

Pokexplorer's Summer Camp!

Pokexplorer's Summer Camp is a short adventure designed for the Pokerole 2.0 system. It's specifically designed for new GMs and new players to learn how the Pokerole system plays. The adventure should take no more than two sessions to complete and can be used as an introduction to a full length campaign or simply as a learning experience. All the Pokemon, asides from the players, are pre-generated and included in the Module for you.

Grey text like what you see below is "box text" to be read to your players. This section here is a pitch you can use to describe the adventure they'll be playing.

Players will be campers at Pokexplorer's Summer Camp, attending a weekend of Pokemon and Camping related activities! Despite all the fun the campers are having, there's something suspicious brewing behind the scenes...

Players will be at the **Beginner Rank**, as will their **One (1) Pokemon Partner**. Any Pokemon can be technically selected by players, but a Pokemon that has a Suggested Rank in the Pokedex of Beginner or Starter is recommended.

Players should be of a similar age, but what age campers should be is not specified anywhere. The simplest option is kids or young teenagers (10~14) who are the usual age group for summer camp, but you could absolutely rework the module to be for an adult summer camp/getaway if you'd like.

Remember to have your players apply the right age bonuses when creating characters!

Tour of Camp

The following are readable descriptions of key areas around the camp. You can read these verbatim or modify the locations to suit your own adventure. You'll find further descriptions inside the module for other areas labeled on the map.

The Cabin Corner

A clearing nestled into the woods with a single path that leads back to the rest of the camp. One cabin faces the rest which sit in a semi circle along the clearing border. That cabin is the counselor's cabin, while the remainder are available for the campers. Each cabin feels like a log cabin, but has modern amenities worked in. Each camper in the cabin has their own dresser and bed to use, and there are multiple Pokemon beds that can be put out.

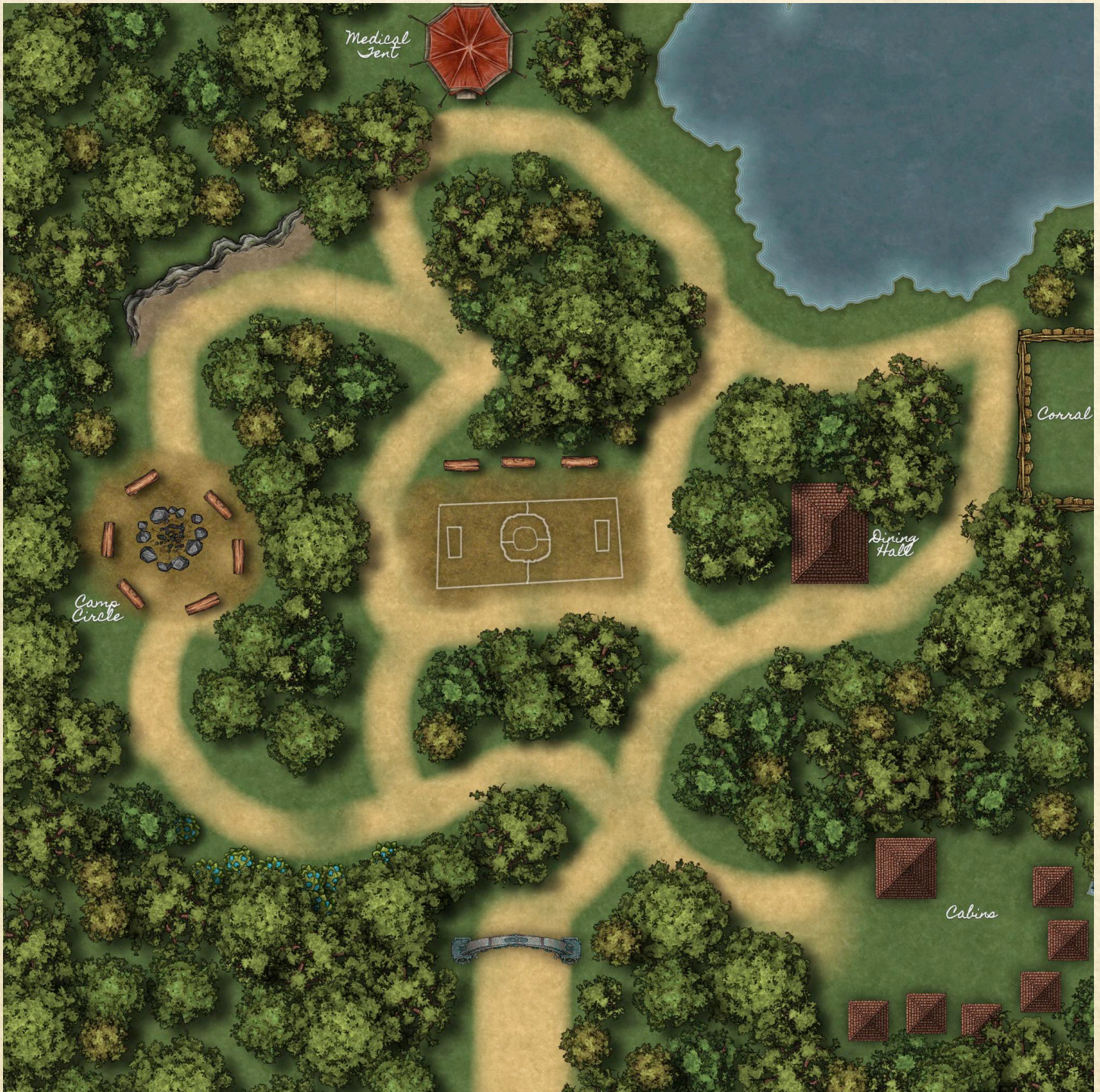
The Campfire Circle

This section of camp is defined by the large bonfire pit in the center. It's filled with soot from prior weekends and has plenty of logs setup like benches around it.



Pokexplorer's Summer Camp Map

Feel free to share the map with your players at the start of the adventure. This is not meant to be used for any kind of battle grid, it's not on any kind of scale. Use the map as a backdrop and introduction (perhaps they find this map on a sign by the entrance?) to the area they'll be staying in. It may even inspire their characters to wander camp in their free time!



Adventure Overview

The story is broken up into a handful of major sections. There are questions blocks like this one,

- Whose your favorite Pokemon?
- What Pokemon do you think is in the bush?

That give you a few questions to ask the players to encourage roleplay in the scenes between each major section. Play out any scenes you'd like in the in between times before transitioning to the next scene.

Story Summary

The first section deals with arriving at camp and introducing the PCs characters to each other.

The second section is the **Scavenger Hunt**, which is designed as a series of Skill Challenges to introduce PCs to how they can use their Skills and the general rolling mechanics of system.

The third section is the **Tournament**, which is a series of battles so the PCs can give one on one battling a try. This can be lengthy though, so alternatively you can run it as a series of individual battles between campers, rather than a full Tournament.

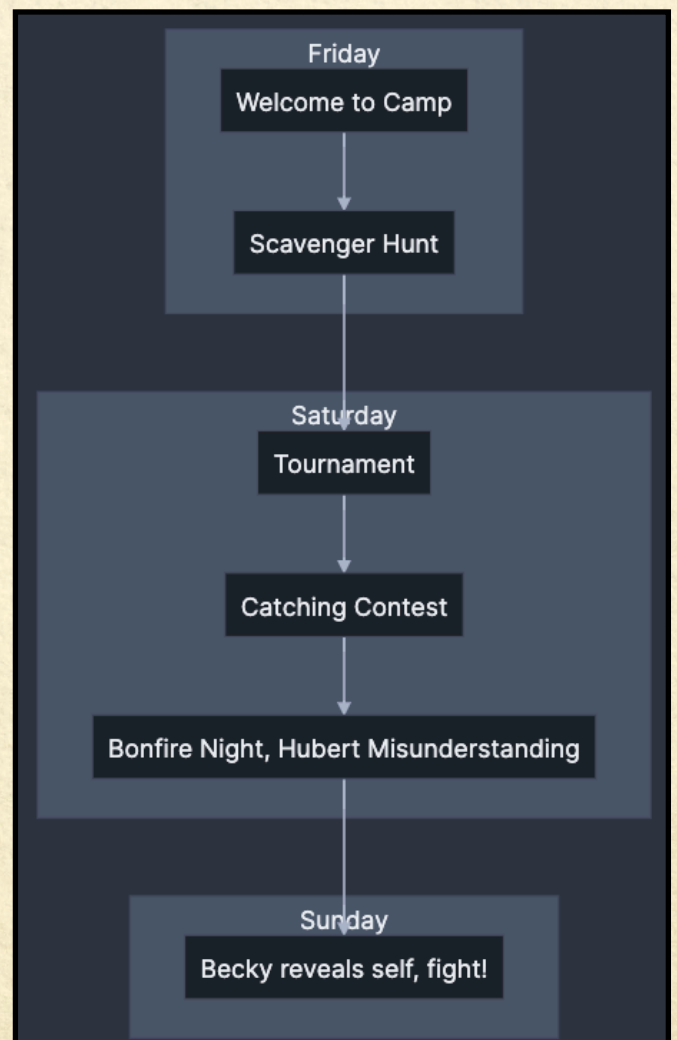
The fourth section is a **Capture Contest**. Here players are given the chance to battle and catch a wild Pokemon, meant to introduce PCs to the mechanics around catching Pokemon.

The remaining two sections relate to the **Twist** of this story. Throughout earlier sections, the PCs are presented with Counselor Hubert acting suspiciously and sneaking away into the woods. During a campfire, the PCs will have a chance to confront him only to discover he's been helping some wild Pokemon reunite with their friends.

After the misunderstanding is cleared up and the PCs go to sleep, the **Real Twist** occurs. The morning they're supposed to leave camp, Becky reveals that she is actually an agent for Team Rocket who wants to forcibly recruit the campers! This leads to a Brawl/Raid Battle where all the PCs must defeat Becky's Pokemon together to complete the adventure.

There is a side plot about the NPC Ethan, who is a bully in the camp. There's a few scenes written in about his mean actions, and he is willing to join Team Rocket in the finale. Dealing with him more or less can be up to the group playing the adventure.

This flowchart shows the adventure beat by beat as well as which events take place on which days of the weekend.



Non-player Characters

This table is a reference of all the NPCs included in the adventure. Becky and Hubert are key to the story of the adventure while the rest of the campers act as roommates, friends, and rivals for the PCs. If you'd like to swap out campers for characters of your own design, go ahead!

Pokemon stat blocks can be found in the back of the book.

Name	Sex	Pokemon	Notes
Becky	F	Becky's Snorlax	A Peppy, high energy girl whose one of the camp counselors, and secretly a Team Rocket Recruiter!
Hubert	M	N/a	A quiet and reserved camp counselor with bangs in his face. Acts suspiciously, but he's just shy and actually quiet sweet
Cooper	M	Cooper's Petilil	The Mom Friend, Sweet and easy to get along with
Roman	M	Roman's Joltik	Geeky, Woodsy, likes Bugs, little chaotic
Jameson	M	Jameson's Shuppet	Here entirely to tell scary stories, loves scary things
Alice	F	Alice's Purrlion	Track Star, this is her break from sports
Valentina	F	Valentina's Ponyta	Feminine AF, likes baking, most excited for cooking
Caroline	F	Caroline's Piplup	Rich girl, too much baggage, not mean but awkward
Ethan	M	Ethan's Houndour	Stocky boy, rude and mean

Formatting in the Adventure

Red text denotes something that you'll be rolling dice for. Usually, this follows the format of "Attribute + Skill", though multiple options for one of those may apply and be listed. EX: "Insight + Alert".

The adventure is broken up into sections that take place in a loosely chronological order and describe a key scene or event that will take place in the story. Section headings will have one of two bullets next to them.

- When you see a Section with a bullet like this, that means the section takes place at the location described by the heading.
- When you see a heading with a bullet like this, that means the section is a specific activity or event which will be described by the heading.

As you play, you and your players might feel a scene should happen (perhaps a conversation between NPC and PC) even though it's not listed in the Adventure. When that happens don't be afraid to improv a new scene!

Improv is an important skill for a Storyteller and you don't have to be afraid of it. Simply think about the location, NPCs and PCs involved and put them all together. Let it play out naturally from there.

Ready to get started?



Friday - Introductions

Explorer's Entrance

Set the opening scene by reading the following.

The front gate to Camp Pokexplorers is bustling with all the new campers arriving. The big wooden gate towers over the camp ground's entrance and has "Pokexploration Starts Here" on a colorful sign in the center. The dirt path is well traveled leading into the woods where the Camp must be. The day is warm and sunny and the tree leaves sway softly due to a pleasant breeze. The serenity of the scene is marred slightly by the sound of cars dropping campers off and goodbyes of the hurried and prolonged variety behind you.

Go around the table and have each player describe their character and their arrival by answering one or more of these questions.

- What do you look like?
- How did you get to camp?
- Are you saying any goodbyes?

Once they've all introduced their characters, read the following.

"Alright everyone! We'll be setting you up in your cabins to get started!" A blond girl wearing a camp uniform calls. "Follow the path up and then take the first right! Go ahead and claim whichever one you like, two to a Cabin! I'm so looking forward to getting to know all of you during orientations, aren't you Hubert?"

Next to the blonde is a dark haired boy with long hair that covers most of his face, also wearing the camp uniform. He nods without a verbal response, looks to his left and right, then heads towards the woods, away from the directions the first counselor provided.

Cabin Corner

Transition to the cabins by reading the description of them on page 1. If the player characters have already started talking and bonding, they can bunk together if they so choose. If they enter a Cabin alone, assign them one of the NPC trainers as a bunk mate. Ethan is likely a poor choice, unless a character is looking to be mean to his fellow campers.

- Which bunk do you take?
- Did you pack a lot?
- What's the most important thing you packed?

After giving each player the chance to meet their roommate and answer a question or two, they hear the blonde counselor calling for them to come to the campfire spot. All the NPC campers head out towards it immediately.

Campfire Circle

Once again, transition the scene using the description of the Campfire Circle on page one.

The two counselors are waiting for you in the circle and unsurprisingly the blonde girl starts talking as soon as everyone arrives.

"Welcome everyone! My name is Counselor Becky and I'm so excited to be here with you all! Me and Counselor Hubert here," She points to the dark haired counselor, "Are going to be your guides to a weekend of fun! Speaking of fun, let's not waste any daylight, Hubert if you'd please?"

Hubert walks around, face hidden in his hair, and presents everyone a piece of paper. On it is a riddle.

The Scavenger Hunt

- **Important!** Read the whole Scavenger Hunt section before you start the Hunt! You need to include a scene during the hunt detailed here.

The Scavenger Hunt is run as follows. Each Riddle will require a skill roll to know the answer to it. Any player can make an attempt to figure out the answer for any of the riddle, 1 success is all that's required. Once at the location hinted in the riddle, the players will be faced with a second skill challenge, physical in nature. 2 successes are required on these checks, or a creative use of a Pokemon.

There will be suggested skill rolls for acquiring the badge listed with each riddle. If your players come up with a different way to get badge, let them roll for that solution! Just pick the skill and attribute that apply most to what they're doing.

The riddles can be found in Appendix A at the end of the adventure. The skill roll required to get the answer and that answer are listed between that. Following the table is a readable description of what they find at the location in the answer, and any additional details of the encounter.

There are five riddles in the Appendix. The PCs only need to solve one each.

Try to avoid combat in this section. This section is to introduce the concept of Skill checks, combat will have it's own introduction on day 2.

Becky continues talking. "Alright everyone! Our first activity is this, a scavenger hunt! Each of you have riddle to solve that will lead you somewhere in camp! When you get there, you need to find a Pokexplorer badge like this one!" Becky holds up a red and white badge that looks a lot like a Pokeball, but with Pokexplorer written across it's front. "It's not a competition, so have fun!"

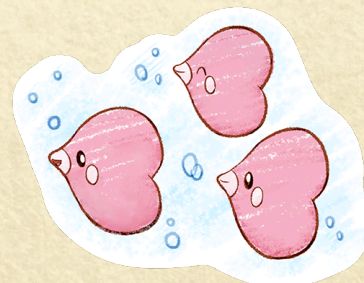
Hubert then speaks up for the first time. He brushes his hair from his face and gives everyone a serious look. "Don't stray into the woods. It's too dangerous." Becky nods in agreement then blows a whistle to be your starting bell.

Give the players a chance to breath, ask questions, or RP a bit with the counselors and other campers. More information on how the hunt is run mechanically is in the next section. Before the PCs leave the campfire area, they should witness the following scene.

A stocky boy with dark hair cut short and a rough and tumble look about him climbs up on a log bench when the counselors are out of earshot. "Listen up! This is a competition now! And I'm going to be the winner. You wanna come in second place though, or any place but last, cause whoever does the worst in all the events this weekend is going to get a pounding from me!" He punctuates his statement by pounding his fists together.

A girl wearing a wind breaker, visor, and running shorts sighs near the lot of you. "That Ethan... He lives in my hometown, he's always like this... He's serious too, and sneaky. Watch out for him. If it comes down to it, I'll 'lose' on purpose, he won't mess with me since I know his Mom."

Ethan walks off while the girl (Alice) speaks. The PCs are welcome to interact with the other campers or attempt to challenge Ethan at his own game before embarking on the scavenger hunt. The NPC campers will split off into handfuls heading towards various places around camp at the same time the players do.



Somewhere in the middle of the hunt, you'll want the players to witness the following scene. This scene foreshadows the Twist so you should be sure to include it.

As you make your way to the next location in the hunt, you catch a rustling of branches down the path. You can see Counselor Hubert looking left and right before stepping through some thickets into the woods proper.

If the players want to follow Hubert, they can try and track him with 3 successes on an **Insight + Alert** roll. If they fail, they can't see the direction he went. If they succeed, or try to go in despite not knowing where he is, the following occurs:

"Hey gang!" Becky's voice resounds from behind you. You have no idea how someone so loud got so close without you realizing! "You know Hubert warned you against going into the woods, right? It's Beedrill mating season and that makes them more nasty than usual!"

Even if they tell Becky Hubert went into the woods, she says it must be for good reason and she'll give him all call on her Pokegear back at her tent. She then insists they get back to the scavenger hunt, lest "she get her big strong Pokemon to help convince you".

When the players get the last of the PCs badges, the loudspeaker announces that all campers should reassemble for dinner in the Dining Hall.

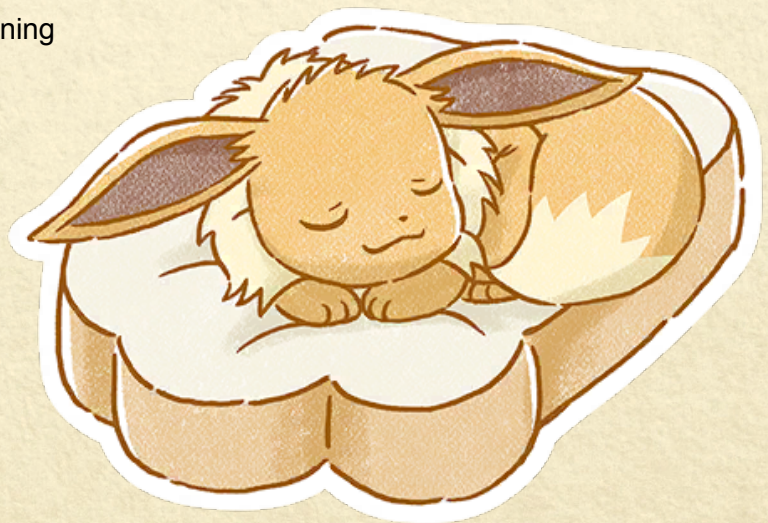
● Campfire Circle

Breeze through dinner with a few questions spread about amongst the players. Let an interesting moments that come up from the player's answers play out as a full scene if you'd like.

- Do you sit together as a group, or do you meet up with any of your roommates?
- Ethan is laughing loudly about how he battled a Buneary for his badge and "showed it who's boss". Do you say anything?
- How's the food?

To keep things moving, glaze over the rest of the evening as well. Here are some questions that cover "Bedtime" that you can pose to the group before moving into Day 2 of camp.

- Do you go to bed early, or join everyone around the campfire for smores?
- Are you scared by Jameson's very involved ghost story?
- How do you and your Pokemon wind down for the night?



Day 2: Pokemon Training!

Here's one more set of questions to cover the morning. Use the player's answers as a way of transitioning into the new day before they get started on the next big event.

- Do you sleep with your Pokemon out? How do you sleep?
- Are you a morning person, or does Becky wake you up with her yelling?
- Does your roommate snore?

Once the players have answered a few questions, the counselors will have the campers move to the Combat Clearing. Introduce this new area of the camp via the following

This area of the camp is packed down dirt, and chalk lines have been drawn for a Pokemon battlefield! Logs sit on one of the log edges of the battlefield, set up for people to watch the fights.

● Pokemon Battle Training!

"Alright everyone, today's the day we do some Pokemon battling!" Becky shouts from the sidelines of the dirt battlefield. "Even if you don't like to battle much, it's important to know how when traveling, just in case a particularly nasty Pokemon sets it's eyes on you!"

The battles can either be played out as single matches, or as a full tournament. In single matches, simply have Becky call out "who'd like to fight next" and let PCs volunteer. You can also have friendly NPCs invite them to battle, especially if they're hesitant. That said, don't push it if the PC's character isn't a fighter, they don't have to be.

Pokemon stats for each of the camper's Pokemon can be found in Appendix B. All of the camper's Pokemon are healed after a fight. (Becky has potions.)

If you chose to do a tournament, the tournament structure will vary with the player count. You can see how the structure could look for three, four, and five player games in Appendix C.

A word of caution, the Tournament will be around 5 consecutive battles, which can eat up a lot of your session time! Keep an eye on player engagement or ask them from the start if they're okay waiting for the other PCs fights to finish.

The following "Lunch Break" scene can be used in two ways. For Storytellers that choose not to do a full tournament, the Lunch Break is just a palate cleanser before moving into the catching contest. For those who did the Tournament, this can be used as a breather between the first batch of fights and the second.

● Lunch Break

With the sun getting high in the sky, Becky calls for a break in the battling for some boxed lunches!

- Do you sit with any other campers for lunch?
- How are your Pokemon feeling after getting into some battles?
- Whose battling impressed you most? Have you told them yet?

After establishing the scene a bit, say the following:

"Oh shoot," Becky says. "I forgot to top off the potions bag. Alright kids, wait here, me and Hubert will be back soon!" Becky runs off down the trail away from the area. You don't spot Hubert at first, until you see him heading into the woods in the opposite direction of the medical tent.

Give the PCs a chance to chase after Hubert. Even if they don't, ask for an **Insight + Alert** check from each of them. Presuming one of them gets at least one success, they see the following.

What about seeing where Hubert went? We're cheating a bit; this Insight + Alert isn't meant to find Hubert, it's just an excuse why the PCs would roll! This also serves as more foreshadowing for the upcoming Twist.

You spot another scene taking place by the outskirts of the battlefield. Ethan is looming over Roman, his Houndour beside him with a nasty look on it's face.

"Look four eyes, I don't like you telling people about my Houndour's weaknesses, see?" Ethan says. "I heard you during the battles, you were talking smack about Houndour to Caroline! Still feel like Houndour could be easily beat?!"

"Hey, come on, I was j-j-just explain type-"

"Hush nerd! Send out your Joltik already!"

Presumably, the PCs will intervene. Ethan is combative and will fight anyone, but if the PCs gang up on him he scoffs and tries to play it off like they're not worth his time. Roman is too scared to help in any way, though he'll be incredibly thankful after the fact.



If the PCs don't spot Ethan bullying Roman, or try to follow Hubert anyway, they should find out after the fact. They might see Roman return to the lunch group with burned edges of his clothes, or running towards the medical tent with Joltik. Ethan will proudly talk about how "Roman challenged him to a fight" to his peers, but pretends to be worried about Joltik when the counselors return.

Becky and Hubert returning is a great way to end a fight quickly. Ethan will immediately recall Houndour upon hearing either of them approaching and lie through his teeth about what happened.

Hubert defers to Becky if anyone tells him what really happened, and Becky plays it off that she can't be sure and she'll be keeping a close eye on everyone from now on.

Catching Contest!

You've all gathered for the afternoon's activity in the now familiar campfire area. Becky is standing on one of the log benches, holding a burlap bag in her hand.

"We've got an extra cool adventure for this afternoon everyone! There's an influx of wild Pokemon recently and the Pokemon Rangers have asked us to help out by catching them! Everyone's goal is to catch one Pokemon by sunset. We're going out in two groups, one with Hubert, one with me. We've got plenty of Pokeballs here for you to use, so let's get to it!"

The easiest split to do would be to have the PCs be one group, and the rest of the campers be the other. Mixing the groups up won't hurt, though it will limit player to player interaction.

All Pokemon encountered in the wild will be Starter rank, which makes them fairly easy to catch. Becky and Hubert both have an infinite supply of Pokeballs.

For quick reference, Pokeballs roll 4 Dice to catch, and starter rank Pokemon require 3 Successes to capture. A trainer gets an automatic success for the target Pokemon being at half health, at 1 hp, and having a status condition.



What happens if a wild Pokemon is knocked out? You can flavor it however you want, but the Pokemon can't be caught like that. Perhaps Becky and Hubert prevent the catch, or 0 HP really means that the wild Pokemon runs away with it's tail between it's legs. You can also state that it's against league rules.

Hubert and Becky will ask the PCs what kind of Pokemon they're looking for. Use the following table and their answer to chose what Pokemon they would encounter.

Type	Pokemon	Location
Tough	Snubbull	Some old onix tunnels that have formed caves
Cool	Nickit	An old cabin deep in the woods that was abandoned
Clever	Ralts	At the bottom of a hill in a misty section
Beauty	Skitty	A flower field a ways from camp
Cute	Stufful	Inside a hollowed out tree

These are only some samples. Feel free to drop in your own Pokemon and locations.

● The Bonfire!

Once again we have some questions to help you transition the scene to the Campfire Circle where the evening Bonfire is taking place. These glaze over dinner following the catching contest.

- How are your two Pokemon getting along?
- What's your favorite part of the meal?
- What interesting fact did one of the other campers tell you?

Once you've gone through the questions, bring everyone into the Bonfire scene with this text.

While you ate dinner, Becky and Hubert have set up a big bonfire for you all to sit around! The bonfire is taller than all of you and very warm to sit beside. Everyone chats merrily over smores while Pokemon idle about playing with each other. Ethan is telling some tall tale about his Houndour's strength that Becky seems to be humoring, but it at least keeps him from bothering anyone.

Though speaking of counselors... On a whim you glance around for Hubert. You spot him in the distance, making his way towards the shadowy tree line.

This time, the PCs are able to follow Hubert without issue. Once they reach the treeline, ask them for a **Insight+Nature** roll to track Hubert's path through the woods. (If they all get zero successes, have them stumble on a wild Pokemon that startles them before leaving, then ask them to roll again.)

You follow Hubert, finally able to track him as he slinks off into the woods for the third time you've seen. His path leads you through thick undergrowth, the only sounds the ones you make moving through the bushes. You stop short hearing Hubert's voice through a thick shrub.

"3, 4, 5... Okay great, you're all here. We're almost ready, the bonfire is lit, the campers will be tired... Then we can head towards camp."

What do you do?

Let the PCs jump to conclusions, and when they're ready, approach through the shrub.

Before you, you see Hubert standing tall over... a quintet of small pink Pokemon that hide behind him. "Gwah!" Hubert calls out. "Oh, it's just you guys. Be quiet okay, we don't want to scare these poor little guys."

Hubert will explain that he's been taking care of these Hoppip all weekend. They had lost their strength and were separated from the rest of their flock, so he snuck them food and is going to help them use the bonfire to get really high in the air so they can rejoin their friends. He's not hostile and neither are the Hoppip. He kept them a secret cause Becky gets mad at him for spending more time with Pokemon than the campers, and asks them to keep the Hoppip a secret.



Once the PCs have asked their fill of questions, Hubert will suggest they return to camp together, saying the woods are dangerous at night. Upon their return, Becky is waiting near the treeline.

"Oh good, you all were with Hubert! What happened?" Becky asks and Hubert shuffles awkwardly. You can tell he's no liar.

Presumably the PCs will come with a lie of some kind. If not, Hubert will say they got lost and Becky won't question it. She tells the PCs to meet up at the cabins and that lights out is coming up, then walks away. Hubert encourages them to go along with her, and 'keep her busy' while he helps the Hoppip float off.

Wrap up Day 2 with another batch of questions.

- Do you spot the Hoppip on the walk back to camp?
- Where do you tell your roommate you were?
- How do you and your Pokemon wind down for the night?

As you all settle into bed, Becky's megaphone sounds from outside.
"And that's lights out campers! Get some sleep... You've got an extra big day tomorrow."
It's true, since tomorrow you return home, and you drift off into sleep...

Day 3: Team Rocket!

You wake up to a banging sound, probably pots on pans. Becky's voice over the megaphone calls "Kids, get out here!" All you know is it's early as heck for such a loud wake up call. Your roommates shuffle out, confused but too tired to question her.

Becky continues to bang things and will eventually come into the cabins to drag campers out into the courtyard in the middle of the cabins.

Becky stands on the path away from the cabins towards the rest of the cabin, Hubert by her side, also looking tired. Becky however looks incredibly awake, with an almost manic glint in her eyes. "Campers! There's one special activity left for all of you, and this one is only because I think you're all amazing kids!" Becky says. Hubert looks confused. There's a whirring sound and above you a black helicopter comes into view, with a red R painted on its side!

Becky continues, "I've seen you battle and capture Pokemon this weekend and I think you all have great potential. I was looking for talented kids like you and it's great that I found them so quickly! The special activity I have in store for you is..." Becky tears off her camp uniform to reveal a black uniform beneath it with the same red R on her chest! "You're all going to join team Rocket!"

Let the players take first crack at responses. Any mention of Hubert or an appropriate moment can prompt the following:

"W-w-what? Becky what are you-" Hubert stutters, stepping between the campers and Becky. "Ugh, you and your stupid stuttering! Spit it out next time!" Becky pushes Hubert side and he stumbles into a briar bush, crying out as the thorns dig in.

Let the banter continue, but Becky cannot be swayed. Ethan will step forward and join Becky, saying that Team Rocket will appreciate his greatness. The rest of the campers are too scared to do anything. Once the PCs move to escape or fight, read the following:

Becky sneers. "First rule of Team Rocket... Follow your superiors orders if you don't want to get hurt!" A pokeball flies from her hand, releasing a massive Snorlax! There's no getting around it, it looks like you're in for a fight!

Versus Team Rocket!

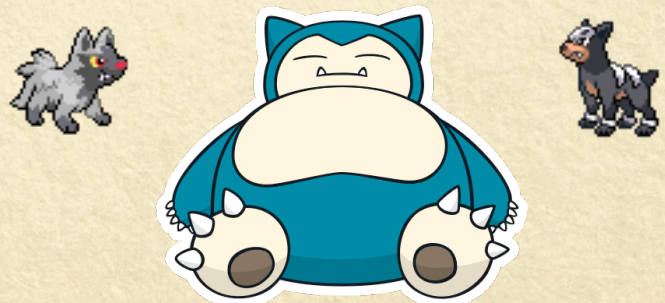
The enemy Pokemon in this fight are as follows. All stat sheets are available in Appendix B.

- ◆ Becky's Snorlax
- ◆ Ethan's Houndour
- ◆ Rocket Poochyena*

* If you have 5 players, have a team rocket grunt join the fight, having climbed down a ladder from the Helicopter. The grunt adds Rocket Poochyena to the battle.

Be aware that Becky's Snorlax is Amateur rank, and more powerful than all the other Pokemon involved. This fight is a free for all where Pokemon can attack whoever they want on the battle field. Hubert is not included in the battle, as he's stuck in the thorns.

Only Becky has to be defeated for the players to win the battle. Ethan (and the grunt) will surrender if her Snorlax falls. When they defeat Becky, read the following wrap up to the Adventure!



"Nooooo!" Becky shouts. "How did you..."
There are siren sounds in the distance and a walkie
talkie on Becky's belt says "We've gotta move,
Officer Jenny is on her way!"
"Damn you all!" Becky curses, grabbing onto a rope
ladder dropped from the helicopter. "You haven't
seen the last of me!"
The helicopter flies away just as Officer Jenny rides
up on a motorcycle. The other campers cheer and
shout and thank you all for saving them. The rest of
camp flies by in a blur of packing, giving police
statements, and exchanging phone numbers, but
you know you'll never forget this year at
Pokexplorers Summer Camp!



A ppendix A: Riddles

An important part of this place is having lots of Empathy for those living there!	
Skill Roll	Clever or Insight + Empathy
Answer	The Pokemon Corral!

Upon arriving at the corral, there's a Tauros hanging out inside. He looks grumpy though, and you can see the badge you're looking for on a post in the middle of the clearing.

- ◆ The Tauros is indeed grumpy and will charge at anyone entering the Corral with the goal of chasing them out.
- ◆ 2 successes on a **Dexterity + Athletics** check will let a player sprint fast enough to avoid Tauros and get the badge.
- ◆ 2 successes on a **Dexterity + Stealth** check will let a player sneak through the corral and get the badge.

Depending on where you are, you might need six identical tools in a single sitting here! (Don't worry, at Camp we don't worry about fancy Etiquette like that!)	
Skill Roll	Clever or Insight + Etiquette
Answer	The Dining Hall!

The dining hall is a big long building that has tables for everyone to sit and a kitchen at the far end. The main room is definitely all wood and no shiny metal badges, but there's so much metal in the kitchen it's going to be hard to find the badge!

- ◆ 2 successes on a **Insight + Alert** check will let a player spot the badge mixed in with the utensils in the sink, along with a non hostile Klefki.

You'll be learning a lot here at Camp and one of the most important skills you'll learn is how to use the things found here safely to help you and your Pokemon!

Skill Roll	Clever or Insight + Medicine
Answer	The Medical Tent!

The medical tent isn't far from your Cabins. A look around the tent itself doesn't reveal the badge you seek, the closest thing you find is a tape on the cassette player reading "Wake Up Music", but atop the flagpole beside it you do spot a Komala napping... and see a glint of red and white in it's paw!

- ◆ 2 successes on a **Social + Perform** check can stir the Komala enough to get it to drop the badge. (Social can be any of the five.)
- ◆ 2 successes on a **Strength + Athletics** check will let a player climb the pole and take the badge.

Somes trainers in the field aren't Athletic enough to traverse these, and they need a Pokemon to help them!	
Skill Roll	Clever or Insight + Athletics
Answer	The Rock Wall!

The climbing wall is at least 20 feet tall and towers over you. Worse, a Fearow has taken up residence on the top, and it's guarding the badge! As you approach it preps it's wings to blow gusts of wind at you, making the climb all that much more difficult.

- ◆ The Fearow's gusts aren't full moves, they're just for flavor. The Fearow isn't willing to fight and flees if a Pokemon can use an attack that would reach it.
- ◆ 2 successes on a **Vitality + Athletics** check will let a player climb the rock wall despite the gusts.
- ◆ 2 successes on a **Tough + Intimidate** check will let a player scare off the Fearow.

Only someone really in tune with Nature will know where they can find Persim Berries on our camp ground!

Skill Roll	Clever or Insight + Nature
Answer	The Berry Trees!

As you approach the berry trees you can spot the badge gleaming atop the tallest one... But It's well out of anyone's reach, and there's nothing strong enough to climb on nearby! It doesn't look like it's going to fall like all the rotten berries around the base of the tree any time soon either.

- ◆ 2 successes on a **Dexterity + Throw** check will let a player knock the badge loose by throwing something.



A ppendix B

All the Pokemon listed in this Appendix are also available in the [wiki version of this adventure](#). The information is the same, but with the additional space full blocks are provided for each of the moves a Pokemon knows. This may be easier to work with than looking up the page numbers, if you aren't using another reference tool.

Alice's Purrloin

Rank Beginner	Nature Quirky	Type Dark	Total HP 4	
Str 2/4	Dex 3/4	Vit 1/3	Spe 2/4	Ins 2/3
Tough 1	Cool 1	Beauty 1	Clever 2	Cute 2
Limber This Pokémon is not affected by the Paralysis Status.				
Unburden The first time this Pokémon loses or spends its held item and is no longer holding any, Increase 2 Points to its Dexterity Attribute.				

Skill	Rank	Moves	Page
Brawl	1	Growl	394
Channel	1	Sand Attack	385
Clash	1	Assist	389
Athletics	1	Scratch	400
Etiquette	1		
Intimidate	2		
Perform	2		

Becky's Snorlax

Rank	Nature	Type	Total HP	
Amateur	Docile	Normal	10	
Str 4/6	Dex 3/3	Vit 2/4	Spe 2/4	Ins 4/6
Tough 3	Cool 2	Beauty 1	Clever 2	Cute 1
Immunity Poison and Badly Poisoned Status deal no damage to this Pokémon.				
Thick Fat Reduce by 1 the damage taken from Fire and Ice-Type moves.				

Skill	Rank	Moves	Page
Brawl	2	Lick	377
Channel	1	Amnesia	409
Clash	1	Defense Curl	391
Evasion	2	Yawn	406
Alert	1	Chip Away	390
Nature	2	Tackle	404
Stealth	1		
Etiquette	1		
Intimidate	1		



Caroline's Piplup

Rank	Nature	Type	Total HP	
Beginner	Relaxed	Water	5	
Str 2/4	Dex 2/3	Vit 2/4	Spe 3/4	Ins 2/4
Tough 2	Cool 1	Beauty 2	Clever 1	Cute 1
Torrent When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Water-Type Moves, and they will get 1 Extra Die to their Damage Pool.				

Skill	Rank	Moves	Page
Brawl	1	Growl	394
Channel	2	Water Sport	424
Clash	1	Pound	398
Athletics	1	Bubble	421
Allure	1		
Intimidate	1		
Perform	2		



Cooper's Petilil

Rank	Nature	Type	Total HP		
Beginner	Careful	Grass	5		
Str 1/3	Dex 2/3	Vit 2/4	Spe 3/5	Ins 2/4	
Tough 2	Cool 1	Beauty 2	Clever 1	Cute 1	
<p>Chlorophyll If Sunny Weather is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.</p>					
<p>Own Tempo This Pokémon is not affected by the Confused Status.</p>					

Skill	Rank	Moves	Page
Evasion	1	Sleep Power	382
Channel	2	Leech Seed	381
Nature	2	Absorb	378
Athletics	1	Growth	394
Stealth	1		
Ettiquette	2		



Ethan's Houndour

Rank	Nature	Type	Total HP		
Beginner	Naughty	Dark/Fire	5		
Str 2/4	Dex 3/4	Vit 2/3	Spe 2/5	Ins 2/4	
Tough 2	Cool 2	Beauty 1	Clever 1	Cute 1	
<p>Early Bird The time this Pokémon would be asleep is reduced by half, it will only need to score 2 successes on its Insight roll to wake up in battle. This effect does not apply for the move "Rest"</p>					
<p>Flash Fire The first time this Pokémon is hit by a Fire-Type move, add 1 Extra Die to the Damage Pool of Fire-type Moves this Pokémon uses until the end of the scene. Fire-type moves do not deal damage to this Pokémon.</p>					

Skill	Rank	Moves	Page
Brawl	2	Smog	408
Channel	2	Leer	396
Evasion	1	Bite	352
Stealth	1	Ember	370
Ettiquette	1		
Intimidate	2		



Jameson's Shuppet

Rank	Nature	Type	Total HP		
Beginner	Bashful	Ghost	5		
Str 2/5	Dex 2/4	Vit 2/3	Spe 2/4	Ins 2/3	
Tough 2	Cool 2	Beauty 1	Clever 1	Cute 1	
<p>Insomnia This Pokémon is not affected by the Sleep Status.</p>					
<p>Frisk When this Pokémon enters the battlefield, Storyteller must reveal its trainer the held item of one foe.</p>					

Skill	Rank	Moves	Page
Brawl	1	Night Shade	377
Channel	2	Spite	378
Evasion	1	Screech	401
Allure	1	Knock Off	354
Perform	1		
Intimidate	2		

Rocket Poochyena

Rank	Nature	Type	Total HP		
Beginner	Impish	Dark	4		
Str 2/4	Dex 4/4	Vit 1/3	Spe 1/3	Ins 1/3	
Tough 1	Cool 1	Beauty 2	Clever 1	Cute 2	
<p>Run Away This Pokémon cannot be Blocked. It may also obtain bonus dice to escape from battle or captivity at Storyteller's discretion.</p>					
<p>Quick Feet While affected by any Status Condition, Increase 2 Points to this Pokémon's Dexterity Attribute. The Pokémon may be inflicted with Paralysis condition but this Ability prevents its effects.</p>					

Skill	Rank	Moves	Page
Brawl	2	Bite	352
Channel	2	Sand Attack	385
Allure	2	Tackle	404
Etiquette	1		
Alert	1		
Intimidate	1		



Roman's Joltik

Rank	Nature	Type	Total HP		
Beginner	Modest	Bug Electric	6		
Str 2/4	Dex 3/4	Vit 3/4	Spe 2/4	Ins 2/4	
Tough 2	Cool 1	Beauty 1	Clever 2	Cute 1	
Compound Eyes This Pokémon gets 2 Bonus Dice on the Accuracy Pool of any move with Reduced Accuracy.					
Unnerve Opponents may not consume their held berry while this Pokémon is in the field.					

Skill	Rank	Moves	Page
Channel	1	Thunder Wave	361
Evasion	1	Spider Web	351
Athletic	1	String Shot	351
Nature	2	Absorb	378
Alert	1		
Intimidate	1		
Perform	2		



Valentina's Ponyta

Rank	Nature	Type	Total HP		
Beginner	Docile	Fire	5		
Str 3/5	Dex 2/5	Vit 2/4	Spe 2/4	Ins 3/4	
Tough 1	Cool 1	Beauty 1	Clever 2	Cute 2	
Run Away This Pokémon cannot be Blocked. It may also obtain bonus dice to escape from battle or captivity at Storyteller's discretion.					
Flash Fire The first time this Pokémon is hit by a Fire-Type move, add 1 Extra Die to the Damage Pool of Fire-type Moves this Pokémon uses until the end of the scene. Fire-type moves do not deal damage to this Pokémon.					

Skill	Rank	Moves	Page
Brawl	2	Take Down	404
Channel	2	Growl	394
Evasion	2	Tackle	404
Nature	2	Ember	370
Perform	1	Flame Wheel	371



Wild Nickit

Rank Starter	Nature Mild	Type Dark	Total HP 4		
Str 1/3	Dex 2/4	Vit 1/3	Spe 2/4	Ins 2/4	
Tough 1	Cool 1	Beauty 1	Clever 1	Cute 1	
<p>Run Away This Pokémon cannot be Blocked. It may also obtain bonus dice to escape from battle or captivity at Storyteller's discretion.</p> <p>Unburden The first time this Pokémon loses or spends its held item and is no longer holding any, Increase 2 Points to its Dexterity Attribute.</p>					

Skill	Rank	Moves	Page
Athletic	1	Tail Whip	404
Stealth	1	Quick Attack	399
Allure	1		
Intimidate	1		
Perform	1		



Wild Ralts

Rank Starter	Nature Lax	Type Psychic Fairy	Total HP 4		
Str 1/3	Dex 1/3	Vit 1/3	Spe 2/4	Ins 1/3	
Tough 1	Cool 1	Beauty 1	Clever 1	Cute 1	
<p>Synchronize If a foe inflicts a Status Condition to this Pokemon, the same condition is inflicted into the foe unless it is immune to the effect.</p> <p>Trace This Pokémon copies the ability of one random foe when it comes out. Effect ends if this Pokémon is removed from the battle. Some Abilities (Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard etc.) Can't be copied.</p>					

Skill	Rank	Moves	Page
Athletic	1	Growl	394
Evasion	1	Double Team	392
Allure	1		
Intimidate	1		
Perform	1		



Wild Skitty

Rank	Nature	Type	Total HP		
Starter	Brave	Normal	5		
Str 2/4	Dex 2/5	Vit 2/4	Spe 1/3	Ins 1/3	
Tough 1	Cool 1	Beauty 1	Clever 1	Cute 1	
<p>Cute Charm If a foe hits this Pokémon with a Non-Ranged Physical Attack, roll 3 Chance Dice to make the foe fall in Love</p>					
<p>Normalize All the moves known by this Pokemon are considered Normal Type. Affecting STAB, weaknesses, immunities, and resistances. Add 1 Dice of Damage to all Normal Moves.</p>					

Skill	Rank	Moves	Page
Athletic	1	Fake Out	393
Stealth	1	Growl	394
Nature	1		
Intimidate	1		
Perform	1		

Wild Snubbull

Rank	Nature	Type	Total HP		
Starter	Bashful	Fairy	5		
Str 2/5	Dex 1/3	Vit 2/4	Spe 1/3	Ins 1/3	
Tough 1	Cool 1	Beauty 1	Clever 1	Cute 1	
<p>Run Away This Pokémon cannot be Blocked. It may also obtain bonus dice to escape from battle or captivity at Storyteller's discretion.</p>					
<p>Intimidate When this Pokemon comes into battle, Reduce 1 Point to the Strength of all foes in range. This effect will last for as long as this Pokemon is out. Reduce random encounters with wild Pokemon.</p>					

Skill	Rank	Moves	Page
Athletic	1	Tail Whip	404
Stealth	1	Tackle	404
Allure	1		
Etiquette	1		
Perform	1		



Wild Stufful

Rank Starter	Nature Brave	Type Normal Fighting	Total HP 5		
Str 2/5	Dex 2/4	Vit 2/4	Spe 2/4	Ins 2/4	
Tough 1	Cool 1	Beauty 1	Clever 1	Cute 1	
Fluffy Reduce by 2 the Damage dealt to this Pokemon by All Physical Attacks. Incread by 2 the Damage dealt to this Pokemon by Fire-Type Attacks.					
Klutz Held items won't have any effect on this Pokémon.					

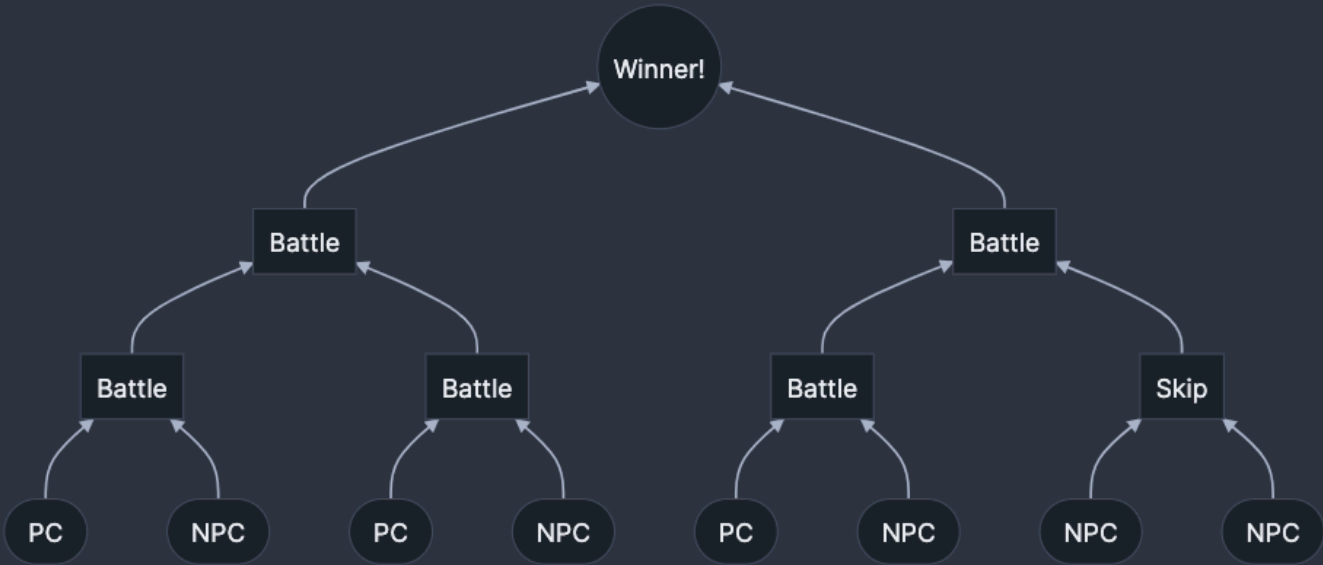
Skill	Rank	Moves	Page
Athletic	1	Tackle	404
Stealth	1	Leer	396
Allure	1		
Nature	1		
Perform	1		



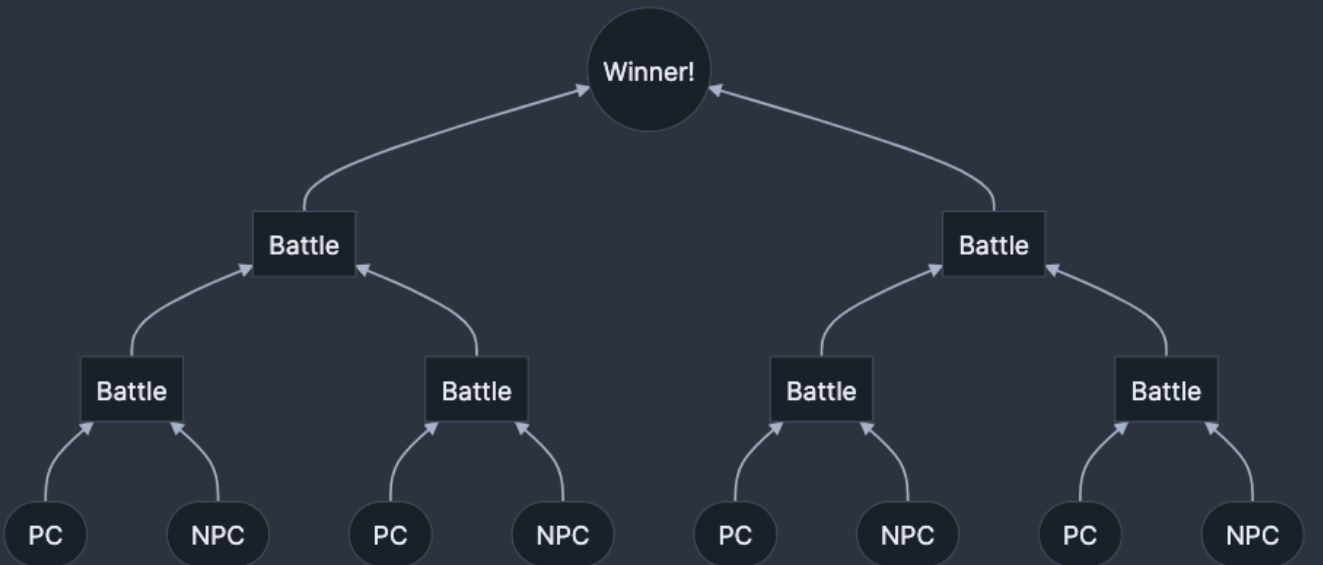


Appendix C Tournament Layouts

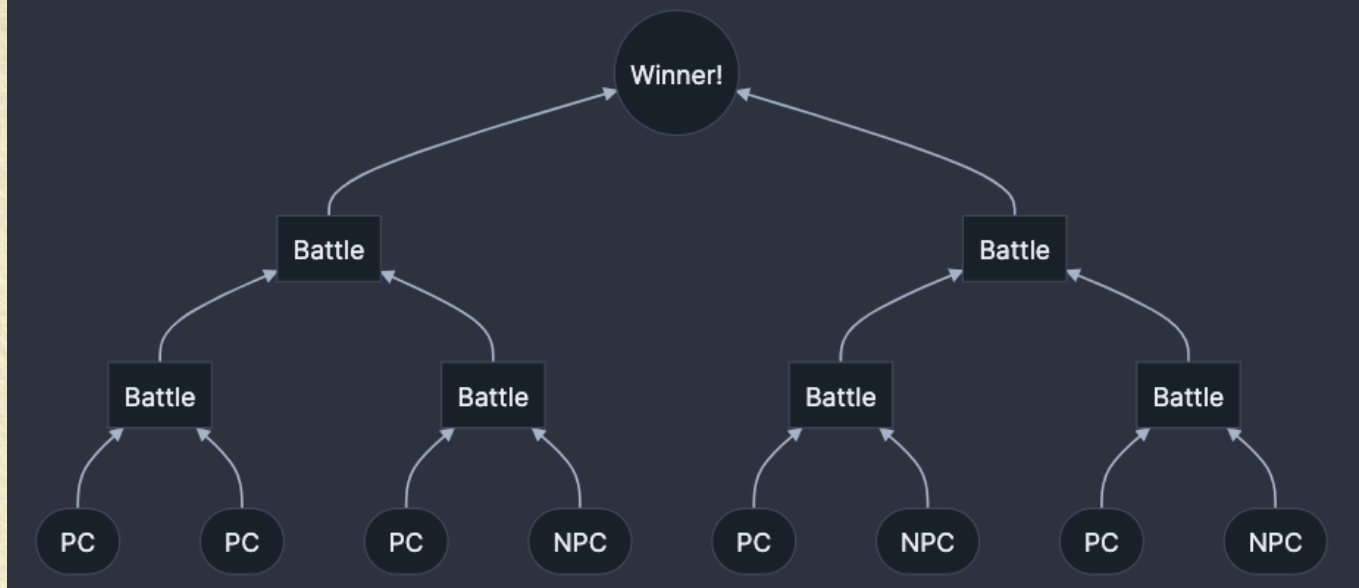
3 Players



4 Players



5 Players



Thanks for playing, and reading all the way to page twenty five! I had no idea how much content was in this Adventure when it was published in Wiki form, so it was a surprise to see when I moved it to a “book”.

This Adventure was written by Willowlark for the Pokerole Community. Images in the book come from either Pokemon Home or Pokemon Go, collected on Pokemon DB or Serebii respectively.

A big shout out to Glee for assets and tips getting start and to the numerous people who have reached out to me that they’ve played this Adventure and it helped them get started with Pokerole. Your responses are what motivated me to produce this book!

[This entire adventure is available online in Wiki format. The web version is more paginated and has more detail on the stat blocks than this book.](#)

Feedback? Comments? Cool Story to tell?
You can contact me via:

- ▶ **Discord** Willowlark#2359 (I’m a moderator of the official Pokerole Discord as well, you can find me there.)
- ▶ **Email** willowlark@outlook.com

