

KANTO: INDIVIDUAL LOCATIONS

Created by DM Slaby

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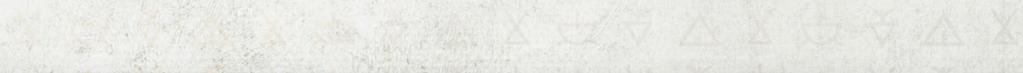
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Made with GM Binder

INDIVIDUAL LOCATIONS

XANADU NURSERY
SILPH CO.



XANADU NURSERY

Xanadu Nursery is a large greenhouse that is home to various flowers, plants, and Pokemon. Among them is a flower that contains Stun Spore. Florinda Showers and Potter are the two owners of the nursery. The nursery itself is shaped like an Oddish and has 8 rooms: The body is one, each foot is a small room, and each of its five leaves are separate rooms.

It can be found 1.5 miles north of Pallet Town on Route 1.

NPC Interaction. Florinda is the owner of Xanadu Nursery, Potter is her assistant. She will give pointers on Pokémon that may Poison or Paralyze your Pokémon. He is an expert in grass type and can give information on what levels grass-type Pokémon evolve at.

Side Quest: Catch Shiny Caterpie. Potter received a shiny Caterpie from the Safari Zone for safe keeping. However, it escaped from its habitat and is now running loose throughout the Xanadu Nursery. Find it and return it to Potter without using a Pokeball. Potter has a bug net that he will give the trainer(s) if asked for one.

CATCH SHINY CATERPIE

To find the shiny Caterpie, the player must search each room thoroughly. The trainer(s) must specifically say where they are searching. Below is a d12 table of all the possible locations that the shiny Caterpie can be hiding. Every time a trainer enters a new room, the DM should roll the d12 to see where the shiny Caterpie is hiding.

The trainer(s) get 3 guesses before the shiny Caterpie either moves rooms (d8 table) or hiding spots (d12 table) at the DMs discretion. Here the trainer can do an investigation check with a DC13+. The Investigation check gives the trainer a bonus guess. To catch the shiny Caterpie with the bug net, use the same mechanics for catching Pokemon.

The stats for the shiny Caterpie are the same for the regular Caterpie. The only difference is that it is shiny.

Developments. If the trainer(s) successfully return the shiny Caterpie to Potter, he will gift the Pokemon to the trainer(s). If the trainer(s) do not successfully return the shiny Caterpie, the next time they return to Xanadu Nursery, it will be under seige from a fleet of angry Butterfree who are trying to rescue the shiny Caterpie.

Treasure. Upon success, Potter will award the trainer(s) ₵500

Awarding Experience. If the trainer(s) used Pokemon to capture or find the shiny Caterpie, award each Pokemon 50 XP.

Shiny Caterpie Encounter. Read the following boxed text to start the encounter when the trainer has found the shiny Caterpie.

After searching for several hours for this Caterpie, it finally pops out from its hiding spot. It shoots out a powerful string shot at you, fully enveloping your legs in sticky string.

d8	Rooms	d8	Loot
1	Left Foot	5	Leaf 2
2	Right Foot	6	Leaf 3
3	Body	7	Leaf 4
4	Leaf 1	8	Leaf 5

d10 Hiding Spots

- 1 Behind the trunk of an Oran Berry Tree
- 2 In a pile of sleeping Exeggcutes
- 3 Inside a mini tool shed
- 4 On top of a pile of plant waste
- 5 Inside a bag of mulch
- 6 Hanging from bar on the ceiling
- 7 Under a work table
- 8 Playing with some Oddish
- 9 Eating some Pokeblocks in a bag
- 10 On the trainer's head



Image Credit: TrainerParshen - DeviantArt

SILPH Co. HQ

Silph Co is the leading manufacturer of Pokémon technology in the world. It is located in the heart of Saffron City. Additionally, it has a research facility just outside of city limits. It is currently one of the tallest buildings in Kanto, and can be seen for miles when approaching the city.

The following set up can be adapted however the DM sees fit as Silph Co. plays a large role in the overall quest line by incorporating several different plot lines between Gary, Team Rocket, and Fusion Pokémon.

Silph Co. has 2 sub level floors, the main level, and 10 more floors above it. All of these floors are connected by an **Elevator** that only works with a **Card Key**. Trainers can also access each floor by using the **Stairs** or an intricate network of **Warp Tiles**.

TRAINER'S LIKELY TO BE ENCOUNTERED:

- Team Rocket Grunts, Scientists, Jugglers

POKEMON HELD BY THESE TRAINERS:

- Zubat, Golbat, Rattata, Raticate, Magnemite, Magnetron, Voltorb, Electrode, Cubone, Marowak, Grimer, Muk, Koffing, Weezin, Drowzee, Hypno, Ekans, Arbok, Machop, Machoke, Machop, Abra, Kadabra, Alakazam, Mr. Mime, Sandshrew, Sandslash, Electabuzz, Magmar, Gastly, Haunter, Gengar, Meowth, Persian, Porygon, Krabby, Kingler, Jolteon, Oddish, Gloom, Vileplume, Pidgey, Pidgeotto, Pidgeot, Wigglytuff

REWARDS FROM TRAINER BATTLES:

Each defeated trainer will provide the adventurers with an amount of PokeDollars between ₱600 and ₱1500, determined by the dungeon master.

THE ELEVATOR

The elevator can only be utilized when the Adventurers acquire the **Card Key**. This key can be found on the 5th level after defeating Team Rocket Executive Archer.

QUICK GUIDE ON WARP TILES TO PRESIDENTIAL SUITES

Stairs to Floor 3 > Floor 3, Room 3 > Floor 7, Room 8, North > Floor 7, Room 8, South > Floor 11, Room 2

MAIN LEVEL

The main level is currently left unstaffed. Upon entering from the street, adventurers will see 2 large fountains and a coin pool directly in front of them. Behind the fountains is the welcome desk. It is currently unstaffed due to the take of Team Rocket. As Adventurers make their way to the stairs, they will gaze upon some of the strongest Pokémon as statues that exist within the Kanto region.

Hidden Items. On this floor adventurers can find: X Sp Attack.

Connections. The main level is the entrance from the street. Adventurers can access the 2nd level via the stairs at the back of the floor. If they have the Card Key, they can use the elevator in the northeast corner.

FLOOR 2: R&D - ADVENTURING EQUIPMENT

Floor 2 focuses on the research and development of adventuring equipment. As a DM you have the option to decide what equipment your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 1: Leads to Floor 8, Room 2
- Room 3: Leads to Floor 6, Room 3
- Room 4: Leads to Floor 3, Room 1 West
- Room 5: Leads to Floor 8, Room 5

Hidden Items. On this floor adventurers can find: Ultra Ball, Super Potion, TM Selfdestruct, Fresh Water, X Attack

Trainer Encounters. 4 trainer encounters can occur on this floor.

FLOOR 3: R&D - TMs

Floor 3 focuses on the research and development of technical machines (TMs). As a DM you have the option to decide what TMs your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 1, East: Leads to Floor 2, Room 4
- Room 1, West: Leads to Floor 5, Room 1, West
- Room 2: Leads to Floor 3, Room 5, East
- Room 3: Leads to Floor 7, Room 8, North
- Room 4: Leads to Floor 9, Room 7
- Room 5, East: Leads to Floor 3, Room 2
- Room 5, West: Leads to Floor 5, Room 4

Hidden Items. On this floor adventurers can find: Hyper Potion, Protein, Max Lure, X Sp Defense

Trainer Encounters. 2 trainer encounters can occur on this floor.

Jesse & James. Upon entering Room 3, the adventurers will be accosted by the Team Rocket Duo - Jesse & James. They will battle with 3 of the following Pokémon: Koffing, Weezing, Ekans, Arbok, Meowth. If the adventurers are successful, they will receive Copycat's stolen Clefairy Doll.



FLOOR 4: R&D - EVOLUTION STONES & FOSSILS

Floor 4 focuses on the research and development of evolution stones and fossils. As a DM you have the option to decide what stones and fossils your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 3: Leads to Floor 10, Room 4, South
- Room 4: Leads to Floor 10, Room 2
- Room 5, East: Leads to Floor 6, Room 5
- Room 5, West: Leads to Floor 10, Room 4, North

Hidden Items. On this floor adventurers can find: Fresh Water, Full Heal, Escape Rope, Max Revive, TM Torment, Iron, Dire Hit, Star Piece, Great Ball x5, Revive

Trainer Encounters. 3 trainer encounters can occur on this floor.

FLOOR 5: R&D - FUSION ITEMS

Floor 5 focuses on the research and development of fusion items. As a DM you have the option to decide what fusion items your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 1, East: Leads to Floor 7, Room 7
- Room 1, West: Leads to Floor 3, Room 1, West
- Room 1, South: Leads to Floor 9, Room 3
- Room 4: Leads to Floor 3, Room 5, West

Hidden Items. On this floor adventurers can find: Protein, Elixir x2, TM Take Down, TM Focus Punch, PP Up, Elixir, Max Ether, TM Flash Cannon, Poke Balls x5, Nugget, Guard Spec, DNA Splicer

Investigation DC12. If the adventurers roll for investigation in Room 2 and are successful, they will see notes and diagrams about Team Rocket's Cloning Project being developed on New Island.

Investigation DC 15. If the adventurers roll for investigation in Room 2 and are successful, they will find plans to create Super Splicers that last twice as long as regular DNA Splicers.

Trainer Encounters. 4 trainer encounters can occur on this floor.

Executive Archer. Upon entering Room 4, the adventurers will meet Team Rocket Executive Archer. They will battle with 5 of the following: Voltorb, Electrode, Zubat, Golbat, Crobat, Koffing, Weezing, Grimer, Muk, Rattata, Raticate. If the adventurers are successful, they will receive the **Card Kay**.

FLOOR 6: R&D - POKETECH

Floor 6 focuses on the research and development of Poketech. As a DM you have the option to decide what tech your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 3: Leads to Floor 2, Room 3
- Room 5: Leads to Floor 4, Room 5, East

Hidden Items. On this floor adventurers can find: X Sp. Attack, Super Potion, Fresh Water, HP Up, X, Accuracy, Carbos, X Special, Max Repel, Hyper Potion, PP Up

Trainer Encounters. 3 trainer encounters can occur on this floor.

FLOOR 7: R&D - POKEBALLS

Floor 7 focuses on the research and development of different Pokeballs. As a DM you have the option to decide what Pokeballs your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 7: Leads to Floor 5, Room 1, East
- Room 8, North: Leads to Floor 3, Room 3
- Room 8, South: Leads to Floor 11, Room 2

Hidden Items. On this floor adventurers can find: PP Up, Calcium, TM Sword Dance, TM Bulk Up, Zinc, TM Dragon Pulse, Smart Candy x3, Rare Candy

Gary/Blue Encounter. Upon entering Room 8, the adventurers will meet their rival. They will battle with 4 of the following: Their starting Pokemon, Pidgey, Pidgeotto, Pidgeot, Exeggcuter, Exeggcutor, Gyarados, Sandshrew, Sandslash, Magnemite, Magneton, Vulpix, Ninetales, Abra, Kadabra, Alakazam, Vaporeon/Jolteon/Flareon, Shellder, Cloyster. If successful, the adventurers will receive information that Sabrina's stolen Lapras is on Sub-Level 1, which is only accessible via **Card Key**.

Trainer Encounters. 4 trainer encounters can occur on this floor.



FLOOR 8: R&D - HEALING ITEMS

Floor 8 focuses on the research and development of healing items. As a DM you have the option to decide what healing items your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 2: Leads to Floor 2, Room 1
- Room 4: Leads to Floor 8, Room 6
- Room 5: Leads to Floor 2, Room 5
- Room 6: Leads to Floor 8, Room 4

Hidden Items. On this floor adventurers can find: X Attack, Revive, Iron, Nugget

Healing Beds. There are 4 healing beds on this floor. If the trainers choose to use them, their Pokemon will be immediately healed.

Trainer Encounters. 3 trainer encounters can occur on this floor.

FLOOR 9: LIBRARY

Floor 9 is the library. It holds the majority of Silph Co.'s history. As a DM you have the option to decide what items your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 3: Leads to Floor 5, Room 1, South
- Room 7: Leads to Floor 3, Room 4

Hidden Items. On this floor adventurers can find: Great Ball x3, Revive, Max Potion x2, Calcium, Ultra Ball x3

Investigation DC 12. If the adventurers roll for investigation in Rooms 3, 5, or 7 and are successful, they will find any of the following pieces of information:

- Notes about Team Rocket's Secret Laboratory on New Island
- History about Silph Co.
- A report that informs the adventurers that Porygon was created by the Pokemn Lab on Cinnabar Island.

Trainer Encounters. 3 trainer encounters can occur on this floor.

FLOOR 10: EXECUTIVE OFFICES

Floor 10 is home to the executive offices. As a DM you have the option to decide what items your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 2: Leads to Floor 4, Room 4
- Room 3, North: Leads to Floor 4, Room 5, West
- Room 4, South: Leads to Floor 4, Room 3

Hidden Items. On this floor adventurers can find: Ultra Ball, Rare Candy, Carbos, TM Earthquake, HP Up, Full Heal, Max Revive, TM Flamethrower

Trainer Encounters. 2 trainer encounters can occur on this floor.

FLOOR 11: PRESIDENTIAL SUITE

Floor 11 is the presidential suite. As a DM you have the option to decide what items your players find on this level. The hidden items are optional and based on your discretion.

Warp Tiles Quick Guide.

- Room 2: Leads to Floor 7, Room 8, South

Hidden Items. On this floor adventurers can find: Zinc, Revive, Max Elixir

Battle Giovanni. Upon entering Room 3, the adventurers will see the Silph Co. President nervously sitting on the couch next to Giovanni who will see them entering the room. He will immediately engage in a battle with the adventurers using 5 of the following Pokemon: Nidoran, Nidorino, Nidorina, Nidoking, Nidoqueen, Kangaskhan, Rhyhorn, Rhydon, Rhyperior, Persian. If the adventurers are successful, Giovanni will escape after explaining their plans for creating the ultimate Pokemon: Mewtwo. Giovanni will drop a Master Ball and flee. The Silph Co. President will thank you for your services and reward you with a minimum of ¥2000.

Trainer Encounters. 2 trainer encounters can occur on this floor.

SUB-LEVEL 1: STORAGE

Sub-level 1 is a storage floor, commonly known as the Rotom Room. As a DM you have the option to decide what items your players find on this level. Various Silph created items can be found on this floor.

Elevator. This floor can only be reached by the elevator.

Psychic Lapras. Sabrina's Psychic Lapras can be found on this floor in the giant cage in the northwest corner.

SUB-LEVEL 2: FUSION CENTER

Sub-level 2 is the fusion center.

Elevator. This floor can only be reached by the elevator.

Thu-Fi-Zer. This is a completely optional subquest. The three storage containers hold one of each of the legendary birds. The red holds Moltres, yellow holds Zapdos, and blue holds Articuno. As the adventurers enter this room, they will be greeted by some Team Rocket Grunts and Scientists who are in the process of fusing the three legendary birds together.

SILPH CO. FLOORS

MAIN LEVEL



2ND FLOOR



3RD FLOOR



4TH FLOOR



5TH FLOOR



6TH FLOOR



7TH FLOOR



8TH FLOOR



9TH FLOOR



10TH FLOOR



11TH FLOOR



BASE LEVEL 1



BASE LEVEL 2





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