

SUPPLEMENT: KANTO GYM LEADERS

HOW TO RUN GYM LEADER BATTLES AND ADJUSTED THEIR POKEMON

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Descriptions of gym leaders and arenas were taken from or adapted from Bulbapedia.

SPECIAL THANKS

To the members of the Pokemon 5e Discord and subreddit for your support, ideas, and playtesting. This would not be possible if it were not for all of you.

Made with GM Binder

IDEAS/CONCERNS/QUESTIONS?

Join our Subreddit (<https://reddit.com/r/Pokémon5e>) or Discord! (<https://discord.gg/DA9gQAa>)

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GYM LEADERS BATTLES

In the Kanto Region, there are 12 gym leaders. Only 8 badges are needed to compete in the Indigo League. Each of the gym leaders are optional and can be challenged at different levels. Below you will see the breakdown of each Gym Leader as they appear in the Kanto Region. There are a lot of ways you can go about introducing gym leaders and running gym battles. A few are detailed below, for others, check out the [Pokemon5E subreddit](#): [r/Pokemon5e](#). The format for this campaign focuses on 1v1 battles. To Earn a Gym Badge players must battle at the level of the highest Pokemon in their party or higher. Players must also battle at least 2 Gym Pokemon in a single battle.

All Gym leaders only utilize Pokemon from the Kanto Region and evolutions that may appear in later generations. Each gym leader has a set of optional perks to increase the difficulty to the DM's choosing. These perks include Terrain Bonus, Lair Action/Legendary Action, and Gym Leader Held Items. Likewise, their Pokemon can know a maximum of 6 moves. All gym leaders difficulty starts at Level 2; however, the difficulty increases at Levels 5, 8, 10, 12, and 15.

Before each battle, the player may choose how many Pokemon he or she battles against. Then, depending on the number of Gym Pokemon available to battle at that level, the player will either roll a d4 or d6 for the number of Pokemon he or she wants to battle. So, if the player wants to battle 3 of Brock's Pokemon at Lvl 1, the player would roll 3 d4. If the player rolls a 1, 3, and 4, the player would then battle against Brock's Geodude, Onix, and Kabuto. Even if the player wants to battle all of the Gym Leader's Pokemon, they must still roll the required dice to see the order in which they appear.

OTHER GYM BATTLE TYPES

"EXCITEMENT FACTOR"

ADAPTED FROM [U/BUNNYLOVER726](#)

GYM LEADERS HAVE POKEMON AT A SET LEVEL. ENCOURAGED PLAYERS TO USE POKEMON CLOSE IN LEVEL TO THE GYM LEADER.

- **Lore:** There is a Pokemon Battle TV station (imagine ESPN for pokemon battles) that televises exciting gym battles. If a player participated in an exciting (close) battle with a gym leader, it could appear on TV and they would earn some of the ad revenue or a useful prize package from the gym leader.
- **Example:** If a player goes into a water gym and uses Pokemon close in level to the gym leader's and doesn't wipe the floor with the leader's Pokemon using grass types, etc. then the battle has a chance of going on TV and making extra money for the trainer. If the battle is a landslide in either direction, then it is considered "not exciting enough".
- **Notes:** Some players will choose Pokemon so that they would have close and exciting battles and possibly earn some extra money/loot. Others may decide that they don't want to risk losing and choose higher leveled or type-matched Pokemon to ensure that they win.

- **Excitement Factor:** Group battles, moves that alter the weather, Pokemon that evolve during the battle, high level or rare Pokemon, etc. can all drive up the "excitement factor" of a battle. "Excitement factor" is decided by the DM.

DOUBLE BATTLE

ADAPTED FROM [U/HAPPYMYCONID](#)

THE DM CREATES AN NPC THAT BATTLES ALONGSIDE THE TRAINER AGAINST THE GYM LEADER.

- Gym leaders are part of an elite group that can register for an upgraded trainer license that allows them to legally wield more than one Pokemon in combat.
- The NPC will have 2-3 Pokemon that are common in the area.

QUALIFICATION BATTLES

ADAPTED FROM [ANTIOCHUS_SIDETES](#)

THE PLAYER MUST REGISTER A MAXIMUM OF 6 POKEMON AND THEN FIGHT 1-3 QUALIFICATION BATTLES DEPENDING ON THE GYM.

- In each qualifying battle, they can only use 2-3 Pokemon from the 6 they registered.
- Players can see what Pokemon their opponents will be using in order to choose which Pokemon to use in battle.
- Once the qualification battles have been successfully completed. The player then may battle the gym leader.

SCALING POKEMON

When creating the Pokemon for each Gym Leader's Dungeon, the Pokemon should be scaled to the trainer's level and the appropriate challenge rating. You wouldn't have a Level 1 Trainer fight a Gym Leader that has all Level 20 Pokemon, right? Here are some things to consider:

CONSIDERATIONS

When creating a Gym Trainer or Gym Leader encounter, use the PC's level as your starting reference. If the PC is a level 5 trainer, consider:

- the SR Level they can catch,
- the Pokemon that appear at that SR and below,
- what changes Pokemon take on each time they level up.

WHEN IN DOUBT FOLLOW THE D&D ENCOUNTER BUILDING GUIDE.

MOVES

Make sure to check each Pokemon's move list for the moves that it can know. Then select a combination of attack, defensive, and status changing moves.

REWARD TABLE

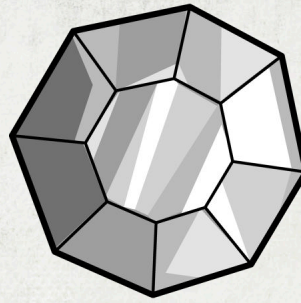
Certain rooms in each Gym will provide a reward upon successfully beating a gym trainer or solving the rooms puzzle. When completed, have the trainer(s) roll on the table below for their reward.

d20	Reward
1-9	₱50 x Trainer Lvl
10	Full Heal
11-15	Potion
16	Super Potion
17	Hyper Potion
18	Revive
19	Full Restore
20	₱200 x Trainer Lvl & Super Potion

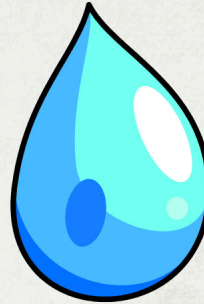
ENCOUNTER BUILDING

When building encounters, whether for a Gym Battle or otherwise, *Sly Flourish* has an incredible resource for a few different methods of encounter building. If this is something you struggle with, I strongly recommend checking this resource out. They can all be found here: https://slyflourish.com/5e_encounter_building.html

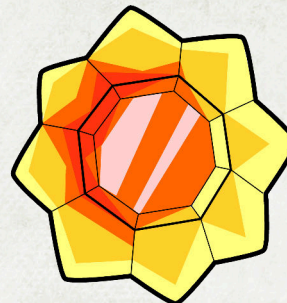
BOULDER BADGE



CASCADE BADGE



THUNDER BADGE



RAINBOW BADGE



PEWTER CITY GYM

GYM LEADERS:

BROCK, FLINT, LOLA, FORREST

GYM DESCRIPTION:

The Pewter Gym is a rocky maze of several caverns. The rock spires shoot up from the ground while loose boulders dot the maze.

GYM TERRAIN BONUS:

+1 Damage Bonus to Rock Type Moves

GYM LEADER HELD ITEMS:

Super Potion, Hard Stone

BADGE:

Boulder Badge

LOCATION:

Pewter City

LAIR ACTION:

The Gym Leader's Pokemon can camouflage themselves into the arena. The Gym Leader rolls a stealth check against the player's active Pokemon's Perception (Wisdom). If higher than the player's active Pokemon's Perception, the Gym Leader's active Pokemon's AC increase +2 for 1 turn.

REWARD:

(P1000 x Lvl of Trainer) + (P100 x # of Pokemon Defeated); TM's: Bide, Rock Tomb, Headbutt, or Rockslide; Hardstone

PEWTER CITY GYM CONTENTS

The inside of the Pewter City Gym resembles that of a cave. Including the Entrance Chamber, the gym has 10 different rooms and 5 halls/passages. Room and Hall has doors that are locked until the trainer(s) has successfully completed the challenge. Below are the details for each room and hall.

ENTRANCE

The entrance of the gym is a cavern with two Rock-type Pokemon statues, one on either side of the cavern. The Gym Guide is standing in the middle of the Entrance Cavern.

GYM GUIDE

Upon entering the Pewter City Gym, the Gym Guide will welcome the player(s) to the Gym and have them roll on the environmental effects table. Once they've rolled on the Environmental Effect Table, read the following to your players.

"Welcome to the Pewter City Gym! It seems that the gym's climate right now is (insert environmental effect). Currently, (insert Gym Leader) is the resident Gym Leader. They specialize in Pokemon that can be found in caves and mountainous regions. If you follow the path forwards you accept the Gym Leader's challenge to find them in this cavern."

ENVIRONMENTAL EFFECTS TABLE

Roll on this table to see what effect will take place in the Halls. Likewise, this table determines which Gym Leader the trainer will battle at the end of the Gym Challenge.

d20	Environmental Effects	Effect	Gym Leader
1-14	Clear	No Effects	Brock
15	Sandy/Dusty	Opponent AC +1	Forrest
16-17	Foggy	Reduced Vision to 0	Lola
18-19	Dark	Dex Mod -2	Flint
20	Halls of Gas	In each Hall, roll on the Gasses Table below	Brock

GAS TABLE

All gasses on this table require a DC12 DEX Save Throw. On a fail, the Pokemon/trainers take on status effect.

d12	Gas	Failed Save
1-5	No Gas	-
6	Poison Gas	Poisoned
7	Sleeping Gas	Asleep
8	Paralyzing Gas	Paralyzed
9	Burning Gas	Burnt
10	Confusion Gas	Confused
11	Freezing Gas	Frozen
12	Blinding Gas	Blind

HALL 1

Description: The hall extends 20ft than comes to a T-crossing. Upon entering the hall, have the trainer(s) make the Trap Saving Throw.

Connects to: Entrance, Room 1A, Room 1B

Trap: Stealth Rock - Sharp rocks have been placed throughout the hall.

Trap Saving Throw: STR/DEX, DC 12

On A Failed Save: The impacted Pokemon takes 1d8 + STR/DEX rock damage.

Alternate Approach: Have the trainer use a Pokemon that knows a rock-type move to destroy the sharpened rocks. Roll as if the Pokemon was attacking another Pokemon in combat.

# of Rocks	AC/Rock	HP/Rock
1d4	10	1

HALL 2

Description: The hall extends 20ft than makes a U-Turn and heads into the next room. Upon entering the hall, have the trainer(s) make the Trap Saving Throw.

Connects to: Room 1A, Room 2A

Trap: Rock Blast - A series of rocks are summoned from the wall.

Trap Saving Throw: STR, DC 12

On A Failed Save: The summoned rocks fire their way towards the Pokemon. Roll 1d8 for the number of rocks that hit. Each rock does 1d4 rock damage.

Alternate Approach: Have the trainer use a Pokemon that knows a rock-type move to destroy the summoned rocks. Roll as if the Pokemon was attacking another Pokemon in combat.

HALL 3

Description: The hall turns south then U-turns northward in the shape of a J. Upon entering the hall, have the trainer(s) make the Trap Saving Throw.

Connects to: Room 1B, Room 2B

Trap: Tar Shot - Buckets of tar spill out from the ceiling.

Trap Saving Throw: DEX, DC 12

On A Failed Save: The tar spills onto the Pokemon/Trainer(s) lowering the DEX mod by 1 until the next short rest.

Alternate Approach: Have the trainer use a Pokemon that knows a Dexterity/Speed-increasing move to avoid the tar. Roll as if the Pokemon was attacking another Pokemon in combat.

HALL 4

Description: The hall S-curves north through a field of large boulders. Upon entering the hall, have the trainer(s) make the Trap Saving Throw.

Connects to: Room 2A, Room 2B, Room 3A, Room 3B

Trap: Toxic Spikes - A series of floating, poisonous spikes encircles each Pokemon.

Trap Saving Throw: CON/DEX, DC 13

On A Failed Save: The impacted Pokemon are poisoned.

Alternate Approach: Have the trainer use a Pokemon that knows a rock-type move to knock away the poisonous spikes. Roll as if the Pokemon was attacking another Pokemon in combat.

# of Spikes	AC/Spike	HP/Spike
1d8	12	1

HALL 5

Description: The hall extends north 20ft then turns left. Upon entering the hall, have the trainer(s) make the Trap Saving Throw.

Connects to: Room 3B, Room 4A

Trap: Stone Edge - The earth moves beneath your feet as sharp stones pierce through the ground throughout the hall.

Trap Saving Throw: DEX, DC 14

On A Failed Save: The rocks pierce your Pokemon taking 3d4 Rock Damage.

Alternate Approach: Have the trainer use a Pokemon that knows a Dexterity/Speed-increasing move to avoid the piercing rocks. Roll as if the Pokemon was attacking another Pokemon in combat.

Room 1A

Description: Located in the southwest corner of the gym, this room has a single Gym Trainer in it. Otherwise, it is a dimly lit, open cavern with rock rubble strewn about.

Connects to: Hall 1, Hall 2

Contents: Gym Trainer; optional battle, select 2 Pokemon from the *Gym Specific Pokemon* Table on page ____.

Reward: P200 x Trainer Level

Room 1B

Description: Located east of the entrance, this room has a Gym Trainer and is illuminated by torches along the wall.

Connects to: Hall 1, Hall 3

Contents: Gym Trainer; optional battle, select 2 Pokemon from the *Gym Specific Pokemon* Table on page ____.

Reward: P200 x Trainer Level

Room 2A

Description: The cavern opens up to reveal a seesaw in the middle of the room with a sleeping Golem nearby.

Connects to: Hall 2, Hall 4

Contents: *Puzzle.* A seesaw set up with a key hanging from a string above one end. Player(s) need to apply twice the force to non-key end compared to key end. The key can then be inserted into the back of a Golem that is trying to stop the party from getting the key (ie. pushing players off, applying weight to the wrong end, etc.). *Idea from u/MadDogOzie*

Reward: Roll on the Reward Table

Room 2B

Description: The dimly lit cavern appears to have many stone trinkets strewn about the edges of the room.

Connects to: Hall 3, Hall 4, Room 3B

Contents: *Puzzle.* A Venn diagram is etched out on the stone floor. Outside of the circle are a number of stone trinkets in the shape of Pokemon. Players must place the trinkets correctly in the diagram in order to move through through the room. Left circle: Pure Rock-Type; Right circle: Pure Ground-Type; Overlap: Rock and Ground Dual-Type *Idea from u/Obsidix*

Reward: Roll on the Reward Table

Room 3A

Description: Located in the 2nd half of the gym's cavernous maze, this room has a Gym Trainer in it blowing bubble gum as she waits for the next challenger.

Connects to: Hall 4, Room 4B

Contents: Gym Trainer; optional battle, select 2 Pokemon from the *Gym Specific Pokemon* Table on page ____.

Reward: ₣300 x Trainer Level

Room 3B

Description: East of the S-Curve Hall, the Gym Trainer waiting in this cavern sneakily hides in the dark in the northwestern corner to surprise the next challenger that comes into the room.

Connects to: Room 2B, Hall 4, Hall 5

Contents: Gym Trainer; optional battle, select 2 Pokemon from the *Gym Specific Pokemon* Table on page ____.

Reward: ₣300 x Trainer Level

Room 4A

Description: This room is suspiciously empty. No Pokemon, no trainers, just an empty-looking cavern.

Connects to: Hall 5, Room 4B

Contents: *Puzzle:* The only exit to the room is a sentient, talking door. The party must converse with it and trick it into saying the password. *Idea from u/squeebird*

Reward: Roll on the Reward Table

Room 4B

Description: Once the trainer(s) enter this empty-appearing room, the doors close on either end.

Connects to: Room 3A, Room 4A, Gym Leader Room

Contents: *Puzzle:* The doors close on all sides. The door on the far side, towards their destination, has a panel with a button and a display. The display has a timer for 30 seconds, and every time the button is pressed, the timer resets and two Gym Specific Pokemon fall from the ceiling to attack. When the timer hits zero, the doors open. *Idea from u/theserys*

Reward: Roll on the Reward Table

GYM LEADER ROOM

ROOM DESCRIPTION:

The cavern, lit by a skylight, opens up to reveal the gym leader waiting in the middle of the room underneath a stone archway. Around the room are different rock formations of varying sizes. Along the ceiling is a sprinkler system. Standing in the doorway, the trainer can see depressions in the arena that look like large potholes. The gym leader welcomes the trainer and congratulates them for making it through the gym challenge.

CONNECTS TO: ROOM 4B

REWARD:

- (¥1000 x Lvl of Trainer) + (¥100 x # of Pokemon Defeated)
- TM: Bide, Rock Tomb, Headbutt, or Rock Slide
- Hard Stone

GYM SPECIFIC POKEMON:

The table below holds all of the Pokemon that trainer's may encounter in the gym. Likewise, these are Pokemon that the Gym Trainer's and Gym Leaders will hold in their party during battles. The DM can choose from this list when building those encounters.

Gen 1	Gen 1	Gen 2	Gen 3
Sandshrew	Machop	Crobat	Whismur
Sandslash	Machoke	Misdreavus	Loudred
Zubat	Machop	Wobuffet	Exploud
Golbat	Geodude	Steelix	Nosepass
Paras	Graveler	Shuckle	Sableye
Parasect	Golem	Larvitar	Mawile
Diglett	Onix	Pupitar	Aron
Dugtrio	Cubone	Tyranitar	Lairon
Poliwrath	Marowak		Aggron
	Rhydon		Lunatone
			Solrock
			Wynaut
			Bagon
			Shelgon
			Salamence

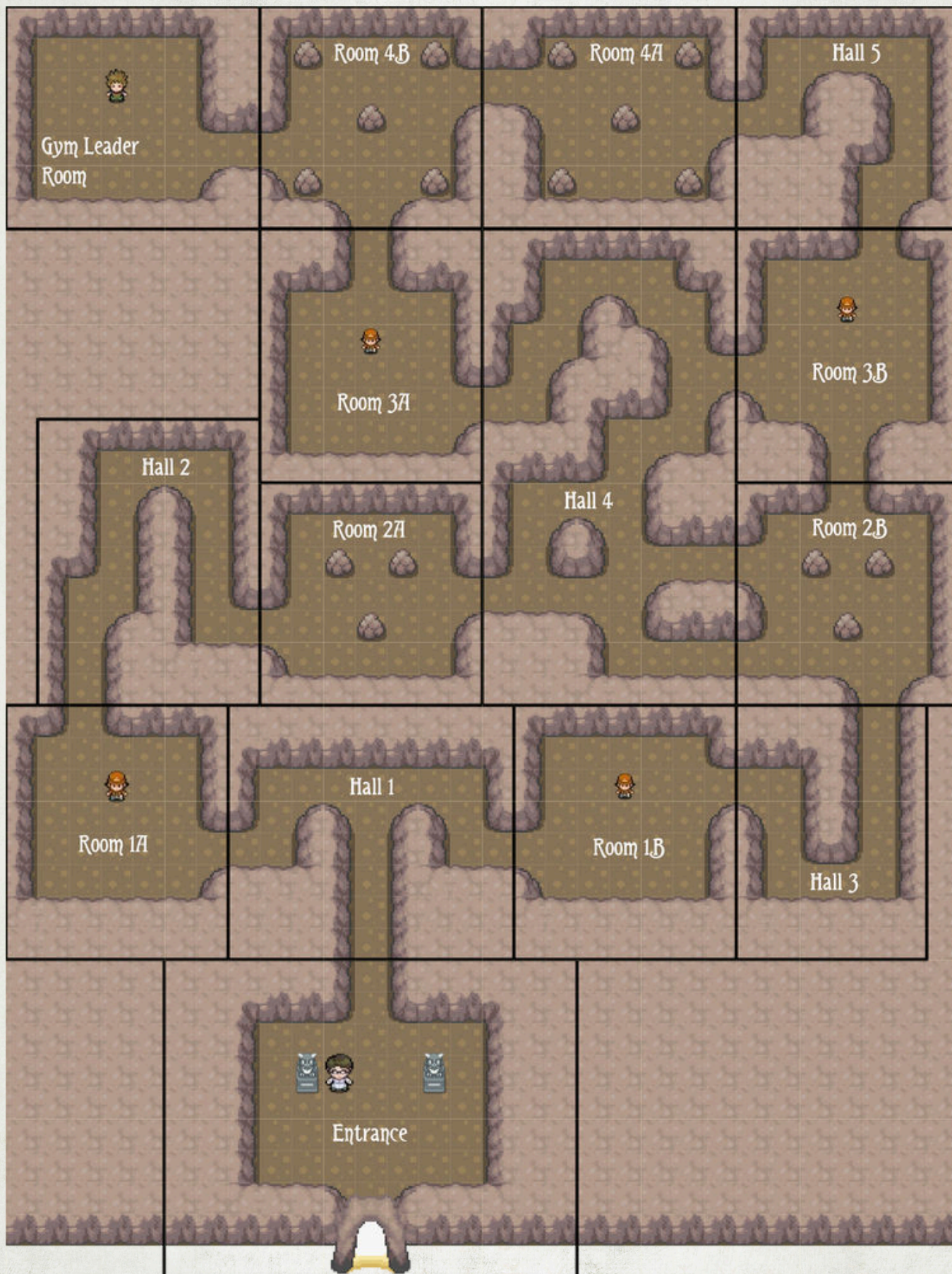
GYM LEADER SPECIFIC POKEMON:

Each Gym Leader has a favorite Pokemon line, below are Brock's Forrest's, Lola's, and Flint's. At least one of their favorite Pokemon should be in their party when fighting the trainer(s).

Gym Leader	Favorite Pokemon
Brock	Onix, Steelix, Geodude, Graveler, Golem
Forrest	Zubat, Golbat, Crobat, Rhyhorn, Rhydon, Rhyperior
Lola	Poliwag, Poliwhirl, Poliwrath, Azurill, Marill, Azumarill
Flint	Geodude, Graveler, Golem

Gen 4	Gen 5	Gen 5	Gen 6 & 7
Combee	Roggenrola	Klink	Carbink
Vespiquen	Boldore	Klang	Noibat
Mismagius	Gigalith	Klinklang	Noivern
Bonzor	Woobat	Tynamo	Turtonator
Bronzong	Swoobat	Eelektrik	Jangmo-o
Gible	Drilbur	Eelektross	Hakamo-o
Gabite	Excadrill	Axew	Kommo-o
Garchomp	Dweble	Fraxure	
Rhyperior	Crustle	Haxorus	
	Joltik	Heatmor	
	Galvantula	Durant	
	Ferroseed	Deino	
	Ferrothorn	Zweilous	
	Druidigon	Hydreigon	

PEWTER CITY GYM MAP



CERULEAN CITY GYM

GYM LEADERS:

MISTY, DAISY, VIOLET LILY

GYM DESCRIPTION:

The Cerulean Gym is a marine maze of rocky outcrops and islands. The islands are connected by rickety bridges and series of locks.

GYM TERRAIN BONUS:

+1 Damage Bonus to Water Type Moves

GYM LEADER HELD ITEMS:

Super Potion, Shell Bell, Mystic Water

BADGE:

Cascade Badge

LOCATION:

Cerulean City

LAIR ACTION:

The Gym Leader's Pokemon can disappear into the water of the gym. The challenger's Pokemon must roll a DC 12 Wisdom (Perception) Saving Throw. If failed, the Gym Leader's active Pokemon's AC increases +2 for 1 turn.

REWARD:

($\text{P}1000 \times \text{Lvl of Trainer}$) + ($\text{P}100 \times \text{\# of Pokemon Defeated}$); TM's: Bubblebeam, Rain Dance, Water Pulse, Scald, or Brine; Mystic Water

CERULEAN CITY GYM CONTENTS

The inside of the Cerulean City Gym resembles that of a series of stony islands in a bay area. Including the Entrance Chamber, the gym has 10 different islands connected by 15 rickety bridges. Each island has a specific challenge to it that begins as soon as the adventurer steps onto the island. Below are the details for each island and bridge.

ISLAND 1

The first island is a large stony outcrop with three pedestals and a lever on each in the middle of it. The Gym Guide is standing in front of the middle pedestal.

GYM GUIDE

Upon entering the Cerulean City Gym, the Gym Guide will welcome the adventurer(s) to the Gym and have them roll on the environmental effects table. Once they've rolled on the Environmental Effect Table, read the following to your players.

"Welcome to the Cerulean City Gym! It seems that the gym's climate right now is (insert environmental effect). Currently, (insert Gym Leader) is the resident Gym Leader. They specialize in Pokemon that can be found in waterways and aquatic environments. To begin the Gym Leader's Challenge, read the inscription on the middle pedestal."

ENVIRONMENTAL EFFECTS TABLE

Roll on this table to see what effect will take place on the islands. Likewise, this table determines which Gym Leader the trainer will battle at the end of the Gym Challenge.

d20	Environmental Effects	Effect	Gym Leader
1-14	Clear	No Effects	Misty
15-16	Light Rain	Gym Leader DMG +1	Daisy
17-18	Heavy Rain	Reduced Vision to 0	Lily
19-20	Waterspouts	DC 12 Saving Throw every island or 1d6 DMG	Violet

CROSSING BRIDGES

When crossing any bridge, the trainer(s) must make a DC 10 Dexterity (Acrobatics) Saving Throw. If failed, the adventurer or their Pokemon will take 1d6 bludgeoning damage from Pokemon throwing rocks at the trainer(s).

A GYM TRAINER CAN BE ENCOUNTERED ON EVERY ISLAND.

ISLAND 1 CHALLENGE

When the trainer's read the inscription on the middle pedestal, read the following aloud:

Beware the bridges/for they will fall/into the depths below./Answer the riddles/to cross the way/ and keep your team in tow.

Riddle #1: I have an uncontrollable headache and I resemble a bipedal platypus. What Pokemon am I?

Answer: Psyduck

Correctly Answered: Bridge C collapses

Incorrectly Answered: Bridges A & B collapse

CONNECTIONS

- **Bridge A.** Connects to Island 2
- **Bridge B.** Connects to Bridge E
- **Bridge C.** Connects to Island 3

ISLAND 2

ISLAND 2 CHALLENGE

When the trainer's read the inscription on the pedestal, read the following aloud:

Riddle #2: My shiny form is read and I have a three-pointed, dark blue crest on my head. What Pokemon am I?

Answer: Gyarados

Correctly Answered: Bridge J collapses

Incorrectly Answered: Bridges G & F collapse

CONNECTIONS

- **Bridge A.** Connects to Island 1
- **Bridge E.** Connects to Bridge F and Island 4
- **Bridge F.** Connects to Island 5
- **Bridge G.** Connects to Island 5

ISLAND 3

ISLAND 3 CHALLENGE

When the trainer's read the inscription on the pedestal, read the following aloud:

Riddle #3: I am a Legendary beast and was once caught by Misty, the gym leader. What Pokemon am I?

Answer: Suicune

Correctly Answered: Nothing Happens

Incorrectly Answered: Bridge J collapses

CONNECTIONS

- **Bridge D.** Connects to Island 4

ISLAND 4

ISLAND 4 CHALLENGE

When the trainer's read the inscription on the pedestal, read the following aloud:

Riddle #4: I appeared once Nastina tried to build a hotel over my kinds habitat. What Pokemon am I?

Answer: Tentacruel

Correctly Answered: Bridges G & F collapse

Incorrectly Answered: Bridge J collapses

CONNECTIONS

- **Bridge E.** Connects to Bridge F and Island 2
- **Bridge F.** Connects to Island 5
- **Bridge J.** Connects to Island 6

ISLAND 5

ISLAND 5 CHALLENGE

When the trainer's read the inscription on the pedestal, read the following aloud:

Riddle #5: I am my final form. No other Pokemon has this same typing. I dance when it rains. What Pokemon am I?

Answer: Ludicolo

Correctly Answered: Bridge I collapses

Incorrectly Answered: Bridge H collapses

CONNECTIONS

- **Bridge F.** Connects to Bridge E
- **Bridge G.** Connects to Island 2
- **Bridge H.** Connects to Island 9
- **Bridge I.** Connects to Island 6

ISLAND 6

ISLAND 6 CHALLENGE

When the trainer's read the inscription on the pedestal, read the following aloud:

Riddle #6: I am one of two final evolutions. I am an amphibious creature. At night, I make territorial claims near lakes through cries that sound like shooting. What Pokemon am I?

Answer: Politoed

Correctly Answered: Bridge K collapses

Incorrectly Answered: Bridge M collapses

CONNECTIONS

- **Bridge I.** Connects to Island 5
- **Bridge J.** Connects to Island 4
- **Bridge K.** Connects to Island 7
- **Bridge M.** Connects to Bridge N and Island 8 & 9

ISLAND 7

Island 7 does not have a pedestal or challenge. However, there is a gym trainer waiting to be challenged here.

CONNECTIONS

- **Bridge K.** Connects to Island 6
- **Bridge L.** Connects to Island 8

ISLAND 8

ISLAND 8 CHALLENGE

When the trainer's read the inscription on the pedestal, read the following aloud:

Riddle #8: I was battled over as an egg between Misty, Ash, and Meowth. What Pokemon am I?

Answer: Togepi

Correctly Answered: All Pokemon regain 50% HP

Incorrectly Answered: Nothing happens

CONNECTIONS

- **Bridge L.** Connects to Island 7
- **Bridge N.** Connects to Bridge M and Island 9

ISLAND 9

Island 9 does not have a pedestal or challenge. However, there are two gym trainers waiting to be challenged here.

CONNECTIONS

- **Bridge H.** Connects to Island 5
- **Bridge N.** Connects to Bridge M and Island 8
- **Bridge O.** Connects to Island 10 - Gym Leader Island

GYM LEADER ISLAND (ISLAND 10)

ROOM DESCRIPTION:

The gym leader sits waiting in a stone built throne for a trainer to come and challenge them. Behind the gym leader is a wall of boulders, damp from the humidity in the air. Standing at the end of the bridge, the trainer can see holes in the wall of boulders with small lines of water trickling out. The gym leader welcomes the trainer and congratulates them for making it through the gym challenge.

REWARD:

- (P1000 x Trainer Level)
- (P100 x # of Pokemon Defeated)
- TM: Bubblebeam, Rain Dance, Water Pulse, Scald, or Brine
- Mystic Water

GYM SPECIFIC POKEMON:

The table below holds all of the Pokemon that trainer's may encounter in the gym. Likewise, these are Pokemon that the Gym Trainer's and Gym Leaders will hold in their party during battles. The DM can choose from this list when building those encounters.

Gen 1	Gen 1	Gen 1	Gen 1	Gen 2	Gen 3	Gen 4	Gen 5
Saryu	Omanyte	Squirtle	Dratini	Wooper	Feebas	Buizel	Frillish
Starmie	Omastar	Wartortle	Dragonair	Quagsire	Milotic	Floatzel	Jellicent
Psyduck	Krabby	Blastoise	Dragonite	Chinchou	Azurill	Togekiss	Ducklett
Golduck	Kingler	Seel	Poliwag	Lanturn	Luvdisc	Mantyke	Swanna
Lapras	Jigglypuff	Dewgong	Poliwhirl	Togepi			Tirtouga
Goldeen	Wigglytuff	Vaporeon	Poliwrath	Togetic			Carracosta
Seaking	Tentacool	Magikarp	Horsea	Kingdra			
Slowpoke	Tentacruel	Gyarados	Seadra	Politoed			
Slowbro				Suicune			
				Corsola			
				Marill			
				Azumarill			
				Mantine			

CONNECTS TO: BRIDGE O

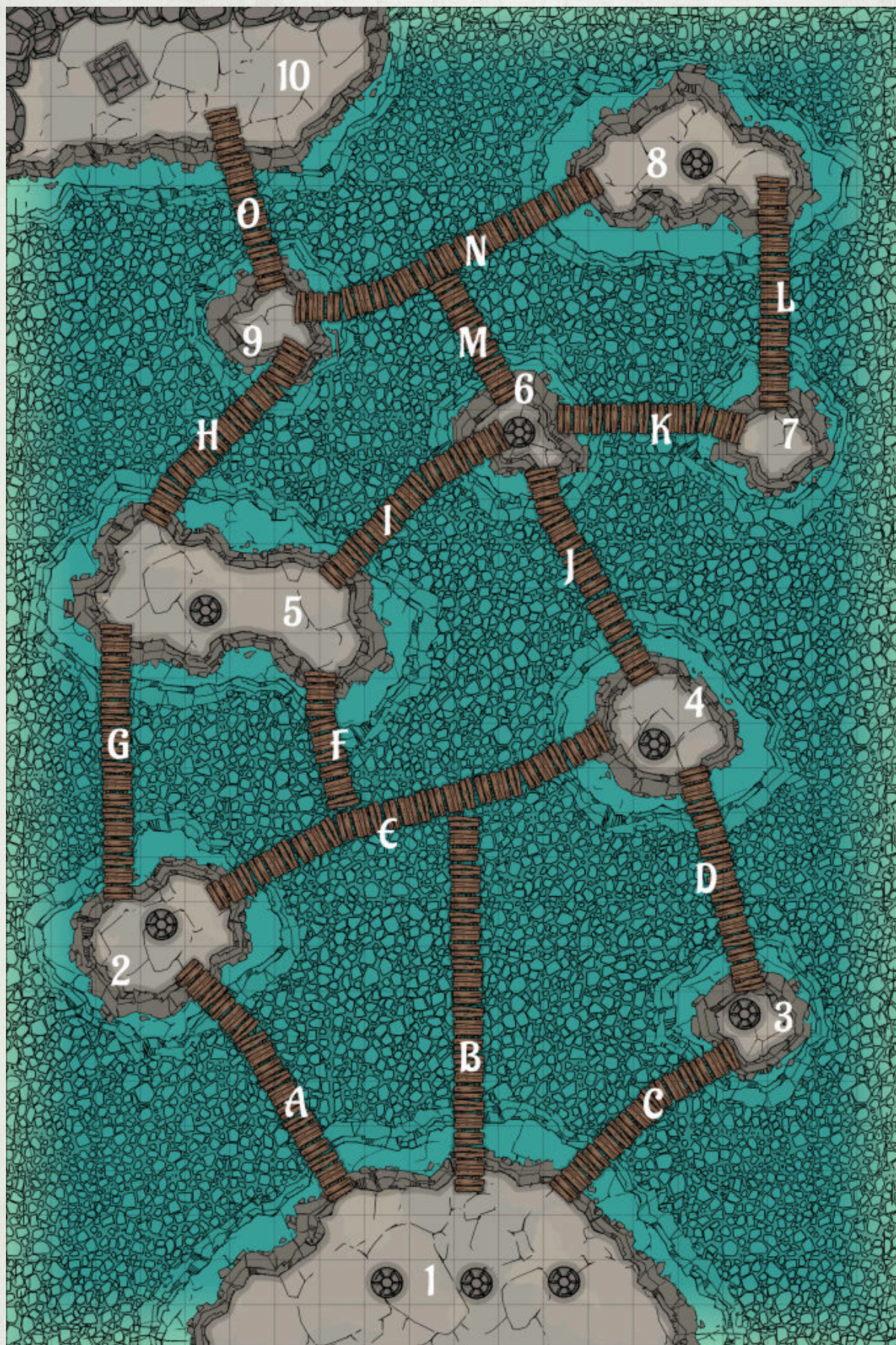
GYM LEADER SPECIFIC POKEMON:

Each Gym Leader has a favorite Pokemon line, below are Misty's, Daisy's, Lily's, and Violet's. At least one of their favorite Pokemon should be in their party when fighting the trainer(s).

Gym Leader Favorite Pokemon

Misty	Saryu, Starmie, Psyduck, Golduck, Togepi
Daisy	Seel, Dewgong, Luvdisc
Lily	Goldeen, Seaking
Violet	Shellder, Cloyster

CERULEAN CITY GYM MAP



SAFFRON CITY PSYCHIC GYM

GYM LEADERS:

SABRINA

GYM DESCRIPTION:

The Saffron Psychiv Gym is a sterile, industrial maze of warp spots enclosed rooms. Each room is connected by a number of warp tiles that lead to other rooms. The only door into and out of the gym is the main entrance.

GYM TERRAIN BONUS:

+1 Damage Bonus to Psychic Type Moves

GYM LEADER HELD ITEMS:

Super Potion, Twisted Spoon

BADGE:

Marsh Badge

LOCATION:

Saffron City

LAIR ACTION:

The Gym Leader's Pokemon can disappear into the psychic mist in the room. The challenger's Pokemon must roll a DC 12 Wisdom (Perception) Saving Throw. If failed, the Gym Leader's active Pokemon's AC increases +2 for 1 turn.

REWARD:

($\text{P}1000 \times \text{Lvl of Trainer}$) + ($\text{P}100 \times \text{\# of Pokemon Defeated}$) TM's: TM: Psychic, Calm Mind, Psychocut, or Telekineses; Twisted Spoon

SAFFRON CITY PSYCHIC GYM CONTENTS

The inside of the Saffron City Psychic Gym resembles that of an industrial series of independent rooms without doors. Including the Entrance Chamber, the gym has 20 different rooms connected by 24 different warp tiles. Several rooms have psychic mist pouring into them, including the Gym Leader's Room. Below are the details for each room, the warp tiles, and the psychic mist.

ROOM A

The first room is made of metal and concrete with two statues (one of Alakazam and the other of Hypno) off to either side. The Gym Guide is standing to the left of the right statue.

GYM GUIDE

Upon entering the Saffron City Psychic Gym, the Gym Guide will welcome the adventurer(s) to the Gym and have them roll on the environmental effects table. Once they've rolled on the Environmental Effect Table, read the following to your players.

"Welcome to the Saffron City Psychic Gym! It seems that the gym's climate right now is (insert environmental effect). Currently, Sabrina is waiting for her next challenger. She specializes in Psychic Pokemon that are often used to perform illusions or mind controlling powers. To begin the Gym Leader's Challenge, step on the warp tile ahead of you."

ENVIRONMENTAL EFFECTS TABLE

Roll on this table to see what effect will take place on the islands. Likewise, this table determines which Gym Leader the trainer will battle at the end of the Gym Challenge.

d20	Environmental Effects	Effect
1-15	Clear	No Effects
16-17	Light Psychic Mist Density	DC 12 CON Save; fail = Pokemon of choice is Confused when entering battle
18-19	Medium Psychic Mist Density	DC 12 CON Save; fail = 3 Pokemon of choice are Confused when entering battle
20	Heavy Psychic Mist Density	DC 12 CON Save; fail = all Pokemon are Confused when entering battle

WARP TILES

There are 25 connecting warp tiles (24 Numbered Tiles and 1 One-Way Tile from the Gym Leader's Room). Likewise, there is a DM Map and a Challenger Map. The DM Map includes the numberings of each warp tile whereas the Challenger Map does not. A DC 25 Perception Check would allow the challengers to see the DM Map - essentially allowing them to perceive where all of the warp tiles lead. Within each room, the challengers can make a DC 13 Perception Check to see which rooms those warp tiles room lead to.

WT = Warp Tile

ROOM A WARP TILES

- WT 1 > Room E
- WT X < Room T, Gym Leader's Room. This tile can only be utilized when leaving the Gym Leader's Room. It is a one way warp tile.

PSYCHIC MIST

Rooms B, D, G, K, N, P, R, & T have psychic mist pumping into them from the pipes in those rooms. Based on the challengers roll on the Environmental Effects Table, any time that the challengers enter one of these rooms, they must make a DC 12 CON Save, then be immediately attacked by the Gym Trainer in that room. In Room T, since this is the Gym Leader's Room, they must do the same. Sabrina will immediately attack after this roll.

A GYM TRAINER CAN BE ENCOUNTERED IN EVERY ROOM.

ROOM B

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 9 > Room S
- WT 16 > Room R

ROOM C

WARP TILES

- WT 4 > Room Q
- WT 5 > Room S
- WT 15 > Room F

ROOM D

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 13 > Room J
- WT 14 > Room K

Room E

WARP TILES

- WT 1 > Room A
- WT 2 > Room I
- WT 19 > Room G

Room F

WARP TILES

- WT 15 > Room C
- WT 18 > Room G
- WT 23 > Room M

Room G

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 18 > Room F
- WT 19 > Room E

Room H

WARP TILES

- WT 11 > Room P
- WT 10 > Room Q

Room I

WARP TILES

- WT 2 > Room E
- WT 3 > Room Q
- WT 12 > Room P

Room J

WARP TILES

- WT 13 > Room D
- WT 21 > Room N

Room K

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 14 > Room D
- WT 17 > Room N

Room L

WARP TILES

- WT 6 > Room S
- WT 7 > Room M
- WT 24 > Room R

Room M

WARP TILES

- WT 7 > Room L
- WT 8 > Room T, Gym Leader's Room
- WT 22 > Room O
- WT 23 > Room F

Room N

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 17 > Room K
- WT 21 > Room J

Room O

WARP TILES

- WT 20 > Room R
- WT 22 > Room M

Room P

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 11 > Room H
- WT 12 > Room I

Room Q

WARP TILES

- WT 3 > Room I
- WT 4 > Room C
- WT 10 > Room H

Room R

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 16 > Room B
- WT 20 > Room O
- WT 24 > Room L

Room S

WARP TILES

- WT 5 > Room C
- WT 6 > Room L
- WT 9 > Room B

GYM LEADER ROOM (Room T)

ROOM DESCRIPTION:

Sabrina twirls around playing in the Psychic Mist with her Pokemon waiting for a trainer to come and challenge her. The mist pink and yellow mist swirls around Sabrina as you enter from the warp tile. You can see the one-way exit warp tile about 10-15ft away. Sabrina eerily stops twirling, her back the challengers. Immediately she instructs her first Pokemon to attack.

REWARD:

- (P1000 x Trainer Level)
- (P100 x # of Pokemon Defeated)
- TM: Psychic, Calm Mind, Psychocut, or Telekinesis
- Twisted Spoon

GYM LEADER SPECIFIC POKEMON:

Each Gym Leader has a favorite Pokemon line, below are Misty's, Daisy's, Lily's, and Violet's. At least one of their favorite Pokemon should be in their party when fighting the trainer(s).

Gym Leader	Favorite Pokemon
Sabrina	Lapras (knows Psychic), Abra, Kadabra, Alakazam

GYM SPECIFIC POKEMON:

The table below holds all of the Pokemon that trainer's may encounter in the gym. Likewise, these are Pokemon that the Gym Trainer's and Gym Leaders will hold in their party during battles. The DM can choose from this list when building those encounters.

Gen 1	Gen 1	Gen 2	Gen 3	Gen 4	Gen 5	Gen 6	Gen 7
Abra	Drowzee	Espeon	Wynaut	Mime Jr.	Sigilyph	Espurr	Cosmog
Kadabra	Hypno	Smoochum	Ralts	Gallade	Woobat	Meowstic	Cosmoem
Alakazam	Slowpoke	Wobuffet	Kirlia	Bronzor	Swoobat		
Venonat	Slowbro	Slowking	Gardevoir	Bronzong	Munna		
Venomoth	Exeggcute	Girafarig	Beldum		Musharna		
Mr. Mime	Exeggutor		Metang		Gothita		
Jynx			Metagross		Gothorita		
			Spink		Gothitelle		
			Grumpig		Solosis		
			Meditite		Duosion		
			Medicham		Reuniclus		

PSYCHIC MIST

See Psychic Mist Details on PG 17.

WARP TILES

- WT 8 > Room M
- WT X > Main Entrance

WARP TILES: QUICKEST ROUTES

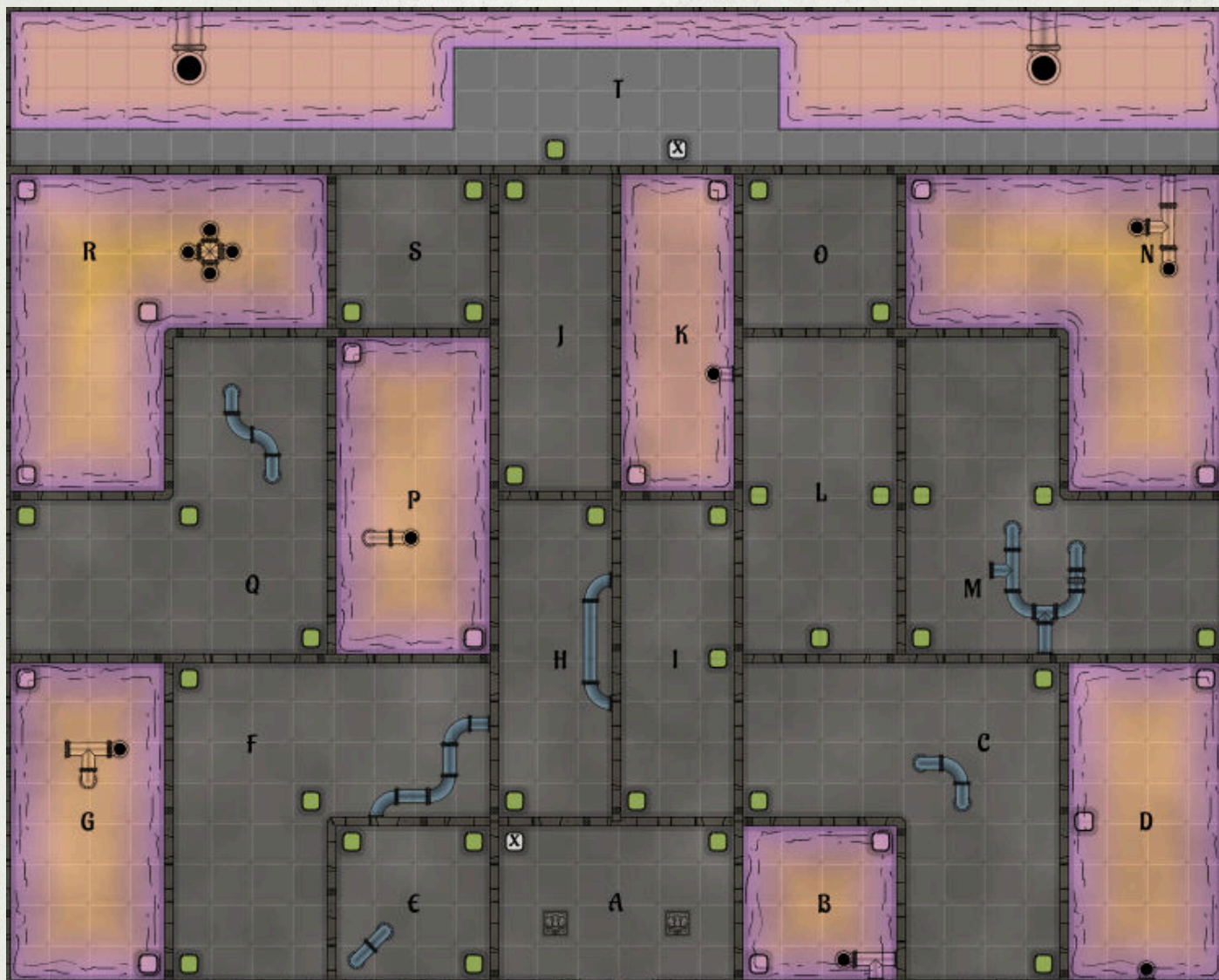
Original Route

- 1 (Room A) > 2 (Room E) > 3 (Room I) > 4 (Room Q) > 5 (Room C) > 6 (Room S) > 7 (Room L) > 8 (Room M) > Gym Leader Room (Room T) > X (Main Entrance)

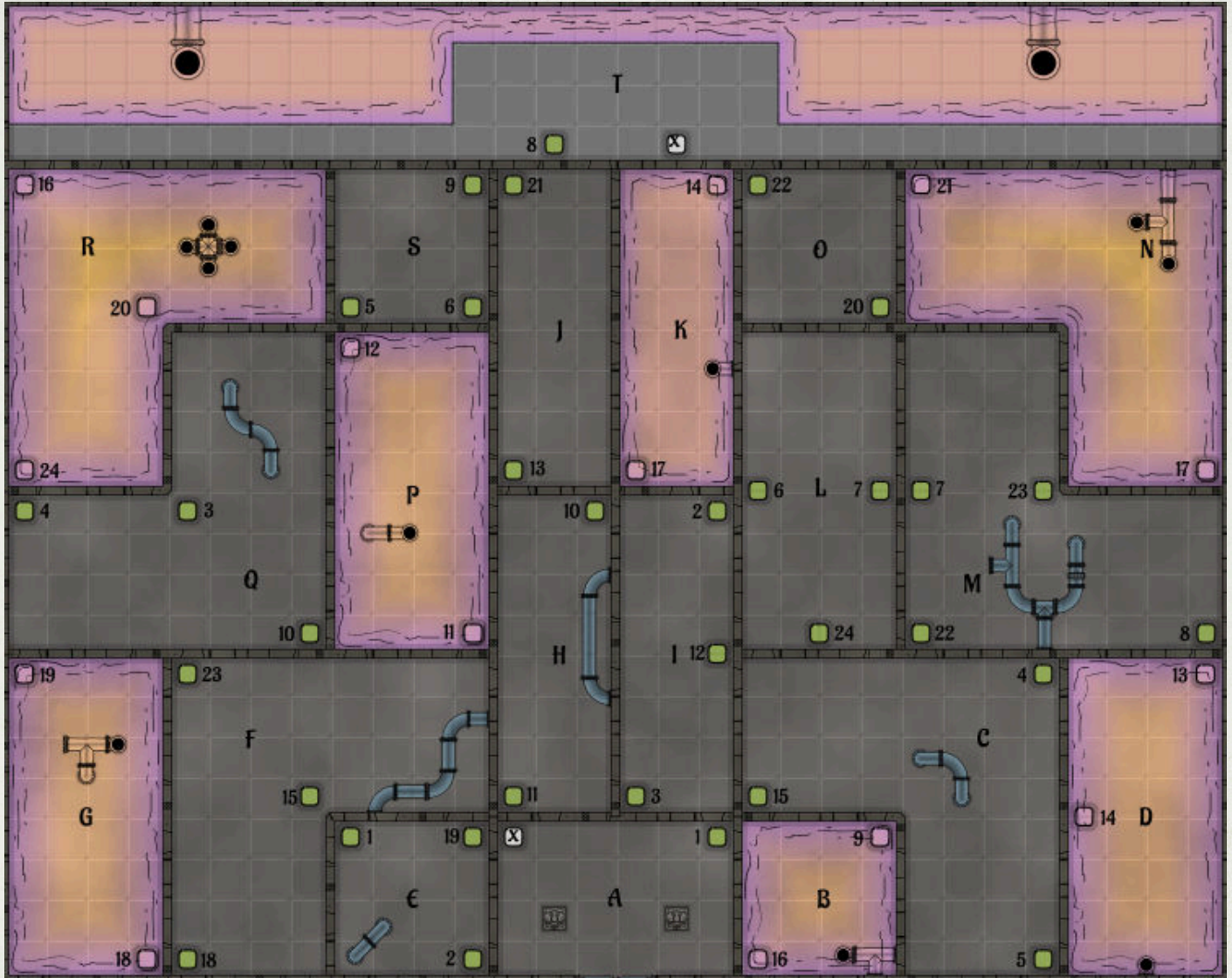
Other Shorter Routes

- 1 (Room A) > 2 (Room E) > 3 (Room I) > 4 (Room Q) > 15 (Room C) > 23 (Room F) > 8 (Room M) > Gym Leader Room (Room T) > X (Main Entrance)
- 1 (Room A) > 19 (Room E) > 18 (Room G) > 23 (Room F) > 8 (Room M) > Gym Leader Room (Room T) > X (Main Entrance)

SAFFRON CITY PSYCHIC GYM - CHALLENGER MAP



SAFFRON CITY PSYCHIC GYM - DM MAP



AJ's GYM, CERULEAN FOREST

GYM LEADERS:

AJ

GYM DESCRIPTION:

AJ's Gym resembles an encampment in a dry, rocky desert. The battlefield itself is outdoors on a plateau marked with spires and other desert features.

GYM TERRAIN BONUS:

+1 Damage Bonus to Ground & Flying Type Moves

GYM LEADER HELD ITEMS:

Super Potion, Soft Sand, Sharp Beak

BADGE:

Butte Badge

LOCATION:

Cerulean Forest

LAIR ACTION:

The Gym Leader's Pokemon can use the terrain to their advantage. The challenger's Pokemon must roll a DC 12 Wisdom (Perception) Saving Throw. If failed, the Gym Leader's activer Pokemon's Dexterity bonus increases by +2 for 1 turn.

REWARD:

(P1000 x Lvl of Trainer) + (P100 x # of Pokemon Defeated); TM's: Air Slash, Acrobatics, Bulldoze, or Sand Tomb; Soft Sand or Sharp Beak

AJ's GYM

Since AJ's Gym is a newly created gym in the Pokemon League, it is not as set up or as complicated as other gyms. It is a simple battlefield with stone and dry grass. A number of rock spires dot the battlefield. As the challengers walk up the stone steps, they will be greeted by one of AJ's gym trainers. Unlike other gyms, these gym trainers do not battle, rather they train AJ's Pokemon when AJ is not available. Around the battlefield stand a number of tents ranging in size. These are AJ's training tents. When not in the field, AJ and his gym trainers will train the Pokemon in these tents.

ENTRANCE & GYM GUIDE

Upon reaching the top of the stairs, a gym trainer will welcome the challenger(s) to the Gym and have them roll on the environmental effects table. Once they've rolled on the Environmental Effects Table, read the following to your players.

"Welcome to AJ's Gym! It seems that the battlefield's climate right now is (insert environmental effect). AJ specializes in Pokemon that can be found in dry, rocky regions that are near wooded areas. If you follow the path forwards you accept the Gym Leader's challenge to battle them in the arena."

AJ QUOTES:

- "Did you buy those badges or steal them? Either that or you competed in some loser gyms. Where were they, Failure City or Whimpville?"

GYM SPECIFIC POKEMON:

The table below holds all of the Pokemon that trainer's may encounter in the gym. Likewise, these are Pokemon that the Gym Trainer's and Gym Leaders will hold in their party during battles. The DM can choose from this list when building those encounters.

Gen 1	Gen 1	Gen 2	Gen 3
Sandshrew	Cubone	Phanoy	Numel
Sandslash	Marowak	Donphan	Camerupt
Butterfree	Charizard	Gligar	Marshomp
Beedrill	Spearow	Skarmory	Swampert
Rattata	Fearow		
Raticate	Doduo		
Diglett	Dodrio		
Dugtrio			

ENVIRONMENTAL EFFECTS TABLE

Roll on this table to see what effect will take place.

d20	Environmental Effects	Effect
1-14	Clear	No Effects
15	Windy	Flying-type +1 Dex Bonus
16-18	Intense Sunlight	Water Moves -2 Dmg
19	Dust Storm	Ground-type +1 AC
20	Haboob	-1d4 HP each turn

REWARD:

- (P1000 x Trainer Level)
- (P100 x # of Pokemon Defeated)
- TM: Air Slash, Acrobatics, Bulldoze, or Sand Tomb
- Soft Sand or Sharp Beak

GYM LEADER SPECIFIC POKEMON:

AJ will always battle with at least his Sandshrew.

Gym Leader	Favorite Pokemon
AJ	Sandshrew knows Dig, Defense Curl, and Fissure

Gen 4	Gen 5	Gen 6 + 7	Gen 8
Hippopotas	Drilbur	Diggersby	Silicobra
Hippowdon	Excadrill	Mudbray	Sandaconda
Gliscor	Sandile	Mudsdale	
	Krokorok		
	Krookodile		
	Rufflet		
	Braviary		

AJ's GYM BATTLEFIELD MAP



GYM LEADERS TO COME

CERULEAN FOREST

TYPE SPECIALTY: *GROUND & FLYING*

GYM THEME: *DESERT*

BADGE: *BUTTE BADGE*

LEADER: *AJ*

VERMILLION CITY

TYPE SPECIALTY: *ELECTRIC & STEEL*

GYM THEME: *POWER PLANT*

BADGE: *THUNDER BADGE*

LEADER: *LT. SURGE*

CELADON CITY

TYPE SPECIALTY: *GRASS*

GYM THEME: *JUNGLE*

BADGE: *RAINBOW BADGE*

LOCATION: *ERIKA*

SAFFRON CITY

TYPE SPECIALTY: *FIGHTING*

GYM THEME: *DOJO*

BADGE: *FIST BADGE*

LOCATION: *KIYO*

FUCHSIA CITY

TYPE SPECIALTY: *POISON*

GYM THEME: *FOREST*

BADGE: *SOUL BADGE*

LOCATION: *KOGA*

DARK CITY

TYPE SPECIALTY: *BUG*

GYM THEME: *SWAMP*

BADGE: *BLADE BADGE*

LOCATION: *YAS*

DARK CITY

TYPE SPECIALTY: *ELECTRIC & DARK*

GYM THEME: *ALLEY WAY*

BADGE: *SPARK BADGE*

LOCATION: *KAS*

CINNABAR

TYPE SPECIALTY: *FIRE*

GYM THEME: *VOLCANO*

BADGE: *VOLCANO BADGE*

LOCATION: *BLAINE*

VIRIDIAN CITY

TYPE SPECIALTY: *GROUND & DRAGON*

GYM THEME: *BADLANDS*

BADGE: *EARTH BADGE*

LOCATION: *GIOVANNI*