every Pokémon in the area.

Stampede

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap

DAMAGE: 8 Dices

A large group of Pokémon come rushing through. Team members must get to high ground or be crushed by the stampede.

Stun Spores

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap & Resist Lures

EFFECT: Those affected get the Paralysis condition.

A delicious smell is in the air, if you follow it you'll startle a sleeping Pokémon who will attack with a cloud of spores before running away.

Toxic Spikes (Move)

TYPE: Hazard

MANEUVER REQUIRED: Avoid Trap

EFFECT: Inflict Poison Status.

The group steps on very well concealed spikes that ooze venom, inflicting a high fever that won't cease.

Ursaring Trap

TYPE: Complex Trap

MANEUVER REQUIRED: Avoid/Disarm Trap

DAMAGE: 5 Dice of Lethal Damage

A spring trap that looks like a metal jaw. It clamps the victim's feet, leaving it unable to escape. This trap is a challenge to even the strongest of Pokémon.

.....

Tools

Tools are any object you can use to complete a task, like a stick, a rope, a magnet, a screwdriver, oil, a chair, etc.

They are used to handle situations that require precision and intellect, because sometimes your claws and bites are simply not enough.

When a situation asks for the use of a Tool, it's not just any Tool, inspect the object and the situation and try to find or craft a Tool that can get the job done, the right tool will reduce the difficulty of the Trap.

Tools require from 1 to 10 successes in a Smart roll to be crafted, it all depends on the complexity and resources available.


.....


Don't assume everyone on your team will avoid the traps if you detect them. NPC Pokémon will find it difficult to Resist Lures even when you tell them they are a trap.




Enemy Team

Often times you will find enemy Teams from other Guilds trying to foil your mission or take you down while accomplishing their own agendas.

The first time you roll a  to get an Event in your Dungeon, select a scenario.

During the course of your Mission, if you Roll  again, progress to the second encounter.





If you Roll  a third time, you get to the conclusion of the Enemy Team Event, and that's usually disastrous.

- What if I refuse the Challenge? -
Subtract 50% of your Total Ranking Points for not standing up for your Guild.

Here are some examples of Enemy Team Events:

Team Paws of Destruction



LEADER: Bulbasaur

 #001 #667 #403 #434

FIRST ENCOUNTER



Team Paws of Destruction is spreading mayhem and suffering in the Dungeon using Poison, Burn, Sleep and Paralysis Hazards.





If you argue with them, Roll **Tough+Contest+Intimidation** vs their Intimidation (8 dice), if you win, they stop causing trouble for now. If you lose, the area inflicts Poison, Burn, Sleep or Paralysis and they get away.

Everytime you get into a new Tile, Roll 1 dice, if it comes up as  or  the area inflicts Poison, Burn, Sleep or Paralysis.

SECOND ENCOUNTER

You find tracks of the Paws of Destruction, they are doubling their efforts to wipe everything on their path.

If you decide to track them, the next  or  you get on your Event will take you to this Team, at which point you may try to stop them; if you decide to ignore them, proceed normally, however, after completing your Mission you must make your escape out of the Dungeon knowing that everything still inside will be destroyed or trapped.

Everytime you get into a new Tile, Roll 1 dice, if it comes up as , ,  or , the area inflicts Poison, Burn, Sleep or Paralysis.



THIRD ENCOUNTER

The Dungeon is lost and you must try to getaway before everything crumbles into pieces.

Mission Fails.

Team Chimp Champs

LEADER: Infernape

 #392 #513 #511 #515 #424

FIRST ENCOUNTER

Team Chimp Champs is hurting every Pokemon they see. If confronted, they'll say they're training.


Begin Battle against 5 Strong Pokémon, they will Battle until they're at half HP or less.

Roll **Tough + Contest + Intimidation** vs their Intimidation (6 dice), if you win, they stop hurting Pokémon, if you lose, you won't find friendly Pokémon in this Dungeon.

SECOND ENCOUNTER

Team Chimp Champs want to spar with you, whether you want it or not.

Begin Battle against 5 Strong Pokémon, they Battle until they're at half HP or less.

Everytime you get into a new Tile, Roll 1 dice, if it comes up as  or , you find them again and they want to Battle again.

THIRD ENCOUNTER



After a fine day of training, you gained the Team Chimp Champs respect.

Team Chimp Champs will help you on your Battle against the Boss or a deadly Pokémon that tries to hurt you.

Before your team leaves the Dungeon the Leader of Chimp Champs will hand you an **Expert Belt** as a good will offer.

Team Unruly Bullies

LEADER: Bouffalant

 #626 #128 #111 #040

FIRST ENCOUNTER

Team Unruly Bullies is there on a mission, they try to intimidate you.

Roll your Team Leader's **Tough + Contest + Intimidation** vs their Intimidation (8 dice), if you don't score more successes than them, you can't take the same path as Unruly Bullies Team.

SECOND ENCOUNTER

Team Unruly Bullies wants to fight, but one of their members is trying to prevent the fight. They warn you, if they see you again, they will do battle with you!

If you follow them, skip to the Third Encounter.

THIRD ENCOUNTER

The Enemy Team had enough! They seem to think you are after their mission, food or skin.

Begin Battle against 4 very strong Pokémon.

Team Scout Squad

LEADER: Noctowl



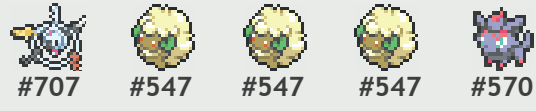
FIRST ENCOUNTER
Team Scout Squad is trying to convince a pack of dangerous and violent Pokémon to nest in this Dungeon.
Roll your Team Leader's Cool/Cute + Contest + Allure vs this Team's Leader Smart (6 dice) to convince them to nest somewhere else. If you win, the pack won't like the place, and Team Scout Squad will leave for the time being.

SECOND ENCOUNTER
Team Scout Squad is still trying to move the Pack of Dangerous Pokémon into this Dungeon.
Roll your Team Leader's Cool/Cute + Contest + Allure vs the Pack Leader's Smart + Survival + Alert (8 dice) to convince them to nest somewhere else. If you lose, Skip to the third encounter. Team Scout Squad seems to convince them to live here (They may be trying to save their home by moving these Pokémon in or they may be doing this for personal gain).

THIRD ENCOUNTER
The pack decided to settle here, unless you fight the pack and Team Scout Squad.
If you defeat them, score 5 successes in a Tough + Contest + Intimidate Roll to kick out the pack or they will destroy the habitat by living here.

Team Tricksters

LEADER: Klefki



FIRST ENCOUNTER
Team Tricksters blocks a path and laughs at you from the other side.
Your team can't go through the blocked Path.

SECOND ENCOUNTER
Team Tricksters brags about erasing the clues/footprints/landmarks to your Mission Objective.
Reveal only the Mission Objective's Distance, but not the Direction.



THIRD ENCOUNTER
Team Tricksters moved the location of your Mission Objective and laughed at you for the last time before leaving the Dungeon.
All marked destinations are gone, you must start all over again Rolling a 6 to get a Mission Objective Event.

Team Devout Apprentices


LEADER: Gardevoir



FIRST ENCOUNTER
Team Devout Apprentices is planning on causing a disaster (Earthquake, Flood, Slide, Eruption).
Roll your Team Leader's Cool/Cute + Contest + Allure to change their mind vs their Intimidation (8 dice), if you win they leave, otherwise they'll teleport away and your Team Leader will be hit by a Future Sight Attack.

SECOND ENCOUNTER
You find Team Devout Apprentices discussing about whether it's right or wrong to cause a disaster (they may have good or bad intentions).
Roll Smart + Contest + Allure, you must score at least 3 successes. If you succeed, they begin changing their mind, they don't seem to want to cause the disaster. If you don't succeed, they'll teleport away again and everytime you get into a new Tile, Roll 1 dice, if it comes up as  or  the area will have Stealth Rocks or Sand Tomb Hazards.

THIRD ENCOUNTER
You see Team Devout Apprentices on the high-ground, ready to cause the disaster.
Roll Cool/Cute + Contest + Allure to dissuade them (you must say something meaningful to make this Roll) and must score 5 successes. If you said something emotionally powerful, you need only 4 successes.



Enemy Teams work for a rival Guild. They may not be after the same objectives as the players, but they will try to hinder them nonetheless.

Creating an Enemy Team

When you create an Enemy Team for the players to encounter consider these points.

- Theme
They are together because they fit a specific role in their guilds.
- Members
Are they a full team? Who is the leader?
- Best way to approach them
Some Teams want to solve things by using violence, others try to be reasonable and others just wanna ruin your day.
How should players deal with them?

Treasure

Dungeons are great hiding spots, they're usually very old and have harbored the most precious belongings of many mysterious Pokémon.

When you Roll a [die with 3 dots] on an Event roll for the Dungeon, you'll get a destination.
Upon arriving to that destination you will find a Treasure.

If you Roll a [die with 3 dots] again on an Event roll, you add another destination. It is possible to find many treasure items in a single Dungeon.

Right after you Rolled a [die with 3 dots] to get an Event

Roll the Treasure's Direction

[die with 1 dot] [die with 2 dots] [die with 3 dots] [die with 4 dots] [die with 5 dots] [die with 6 dots]

↑ → ↓ ← Reroll Reroll

Roll the Treasure's Distance

[die with 1 dot] [die with 2 dots] [die with 3 dots] [die with 4 dots] [die with 5 dots] [die with 6 dots]

1 Tile 2 Tiles 3 Tiles 4 Tiles Reroll Reroll

Place the Tile on the Map

Example: The Team Rolled a [die with 4 dots] in Direction (meaning the Treasure is to the West); and Rolled a [die with 3 dots] in Distance (meaning the Treasure is 3 Tiles away).

Tile where you Rolled for an Event

Tile where you will find the Treasure.

Some Locations may point towards a Dungeon Tile you already passed through. When you revisit the area you may find hidden paths that you overlooked.



Guild Challenge

Teams of the same guilds will often compete for glory and points. When you're out there on a mission, other members from your Guild may challenge you to games or even Battles.
- What if I refuse the Challenge? -
Substract 50% of your Total Ranking Points for being a coward.

These are some examples of Guild Challenges:

Team Speed Runners

LEADER: Jolteon

[Jolteon icon]

[Poliwhirl icon] #135

[Poliwhirl icon] #264

[Poliwhirl icon] #587

[Poliwhirl icon] #100

FIRST ENCOUNTER

Team Speed Runners challenges you to a race.
Select and Place 3 Tiles.
These Tiles won't have Traps or Pokémon and they will be clear of dangers.
Roll **Dexterity + Survival + Athletics** vs theirs (8 dice) three times. If you win, they reward you with a Berry; if you lose they take one Berry or Item from you.

SECOND ENCOUNTER

You find Team Speed Runners, they challenge you to another race.
Select and Place 3 Tiles.
All Tiles have one Trap.
Roll **Dexterity + Survival + Athletics** vs theirs (8 dice), three times. If you win, they Heal you; if you lose, you must give up your sleeping chambers for a week.

THIRD ENCOUNTER

You find Team Speed Runners, they challenge you to one final race.
Select and Place 3 Tiles.
An aggressive Pokémon will fight you in every Tile.
Roll **Dexterity + Survival + Athletics** vs theirs (8 dice), three times. If you win, they Heal you and give you a Treasure and half their meals; if you lose, you must give up your home for a week, give them one of your Treasures and half your meals.

Team Joy Bringers

LEADER: Miltank



FIRST ENCOUNTER

Team Joy Bringers is trying to show everyone they’re the best at supporting the Guild. They challenge you to gather as much local food as you can.

If you win, you get 100 Apples; if you lose, you lose half of your food.

SECOND ENCOUNTER

You find the Team Joy Bringers and you two appear to be tied in food collection.

If you are in need, Miltank will use Milkdrink to restore some of your health.

THIRD ENCOUNTER

By the end of the mission, they gathered more food than your team.

Team Glory Seekers

LEADER: Pichu



FIRST ENCOUNTER

Team Glory Seekers was charged with your mission. You are now on a Time Limit to complete the mission before them.

Roll 4 dices, that’s the amount of minutes you have left. Getting through a Tile takes 1 minute.

SECOND ENCOUNTER

You find Team Glory Seekers, they tell you they’re getting closer and leave the place giggling.

Roll 1 dice, reduce the Result from the minutes you have left. If you get to your Dungeon Goal before them, they may aid you with Heals and Support during Battle.

THIRD ENCOUNTER

Time ran out. They completed your missions, your team failed.

Teams from the same Guild tend to help each other, but since only one of them will get the reward the competition may get fierce.



Safe Passage

There is nothing out of the ordinary going on here. You may proceed as normal.

Mission Objective

When you Roll a on an Event roll for the Dungeon, you’ll get a destination.

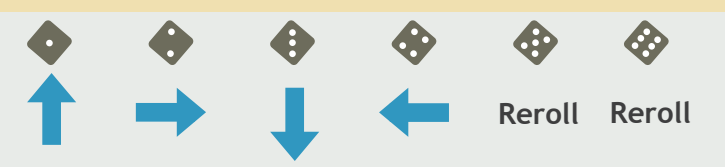
Upon arriving to that destination you will find a Clue that points towards the Mission Objective.

If your Team picked many missions in the same dungeon, you’ll have to Roll separately for each different Mission Objective.

If you want your Dungeon to be longer, you may ask the Players to find several Clues (they would have to Roll another to get a Mission Objective Event and repeat Step 1). These Clues may be Keys, Tools to open the path, Pokémon that point the way, parts of a map, etc.

Step 1 Right after you Rolled a to get an Event

Roll the Clue’s Direction

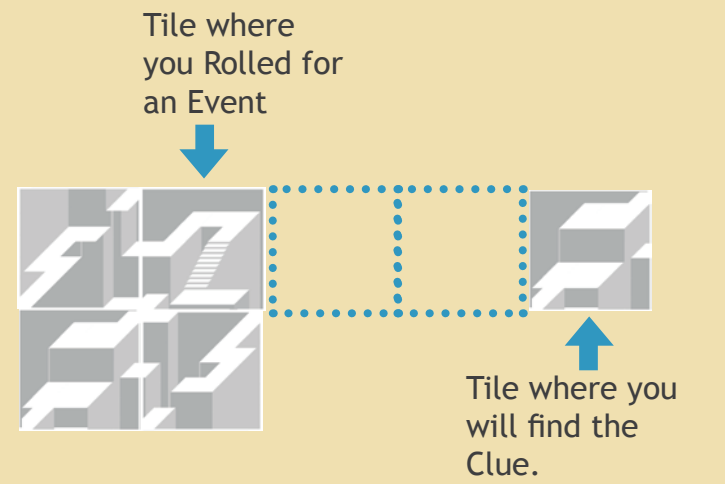


Roll the Clue’s Distance





Place the Tile on the Map

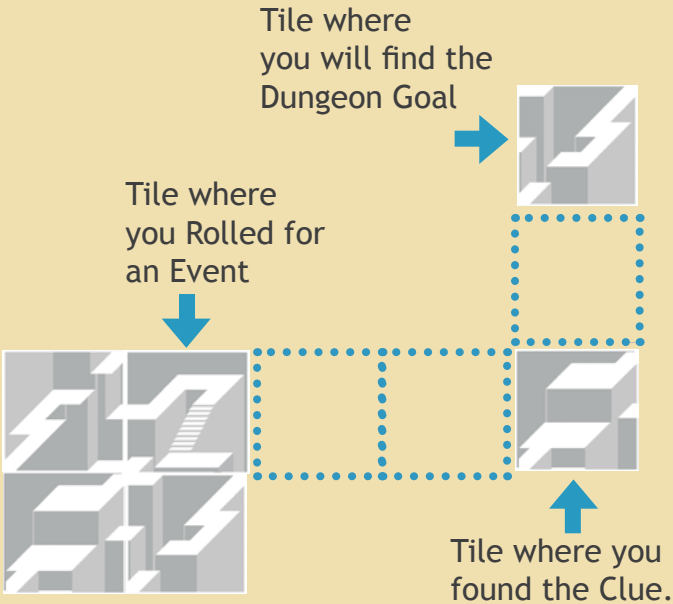
Example: The Team Rolled a in Direction (meaning the Clue is to the East); and Rolled a in Distance (meaning the Clue is 3 Tiles away).



Step 2 Upon arriving to the Clue's Location

Repeat Step 1. But now it will point towards the Mission Objective.

Example: The Team Rolled a  in Direction (meaning the Mission Objective is to the North); and Rolled a  in Distance (meaning the Mission Objective is 2 Tiles away).



Once you arrive to the Tile marked with your Mission Objective, you may complete your Mission or keep exploring the Dungeon.

Tips for Successful Dungeoneering

Dungeons are treacherous places, you'll need to prepare if you want to go there and back again. We'll give you some tips for safe adventuring.

Carry enough items in your bag

Not only berries, seeds and orbs, bring tools and even Apples in case you need something to eat or buy goods.

Equip Yourself & your Teammates

Don't hoard all Garments for yourself, a well equipped team is a strong team.

Make use of your Logic and/or Instinct

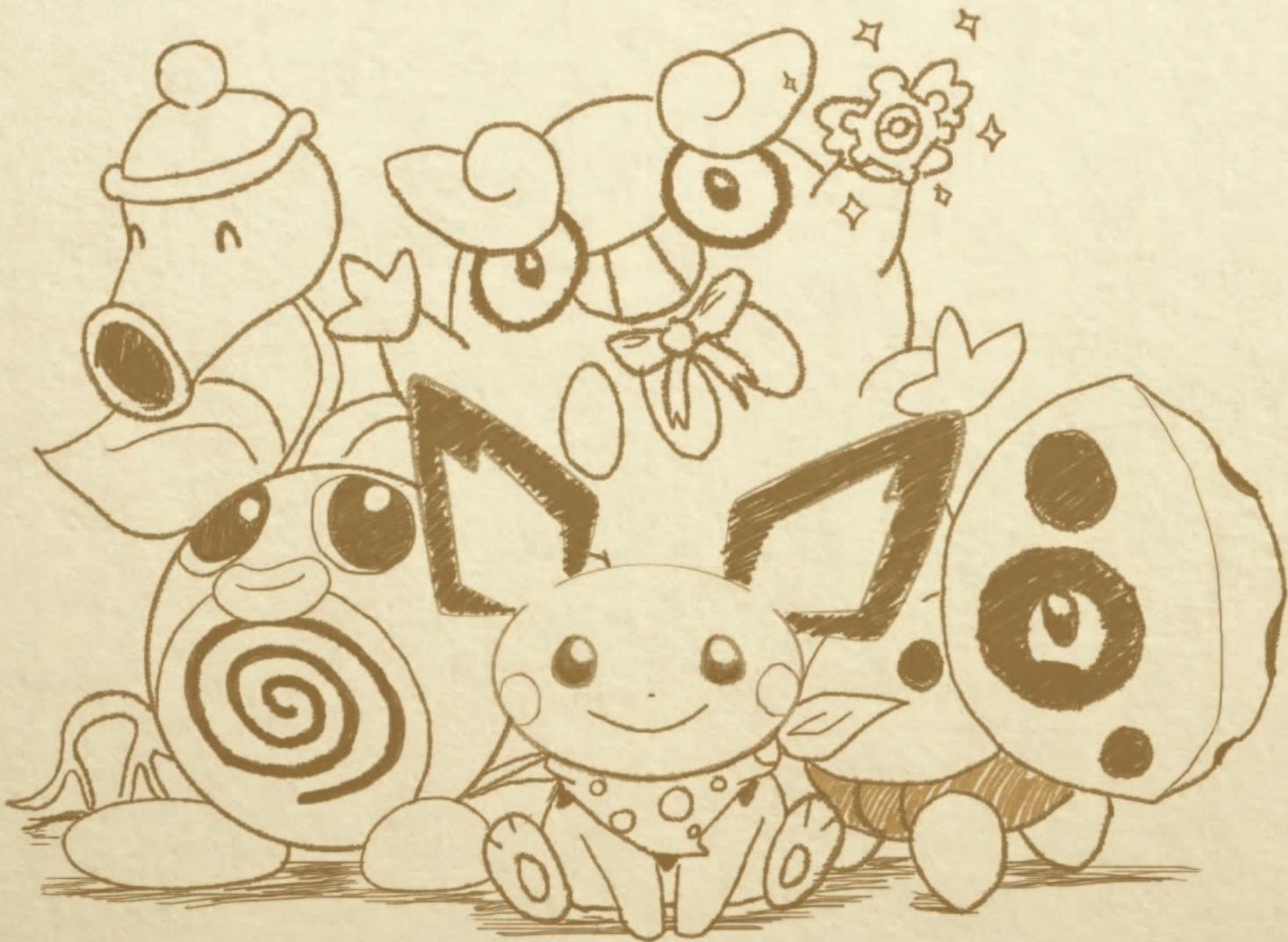
Find the tracks of your mission objective, disarm dangerous traps with a screwdriver you crafted yourself, etc. Use your strengths.

Mind your Teammates

Don't let them wander alone, don't abandon them when they fall in a trap. You guys are a Team!

Beware of Fainting and Lethal Damage

Lethal Damage is hard to heal in the wild, and falling unconscious will leave you in need of rescue. Guilds will make an effort to rescue their valued members, but a failed mission may cost you your rank, your treasures or even your teammates.





Improving your Team

It's always good to have someone to rely on, you need to be part of a Team.

Teams go from two to five members, if you still have space you can recruit other Pokémon to be part of it.

Recruiting

Pokémon know that the strong survive and that there's safety in numbers. If you defeat an NPC Pokémon you may want to try to recruit it for your group, you can do this in different ways.

Roll your Tough vs the other Pokémon's Will

You prove yourself as the dominant Pokémon and others must do as you say.

Roll your Cool/Beauty + Contest + Allure vs its Will

To convince a friendly Pokémon that it's a good idea to be around you.

Recruited Pokémon have their normal Happiness/Loyalty scores, and they increase and decrease just the same as they would with a Trainer, the only difference is that they won't lose any Loyalty or Happiness when they join you; as you did not use a Pokéball to catch them. You may also form temporary alliances, such as when you rescue a Pokémon or you find a lone Pokémon who's guildless and/or packless.

If an NPC member faints and/or is left behind, it will abandon you. If you stay around until it wakes up or you take it back to safety, it will increase its loyalty to the Team.



To train others will be more difficult, if they are not the same species as you are, you won't be able to explain what kind of movemets they should use. An Electric Type may have nothing in common with a Poison Type.

The only way is to spar with them and let nature decide.

A friendly match between teammates is nothing out of the ordinary. In fact most Pokémon enjoy them, but if you really want your companions to get stronger you'll have to go all out. The more difficult the fight is for them, the more experience they will get. Be careful, though, if you faint your companion, it may take it personally and abandon the team.



Keeping highly loyal members will allow your team to take even the riskiest missions. Otherwise your teammates may not feel so secure to follow you into danger.

Evolving

Level progression is the same as in the corebook, and now that you are a Pokémon this means that you may be able to evolve if the conditions are right.

They way you might evolve is stated on your Pokédex entry, but remember, a situation where you must save your life, certain kinds of energy, or a power surge may trigger the phenomenon before those conditons are met.

Whenever you Evolve, Increase one point on your Instinct and Primal and reduce one Point to your Logic Score.

Training Yourself and Others

Exploring dungeons and completing missions will usually take most of your time, but if you have a day off you may want to use it to hone your skills.

There is no trainer to instruct you, you'll have to either follow your instincts or try to remember what you learned when you were still human.

After sometime training, Roll your Instinct or Logic Score, the successes on the roll will be the training experience you get.

When you evolve the Pokémon gains a little more control over your mind, and if your are not careful you can slip away when you feel all that power now rushing through your veins.

You can always refuse to evolve, though - even if the process has already started. If you focus your mind on not evolving you'll stay the way you are, but finding an Everstone might not be a bad idea.

Pokémon who evolve through trade will need to find another source of radiation or energy to trigger it.





Items for the Quest

All Pokémon have a way to use tools, even if they can only get a basic understanding about how they work. Even when they don't have hands and thumbs, they can use other parts of their bodies to carry and use items.

In the Mystery Dungeon setting, you can use any Held Item mentioned in the Corebook.

Other Items such as Potions & Pokéballs may not be present or require certain level of Logic to be used.

Your Pokémon Character will have one slot for its Held Item and three slots for garments. Each member will be able to carry items inside the bag provided by the guild.

The Corebook's rules about moves that increase or reduce attributes not stacking along with items still applies.



You can find food, items, garments and weapons while exploring, buy them from other Pokémon or even craft them yourself using your Logic.

Food

Food is the currency of the Pokémon world, they can eat anything from apples and pieces of meat to rocks, etc. It all depends on which Pokémon you are dealing with.

The more difficult the food is to obtain, the more valuable it will be. Some Pokémon may put up unofficial missions offering incredible rewards just to obtain the food they are craving.

ITEM	RARITY
Apple and Big Apple	COMMON
The basic currency. One won't get you much, though, you have to gather a lot. Unfortunately they don't last long.	Worth 1 Apple - 10 Apples
Piece of Meat	UNCOMMON
It's hard to carry, since it attracts scavengers and thieves. Some Pokémon will pay lots of apples if it's still fresh.	Worth 100 Apples
Delicious Rocks	RARE
Not only they are hard to find, they are also incredibly heavy. If you manage to get one you'll have a small fortune.	Worth 500 Apples
Golden Apple	VERY RARE
It is a miraculous apple that glows with a golden aura. It's far too precious and beautiful to even consider eating it!	Worth 1000 Apples

Garments

These are pieces of clothing such as scarfs, ribbons, hats, or other accessories a Pokémon can wear.

While in the main setting having a costume does not seem to affect the Pokémon in ways other than appearance, the Garments in this setting are special. They all have a story as the lucky token of a Pokémon who wore it before or the source of confidence in another. It's the stories behind these clothes what makes a Pokémon feel their power.

All Pokémon get to wear only one of each kind.

ITEM	RARITY
Mouth Piece of Good Fortune	COMMON
A twig, a wheat spike, a leaf, an old pipe, anything you can carry with your mouth. It's good fortune for novices.	+1 to Dodge or Accuracy
Scarf/Ribbon of Protection	UNCOMMON
Protect your body and give it style. Choose from a variety of colors, patterns, shapes and sizes.	+1 to Defense or Sp. Defense
Belt/Necklage of Power	UNCOMMON
Increase your buff looks or energy focus through a nice belt or necklage. Other Pokémon won't help but notice.	+1 to Strength or Special
Lucky Hat	RARE
A Hat with a luck charm, Keckleon's cousin was totally wearing it when he survived a 1000 Tauros stampede.	Re-roll a failed roll once per session
Magic Jewelry	VERY RARE
The gems incrusted on this jewel radiate an incredible energy, if you focus on it you can bring out their powers.	Learn a move you normally wouldn't

Garmets do not come by easily to a Guild and they are a valuable goods among your fellow Pokémon, they are taken as soon as they arrive.

Guild Leaders tend to have a little stash full of useful Garments, if you impress your leader, he or she may want to share one with you.

Your character has three slots to wear Garments and one slot for a Held Item. Combine them to increase your battle prowess!

Orbs and Seeds

Pokémon have survived using the forces of nature around them; this energy is everywhere, but it's difficult to harness. However, there are times that this energy gets trapped inside of different kinds of vessels, mostly orbs and plant seeds.

Their effects vary, but the main difference is that **Seeds** affect only the Pokémon who eats them, while **Orbs** explode and affect a small area that covers either you and your allies or all the foes in range.

Pokémon who do not know many moves rely on Seeds and Orbs to deal damage and other tricks as they don't require any score in Logic to use them.

Activating an Orb or Eating a Seed counts as an Action, take this into account whenever you are performing multiple actions.



Seeds

ITEM	PRICE
Blast Seed	30 Apples
If you eat this seed you'll suddenly sneeze a breath of fire. Foes do not have time to react.	Deal 1 damage to a foe.
Sleep & Stun Seed	50 Apples
Make a Dexterity + Fight + Canalize roll to shoot these seeds into your foe's mouth.	Inflict Sleep or Paralysis Condition
Encourage Seed	100 Apples
It doesn't taste any different than a plain seed, but you'll feel a surge of confidence after eating it.	Gain High Critical in all moves for a scene
Heal Seed	200 Apples
This seed's pure energy will cleanse any impurities away from your body, leaving you glowing with health.	Heal all Status Conditions
Reviver Seed	1000 Apples
Feed this seed to a Pokémon that just lost consciousness to get it back on its feet. These seeds are incredibly rare.	Restore 1HP and return awareness

Both Orbs and Seeds will be consumed after you use them. You may want to fill your team's bag with them before you go on a mission.



Orbs

ITEM	PRICE
All-Hit Orb	150 Apples
As it explodes, the visibility around gets clear, no light, darkness or fog impedes your team to strike directly.	Gain Never-Miss in all moves for a scene
Escape Orb	150 Apples
This orb allows you to escape back to the guild. (The Mission will fail if the objective was not completed.)	Escape back to Guild territory
Health Orb	300 Apples
Those who stand inside the blast's ratio will become healthy again, try to keep it that way.	Heal all Status Conditions
Luminous Orb	300 Apples
As it explodes, the Orb will reveal the paths in the dungeon. Traps, treasures, hostile Pokémon, etc. remain hidden.	Reveal the dungeon
Weather Orb	300 Apples
This orb will call for Sunshine, Rain, a Sandstorm or Hail in the area. The effects will last for the Scene.	Summon a Weather condition
Observer Orb	300 Apples
Those affected by the orb's blast will remain observing the lights it produced unable to move.	Flinch all foes in range
All-Protect Orb	500 Apples
For the next three attacks each member of the team receives, an energy field will protect you from damage.	Cast Protect three times on each teammate

All kind of effects can be stored inside seeds and orbs, sometimes you'll be lucky and find some laying around in the dungeon floor, other times you may have to explore remote locations to get your hands on one.



You can create customized effects for special Seeds and Orbs. The stronger the effects the more expensive and rare it will be.

Some Pokémon dedicate themselves to find these items and sell them to the other Pokémon in the Community, take a look with your local merchant and see what cool stuff you can find.



Weapons (Optional)

Regular Pokémon use their moves and strength to deal damage; they don't make use of weapons, save a few exceptions such as *Cubone* and *Farfetch'd*.


Weapon usage and crafting requires a certain level of Logic.
If you don't have the required score to use the weapon, you won't know how it works.
If you wish for NPC Pokémon to carry weapons they'll only be able to use the ones that don't require logic.

Weapons use your Held Item Slot.

Some weapons focus on combat while others focus on utility. All of them require certain Logic level and items to be crafted but not all of them require the same Logic scores to be used.

Sack of Geo Pebbles

POWER 1



TYPE: Rock (Don't add S.T.A.B)
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDITIONAL INFO: Ranged. Each sack can carry up to 10 amunition.

Logic 0

Crafting Materials


Requirements

Leather, Thread, Needle, Geo Pebbles.

Logic 2

Skarmory Sword

POWER 2



TYPE: Steel (Don't add S.T.A.B)
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 2
ADDITIONAL INFO: High Critical.

Logic 1

Crafting Materials


Requirements

Skarmory Feather, Piece of cloth, Wooden Handle.

Logic 3
A Fire Move

Tooth Spear

POWER 2



TYPE: Dragon (Don't add S.T.A.B)
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 2
ADDITIONAL INFO: Roll 1 Chance Dice to Flinch the foe.

Flinch 1
Logic 1

Crafting Materials

Requirements

Dragon Fang, Long Stick, Rope.

Logic 2

Wooden Shield

POWER 1



TYPE: None
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 1
ADDITIONAL INFO: Reduce the foe's Accuracy against you while holding this Weapon.

Accuracy 1
Logic 2

Crafting Materials


Requirements

Hard Wood, Rope, Bone Chips.

Logic 3

Rock Hammer

POWER 3



TYPE: Rock (Don't add S.T.A.B)
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 3
ADDITIONAL INFO: Roll 1 Chance Dice to reduce the foe's Defense. Can be thrown.

Defense 1
Logic 1

Crafting Materials


Requirements

Chiselled Rock, Rope, Bone, Iron Handle.

Logic 3
Strength Move

Net

POWER -



TYPE: None
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: -
ADDITIONAL INFO: Reduce the foe's Dexterity. Roll 1 Chance Dice to Flinch the foe.

Dexterity 1
Flinch 1
Logic 2

Crafting Materials


Requirements

Spider Web, Glittering Dust.

Logic 3
String Shot Move

Zapper

POWER -



TYPE: Electric (Don't add S.T.A.B)
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: -
ADDITIONAL INFO: This Weapon always deals 2 damage. Roll 2 Chance Dice to Paralyze the foe.

Paralysis 2
Logic 4

Crafting Materials


Requirements

Potato, Copper Wire, Coins, Wood, Aluminium, Rope, Thin Leather.

Logic 5

Smoke Bomb

POWER -



TYPE: None
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDITIONAL INFO: All foes in Range. Reduce the Accuracy of those affected.

All 1
Accuracy 1
Logic 3

Crafting Materials


Requirements

Wax, Sugar, Stump Remover, Apricorn w/Pull Ring, and Adhesive.

Logic 5

Sage Staff

POWER 1



TYPE: None
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 1
ADDITIONAL INFO: Increase the User' Special while holding this Weapon.

Special 2
Logic 1

Crafting Materials


Requirements

Fairy Dust, Staff, Thermocatalytic Reagent, Mystic Clover.

Logic 4
A Fairy Move

Simple Trap

POWER -



TYPE: None
ACCURACY: Insight + Nature + Stealth
DAMAGE POOL: Varies
ADDITIONAL INFO: Foes must score as much successes as your Accuracy Roll to detect the Trap.

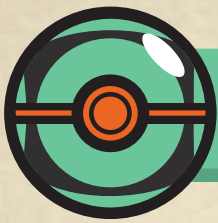
Logic 3

Crafting Materials

Requirements

Bait, Appropriate Trap Materials. (see pages 10-12)

Logic 3



Challenges Ahead

Pokémon face challenges in a different way than humans. What kind of challenges will you face in your new body? Besides your Guild missions and putting a stop to the aggressive Pokémon wandering around, here are more examples of what you and your firends will be facing.



Hunger

Going hungry is not fun. Perhaps you'll be able to endure it for a while but when food begins to run out, chaos will unfold in a Pokémon community.

A bad season, drought, deforestation or a marauding Snorlax are very real threats. If your territory has no food is only a matter of time before your neighbor starts to look at you as a potential juicy treat.

Guilds tend to gather lots of food for their members, be sure to check there's also enough for the other Pokémon who live in the territory or risk to face the crumbling of society.



Pokemon Trainers

The communities where you find yourself are far from civilization, most of the Pokémon living there have never seen a human. They may not know how to react if they ever saw one wandering by.

You'll see Pokémon Trainers in a different light when you are a Pokémon. Perhaps they are good people, but the fact that they capture your friends and take them away is rarely taken kindly among the Pokémon.

You may need to "rescue" a Pokémon who was captured by a human, a task dangerous enough already; and if you somehow manage to get the interest of a Trainer you may become the target of the greatest adversary of all Pokémon in the world: The Pokéball.



Poachers and Hunters

Not every human wants to capture a Pokémon as a new friend. Some humans have selfish and evil intentions towards your fellows and if they've come so far into the wild you can be sure that they won't go back home empty handed.

Poachers will lay dozens of traps to capture your friends, Hunters will use their powerful Pokémon to beat them before taking them away in cages.

The fact that these kind of ruffians get so close to your Guild's territory is usually the sign that something worse is about to come. If you manage to recall your time as a human you'll know that an area is often cleared of any Pokémon before the machines get there.

Keep the community safe - your Guild companions may not be prepared for this kind of threat.



Legendary Pokémon

"We do have a lot in common. The same Earth, the same air, the same sky. Maybe if we started looking at what's the same instead of what's different...well, who knows."
-Meowth

Encountering a Legendary Pokémon is more common than you'd expect when you live in the wild. What's even more impressive is that you are also able to communicate with them face to face like a human could only dream!

They may not be as benevolent as you think, though. All the other Pokémon fear and respect them due to their sheer power. Legendaries are the top of the top, out of your league, don't get on their bad side or you will regret it.

There are some points you must take into consideration if you will be presenting Legendary Pokémon in the Mystery Dungeon Setting.

- Most of them will immediately recognize you are a human mind inside of a Pokémon's Body.
- Their presence actively modifies everything happening around them.
- Most of them should be more intelligent and wiser than humans.
- They put themselves above good and evil, serving only their own interests.
- They are rarely alone, they'll have minions and even armies of Pokémon under their command.
- They can be allies or enemies of other Legendary Pokémon.
- They know any number of Moves that may match their Types or not.
- Their Moves work anyway they want.
- They don't have an Attribute Limit.
- Their HP doesn't depend on their Size or Vitality.
- They cannot be caught or contained in any Pokéball.
- Some of them may be able to talk, either with telepathy or rough voices.
- They cannot be defeated in Battle, unless there is a very good explanation for it.
- There is only one of each. Although some may have powers that allow them to copy themselves.

