

Hello and welcome to Not a Scratch, the only podcast that believes that Scratch is an overpowered move! I'm Daisy, filling in for our usual host Anirudh, and if this is your first time listening.. I'm new! I'm here to bring you the Arc 6 summary episode! We understand that we've put out hours and hours of content on this feed, so for those of y'all who wanna play catch up, we make these summary episodes so you can skip out on the hours of tangents and shopping sprees and jump right in with the newest season!

Some quick notes before we go into the summary. The summaries are broad overviews of each arc, and we highly recommend checking out each individual episode to get more details, references, and a better understanding of the overall story. If you're looking for major plot points, you've got them here, but note that this isn't going to talk about every single interaction our characters have. The goal is to make sure you've got a good understanding of the events of the arc, and can jump into the first episode of the next arc without any major concerns.

Today, I'll take you through a summary of Arc 6. The episodes were released from July. 4th, 2023 to December 21st, 2023, with the end of season Q&A episode released on February 6th and 13th, 2024. This arc came with a slight shift in the story telling dynamic, as a new player, me! and my character Rose officially joined the show! I was very excited to join the crew and officially become a member of the recruits of the lost. I brought along my previous knowledge of tabletop RPG's and a penchant for more RP based play. I also started production on the patreon, the Game corner where we are creating a whole new pokemon region from "scratch".... get it. **Anywho enough with the plugs, Before we get to the summary, let's address something for those of y'all new to the program: What exactly is this creation?**

For those of you who may not know, this is a Pokémon Mystery Dungeon TTRPG Actual Play podcast! The main series versions of the

Pokemon games, and the ones that you're probably most familiar with, are role-playing games where Trainers raise Pokémon as they eventually aim to be the champion of the region. These are your Pokémon Red, Blue, Yellow, Gold, Silver, and so on.

The Pokémon franchise has spawned a number of spin-off series that take the normal Pokémon formula and twist it in an interesting new way. In Pokémon Mystery Dungeon, you, the human player behind the screen, actually become a Pokémon, and the game follows your adventure in a world of Pokémon - and only Pokémon - who've built communities and thriving towns of their own.

The TTRPG system that we use in the story is actually made by our PM/GM/DM Anirudh himself, and we've been improving the system throughout the adventure.

Our show combines all of these elements: it documents us playing with this TTRPG system we've built as we follow a story in a world based off of the Pokemon Mystery Dungeon games.

With all that being said, it's time for me to spin you the tale of our journey in arc 6. As always with these summaries, the music will change to indicate the start of each new episode in the arc, and timestamps will be included in the description to help you keep track of which episode is being covered. And now, as I climb up the tall tall ladder and gawk at the waters below, I think its time for us to. dive. on. in...

[TRANSITION TO EP 0]

Just like arc 5, this arc started off with a 0 episode as well to give my character, Rose Waters a proper introduction. Although arc 5 ended with Kyle and Adam making contact with Rose and revealing them to be a recruit of the lost, we begin a few months before this moment getting an insight into Rose's life.

Rose is a 28 year old Audino that runs the Blossom Bakery in vulcanberg. She took over at the young age of 10 after her mothers Camilla (an Audino) and Sully (an IndeeDee) passed away and has been perfecting her baking skills since. The day at the bakery begins normally, Rose is adjusting the sign outside the bakery and interacting with a few usual customers. The bakery is full of pokemon related pastries, some of which are mysterious to the average folk. On closer inspection we as the audience can recognize these as depictions of legendary pokemon but the colors are just slightly off. There is also a large Mural of Meloetta (the pokemon Rose saw) spanning over the arched entrance to the bakery.

We discuss the legendary encounter that Rose had with Meloetta, marking her as a recruit of the lost. Rose's mother Camilla was a dancer, and as Rose grew up she really wanted to follow in Camilla's footsteps. One night Rose snuck out to watch Camilla practicing in the nearby square. As Camilla dances in the moonlight Rose can see a different form dancing with her. It is unclear if Camilla can see the Meloetta pirouetting above her, but at one moment a pendant around her neck begins to glow. At this very moment Meloetta makes eye contact with Rose and jumps to cover her eyes. Rose wakes up in her bed but is only left with a small voice from Meloetta saying it's not your time.

This experience sticks in Rose's mind and she often relives it in her dreams. This night however, after Meloetta jumps to Rose and whispers its not your time, Rose wakes up in a new place. Rose finds themselves at the foot of a dark mysterious mountain. Following a path up Rose finds herself in front of a door when a voice rings out asking for a password. Unsure of what the password may be Rose tries out the name Meloetta, only to feel the presence of the mountain almost looking at her. The weight of this moment shocks Rose as they decide they do not want to be there anymore. Rose flees down the mountain in an attempt to find a way home. The fog clears to reveal some shadowed pokemon

following her. Rose plants her foot and turns toward the mountain asking what it wants. One of the shadowed pokemon offers Rose an opportunity to join their team and use her power alongside them. The figure tells Rose that she is special and if she joins the team they will help her with that power.

Unsure of how to react to the ominous figures in front of her, Rose attempts to get answers about what this place is and who the shadows are. The figure in front of her claims that she does not know because she has not chosen to accept her power yet. Assuring Rose that she does not need to make a decision yet the figures fade away. Rose is startled by the appearance of Meloetta who recedes into the forest with Rose. Rose tries to get answers from Meloetta who seems unable to speak at the moment. As an alternate form of communication Rose starts to dance. While Rose's dance was unsuccessful, Meloetta begins a beautiful performance that fills the forest around them with vibrant greens and life. Just before the dream ends, Meloetta once again whispers in Rose's ear. Its not your time.... Yet.

This dancing in the forest dream continues and as days go by becomes more frequent than the one where Rose watches her mom dancing. The phrase Meloetta whispers at the end begins to change as well. Starting with It's not your time...yet, and moving through it will soon be your time, and it's almost your time.

Our timing now puts us 3 weeks out to the current time. in each week Rose experiences one strange event.

The first event is a contract for the largest catering event they have ever gotten, desserts and pastries for the guild gala happening in 3 weeks. Rose's assistant Bap (a fidough) rushes in with a letter explaining the size of this order and the very large pay out after. Rose and Bap hire on some extra help to try and prepare for this Gala.

The Second Event is a visit from a Rhyperior detective who is looking for a mysterious person called the magician thief. Rose seems uncomfortable with this intrusion in her baking and asks the detective to leave.

The third event is an out of hours interaction with a Rotom. Rose does not know this Rotom and is confused by its questions. The Rotom says they are searching for a Mr. Longrass and want to know if he has been here. Very confused at this and unsure if this Rotom also wants to be a customer, Rose tells the Rotom they can come back in a few days and the bakery will be open again.

The episode ends with a similar scene to the end of arc 5. Kyle and Adam appear at the bakery and Rose realizes she is part of the recruits of the lost. This moment is also confirmed as Rose sees Meloetta outside the window nodding, she knows... It is time.

[TRANSITION TO EP 1]

Rose the Audino is... confused. Kyle the Treecko and Adam the Alakazam are hype. Another recruit in the books (also Sendoren the Wigglytuff is binge-learning a language). They pop over to the hallway as Adam explains things to Rose, which brings up even more questions for Rose. As they walk through the hallway though, they reach Rose's room, and enter inside, where they find a large open space, split between Rose's room at her bakery and an open square, looking very much like the area where Meloetta was dancing in Rose's past. The sharing of information opens up a few new interesting tidbits, including Rose's attempted recruitment by the Ring (bad guys), weird dreams that Rose has had, and more.

All the recruits are at the pavilion (except Sendoren) and give a progress update. By progress update, it's mainly just Kyle sharing info, but progress nevertheless. New plan – Kyle and Rose are heading to the

ocean to drop off a baby currently munching on a Pokepuff. Pop back to reality.

They decide to take the night to rest and head off tomorrow morning, allowing Kyle some time to relax and Rose to get everything in order. Kyle also gives Rose the book of myths to skim over in the night, which lets Rose know that Kyle is the Mr. Longgrass that was asked about the other day. Kyle heads back to the hotel that he's staying at, bumping into a few people as a conference seemed to have been ending. That night, he wakes up to water splashing on his face, as Manaphy is yelling about code red, alarm bells, we-woo-we-woo alert. The red key is missing, which is... probably not a great thing. A note was left, asking Kyle to meet with them at the library, signed by an "M.T.". To the library we go.

Nothing around the library... but on top? There they are. M.T., or the Magician Thief, introduces themselves to Kyle, but stays shrouded in a cloak. Kyle is unable to tell what Pokemon this thief is. Kyle learns a few things from this conversation, including:

The Magician Thief knows about Manaphy, but doesn't seem to care

They know about Kyle's background and recruit of the lost position

The Magician Thief is the world's greatest thief, an independent actor, with some... motive

They've got a blue key, while Kyle of course has a red key. They do... something, but Kyle doesn't learn this

There also seems to be a black and green key somewhere, which the thief is looking for.

The deal: Kyle should keep the red key safe until the Magician Thief needs it. In exchange, MT will stay out of Kyle's way, and even

offer assistance if needed in regards to recruit stuff. Kyle accepts, and keeps the key in the gazebo in the Mew room.

The next day, Kyle and Rose head off, making a stop at the library to meet up with Sendoren and Adam, getting a better idea of where next to go. Next stop, a train to Vapour (Vah-poor). Sendoren also finishes his studies, now having mastered the ancient language, and will head out with Adam to explore other areas of the region.

Before leaving, Kyle gets run over by someone somewhat familiar to Rose, and immediately asks for their help. Rotom and Victini have met with Kyle, and ask for help with controlling their power. It looks as though Rotom has all of the Rotom powers, but needs assistance with controlling the power that they have. The team offers to help when they have the time, if they have one...

Ok, now train go brr.

[TRANSITION TO EP 2]

Kyle + Rose + Manaphy – non-stop trip to Vapour. Also, the working relationship between Rose and Kyle... needs some work. Lack of communication and all that. Attempts to strike up conversation between the two are about as good as meeting a stranger for the first time as an introvert, though the two are able to bond over their shared love of art.

At lunch, Rose has a weird... “vibe of evil” feel of something nearby, but unable to figure out what that was from. That night, dream time! Rose has their normal dream. Kyle... wakes up in a weird dreamy form on the train, and uses his brand new magical power to explore the train. Kyle finds a few interesting people:

A Cyndaquil with blue flames researching about evolution no longer working.

A Lucario and a Glaceon, with some ability to create balls of blue energy, and something like aura, soul energy.

Indy the Phanpy is on the train.

Also, Rocking Rampage is here, looking like they're going to try to break into a mansion.

In the caboose, an employee is asleep in what is a storage room. Clearly a stowaway in some form, and as Kyle (the ghost) leaves the room, he feels something hit his back as he wakes up.

[TRANSITION TO EP 3]

Kyle, waking up with a start, alerts Rose of the dangers, and rushes over to the back car. As Kyle rushes out though, Rose notices a card on the ground, with a message that makes no sense to her, but Kyle figures out that it's from the Magician Thief, who must have been the stowaway in the caboose/storage room. Despite figuring this out, Kyle doesn't share this information with Rose, which further frays the relatively new connection between the two. It's clear that Kyle hesitates to share information if it's not clearly related to Recruit business, but Rose wants to know more about anything that could be happening to give a better foothold on what's going on (Daisy – absolutely change this last sentence, cause this isn't quite correct, but I can't remember exactly what Rose's feelings about the lack of information sharing were like). Rose also taps into that same "vibe" feeling mentioned previously, with slightly more control over... whatever this is.

As this whole thing is happening, it's still breakfast time, so Rose and Kyle head over to grab something to eat. Rose sits down at a table that happens to have the members of Rocking Rampage, who immediately start peppering Rose with questions about that Treecko they've been hanging out with. Rose, thinking on her feet and a bit suspicious of this group, states that she's Kyle's personal tutor, traveling around the region to learn things. Rose also tries to get some information

out of them, but all she gets is that they're heading to a mansion to find some treasure. Meanwhile, Kyle runs into the Cyndaquil, named Eli, and tries to learn more about the evolution studies that Eli's been studying. It looks as though Eli is meeting with a member of the FrostRiders named Steven to discuss more about the evolution problem.

[TRANSITION TO EP 4]

They get off the train after reaching Vapour, and Kyle suggests heading to the local police station to meet up with an officer to help deal with... whatever Rocking Rampage is trying to do. Meanwhile, Rose heads off to buy tickets to head to the next destination, a port city called Steamport. Rose also calls on Adam to try to share her concerns, getting some alleviation from Adam (though also some slight questions about Adam's methods of operations).

Kyle, at the police station, meets up with officers to share information about the mansion theft that is to happen, though the mansion itself seems to be shrouded in mystery. As Kyle is about to leave though, he hears an old friend's voice – Officer North, who has been promoted to Corporal. Corporal North decides to undertake the mystery themselves, joining the party to visit the now-named “Blank Mansion”. Rose meets North for the first time, and together all three get on the boat to travel towards Steamport.

In the post-credits, a new member of the Ring has been introduced, who's been tasked with their first mission – head to the Blank Mansion.

[TRANSITION TO EP 5]

On the boat, Rose meets up with the Lucario, named Luciel, and quickly bond over small talk. As they shake hands, Rose's vibe check skill automatically flares up, an interesting development. Rose gets good vibes off of Luciel, who offers some advice as a fellow tutor themselves (though, of course, Rose isn't really a tutor).

That night, as Rose and Kyle settle in, Ms. Quagmire calls up with some good news – they’ve got a lead on the Rock Horn, one of the legendary items. Pearl and Ms. Quagmire have determined that the Rock Horn is located at the Blank Mansion, which shifts Rose and Kyle’s plans a bit. Sure enough, an invitation to visit the Blank Mansion is delivered to Rose and Kyle, which they accept. Changing of the plans now: it’s time to visit a mansion and find another legendary item!

[TRANSITION TO EP 6]

The next morning, Kyle informs North that they’ll be joining them on the mansion trip. Rose tries to look for Rockin Rampage, but is unable to find them on the passenger list, much to her confusion. A few hours later though, Rose finds them hiding, which makes it highly likely that they snuck on the boat. Ignis makes up a story about being long-time friends with the owners of the mansion, and assisting with security concerns, a bunch of other nonsense, which doesn’t fool Rose at all. Rose’s new goal is to track these folks down, clearly very interested in whatever they are attempting to do.

Rose and Kyle share their new updates that night before going to bed. That night, both of them have the same dream, waking up in basically complete darkness. As they walk around a bit, more and more of the area gets illuminated, and they find themselves on an island. After exploring a bit, they hear the voices of a crowd of Pokemon, heading in that direction. They recognize many of them as the Pokemon on the boat, and both feel someone is watching them... despite being in a vision. All they can tell, though, that it seems to be someone that they know, but nothing beyond that. They are also being forced out of the dream, which is also something that doesn’t normally occur in these visions.

[TRANSITION TO EP 7]

Kyle and Rose wake up with a start, and quickly start trying to figure out who was the Pokemon that pushed them out of the dream, but are unable to find a specific answer. Nothing of note occurs over the next 36 hours, as our team prepares to take on this mysterious mansion.

As they reach the port city, they quickly meet up with Ms. Quagmire and Pearl, and begin to try to get a better understanding of the task ahead. While doing this, Rose also takes the opportunity to bake some Pokepuffs with the group. This goes swimmingly for everyone not named Kyle, and Rose is restocked for future endeavors. As they head to the small boats, which they'll use to reach the Blank mansion, it looks as though a number of Pokemon have gotten invitations to the mansion. They meet up with Fergus, one of the Moushold, and travel to the Blank Mansion.

The mansion is large and purely white, probably influencing the name (though the roof of the mansion seems to be red). As they enter the grounds, they have the opportunity to explore the grounds a bit before dinner and the reveal of the challenge. The four recruits use this as an opportunity to further reveal information, and get a better grasp on what is going on. Rose shares about their dream from a few nights before, which Ms. Quagmire and Pearl did not have. They build a loose gameplan for their exploration of the blank mansion, and Rose gets intrigued by the lack of Rocking Rampage, so splits at dinner to try to find them.

Kyle at dinner, learns about the situation. The house itself seems to be hiding a secret, of which the Moushold family is extremely intrigued about. However, they are unable to determine the solution, and are offering the treasure of the mansion (whatever that may be, it's locked behind the mystery) as a reward to the Pokemon that finds the answer.

Rose, meanwhile, explores the mansion, finding many locked doors across the different floors. Finding nothing inside of the

house, they head outside, seeing a small forest and the edge of the small island, as well as a small shed, with gardening equipment. Unable to find Rocking Rampage, Rose decides to head back to the dining room.

At this moment, a voice appears in both Kyle and Rose's head, simply saying, "I believe now it is time for you to save me."...

[TRANSITION TO EP 8]

Now the mansion mini arc truly begins!

It starts off with Rose and Kyle hearing a voice in their heads. The voice is oddly familiar to Kyle, paired with a smell of the past. The voice tells us that he knows the location of the rock horn and is known as the storyteller. The Storyteller says that he is responsible for calling the recruits to action when the time comes. This time he awoke Adam which started the events we know so far. The Storyteller is also the one who wrote all the hints for where the Items can be found, and at the current moment is trapped in the Rock Horn. The hint we have for the rock horn is, "save me from the grunts and I will save you." This means that Rose and Kyle need to figure out who these Grunts are. So the search begins, who of the other guests are the grunts.

In order to find the way, the storyteller gives a last hint, if we find the pieces of the puzzle that the Maushold family foreshadowed we should find him. Rose quickly rushes off to start the search while Kyle catches Mrs. Quagmire and Pearl up to speed on the Storyteller situation.

Fergus of the Maushold family begins an explanation of the mystery of the house. This explanation aligns well with what Rose learned previously. This is that all the rooms on the first floor are unlocked, and all but one on the second and third floor are able to be opened. The door that Fergus opens is also the one that Rose was able to open previously.

Before Fergus lets the guests go, he shares one more last important piece of information. That is we have a time crunch. Rose and Kyle have only around 24 hours to solve the puzzle, find the rockhorn, and save the storyteller before some very convenient defense mechanisms activate and they have to leave the island!

[TRANSITION TO EP 9]

So the puzzle solving begins! The crew splits up in order to more efficiently search the mansion given the 24 hour time crunch. Rose finds their new.. Friend? Luciel to see what thoughts he has about this. Luciel gives a quick powerpoint presentation about Arceus the Legendary god pokemon who is not really believed to be real. Luciel says that the legends claim this house, the blanc mansion, used to belong to Arceus. Luciel mentions that the house has an interesting feeling and Rose has the thought to try her Aura powers to read the building itself.

Rose relaxes and starts to sense the pokemon around them, she feels Luciels aura, and slowly more of the other guests in the house. As Rose sinks further into this state they start to feel an aura coming from the house. This sense feels similar to what Rose felt around Meloetta yet still somewhat different. During this aura sense Rose notices that the aura she felt booting them out of the dream is actually Luciels.

At this moment both Luciel and Mrs. Quagmire has a breakthrough about the puzzle and everyone meets up on the 2nd floor. It seems that each door has a type associated with it and only pokemon associated with the door type can open it. Not only that but each room also has a tablet in it, a stone plate of sorts. Each plate associated with each type leads the guests to believe that all the different types of plates need to be gathered to solve the puzzle of the mansion. This sounds like it could be an issue because of the pokemon here there are no rock types or fairy types present. Rose remembers that the Rockin Rampage Crew is somewhere on the island so they may be the key to finding the rock plate and she begins to search. After some time the guests gathered various

plates in the 1st floor of the house. Somehow 17 out of 18 plates were found, however the missing plate is not in fact the pixie plate (fairy plate) but the stone plate!

Thus the game of “who’s that fairy type” begins as this episode comes to a close.

[TRANSITION TO EP 10]

We start with two mysteries, where is the rock plate/rockin rampage and just who found the pixie plate, because there are no fairy types here.

Kyle begins to grill the guests about fairy types while Rose and Pearl go to try and find the rock crew and grab the plate. Kyle and Mrs. Quagmire brings everyone to the fairy door and one by one starts to test if anyone could open the fairy door. On the second floor pearl and rose investigate the rock door. With expert insight on how to get into the room, Pearl knocks on the door and says “room service.” Ingnus the rolycoly opens the door and is surprised as rose and pearl rush inside and close the door. In attempt to avoid a battle, Rose tries to tempt rockin rampage with some pokepuffs. Alas this tactic does not save Rose this time and she enters her first battle!

Well, at least it is the first official battle. Rose spends most of the time trying to avoid battling and looking for the rock plate to get out quickly. Pearl despite the disadvantage of being an electric type against all these rock/ground type pokemon puts up a good fight. Rose scans the room and sees the rock plate untouched by the rockin rampage crew. Rose gets the plate by dashing and powering through the enemies onslaught and with a masterful dragon pulse from pearl the crew is distracted enough for Pearl and Rose to escape with the plate.

Thus the puzzle is solved. The door to the attic opens up and a room full of treasures is revealed. Rose is able to get the first choice of

the Rock horn and in the meantime sees a strange figure pick up some odd black key and then disappear.

We end the episode as we begin to travel back to the mainland and Enter the dreamworld to discuss the next moves with the rest of the recruits.

[TRANSITION TO EP 11]

In the dreamworld Rose and Kyle share the victory of finding the rock horn and introduce everyone to the storyteller. Rose is unsure of the overall reason that the items are being collected and asks the rest of the recruits. With the introduction of the storyteller all the recruits together figure out what happens when we finally gather all the items. once all the items are found they combine to create the elemental bell. This bell allows the user to get a wish granted by arceus. The recruits could use this wish to stop Hoopa and the ring, but if Hoopa obtains the items there is no telling just what they might wish for.

Everyone reviews their next assignments before separating to continue their search for recruits and items. Kyle and Rose will continue on their quest for the aquamonica and head to the edge. Before everyone departs, adam reminds kyle about the letter he has to deliver to the Dancer, who is the current president of the guild association. Rose and Kyle plan to take a train to a place called water town where they then want to take a boat to the edge. While on the train, Kyle has an interesting dream. In this dream he is looking at the letter for the dancer. The address which has said “the edge” until now slowly begins to change to a new place, somewhere called den-city. A new part of the letter is illuminated as well, this shows a pokemon level. As Kyle watches in awe, that level slowly begins to rise and rise without seemingly stopping. Rose has a dream of the mountain, but instead of the usual dream with Meloetta the dark shadowy figures from before approach. Rose begins to ask questions, when the shadowy figure reveals themselves to be Hoopa. Hoopa once again tries to recruit Rose.

Rose asks what Hoopa's goal is, and Hoopa simply responds with the goal to “reset things” in the name of equality. Rose is unsatisfied with this answer at the moment and still thinks Hoopa is hiding something. Upset and with a great effort expressing her Aura, Rose is able to force hang up this dream phonecall shutting out Hoopa mid sentence.

[TRANSITION TO EP 12]

After the Train stops in water town Rose and Kyle need to decide where to go next. After the dream Kyle had about the dancer and the letter he wants to go investigate. They travel to den-city by foot, to find that it is a city completely burrowed underground. On the way Kyle explains that the letter was given to him by Adam the previous president of the guilds for the current president, the dancer.

Beneath the earth is a bustling metropolis of a city full of magnificent architecture and dazzling lights. We find our way to a small dance studio where we meet the dancer. The Dancer is a Quaqaal with a powerfully striking presence. Both Kyle and Rose feel the weight of importance from the Dancer who at this point is the only level 100 pokemon in the region. Upon delivery of the letter the Dancer offers to support Kyle and Rose in any way they need. Unsure of what to ask for at the moment, Rose and Kyle obtain a communication crystal that they can use to get in contact with the Dancer if they do need something.

This meeting gets interrupted by a very loud Togepi and its crew of mobsters, they seem to have some sort of past with the Dancer who goes outside to deal with them. At this point we as the audience are shown a few things in this battle. We learn just how strong the Dancer is as a level 100 pokemon, but it is also revealed that some pokemon can have access to their ability and hidden ability at the same time!

From here on out, the Dancer quickly dispatches the Togepi squad and gives Rose and Kyle a last warning. If they are going to head to the

edge the best route to take would be by walking rather than taking a boat like the crew initially planned.

[TRANSITION TO EP 13]

Kyle and Rose leave Den-city by foot, heading the Dancers' warning. The Edge is their next destination. As they travel Manaphy keeps protesting for something called the Dew. After some interpretation we learn that Manaphy is searching for something called the Phione Dew, a magical cure-all item related to another legendary pokemon named Phione. The Phione dew seems to be out in the deep ocean somewhere. Kyle thinks that this may also be where they are headed to find the aqua monica as well, but realizes that we currently do not have a way to get out and down into the ocean. Kyle decides this will be a problem to figure out later and the crew continues traveling.

Rose and Kyle decide to make camp for the night and as they get ready for bed someone new stumbles into camp. The one, the only Dr, Professor Beary Berry, an ursaring traveling the land researching and learning about Berries. The very knowledgeable Beary Berry bestows our heroes with some knowledge of cross breeding berries. When the Dr. Professor leaves he gifts Rose with a new Berry, a mix between an oran and citrus berry, a soarin berry. He also handily leaves rose with a fancy Garden plot that she can start to grow and cross breed her own berries.

This ends our episode as we continue to craft a whole new berry growing system that I will almost certainly forget to use, and Rose and Kyle begin to dream.

[TRANSITION TO EP 14]

Before Rose to sleep she plants an oran and chesto berry in her new portable plant pot hoping to grow some Choran berries. Rose and Kyle slip into a shared dream. They wake up somewhere that feels different but kind of familiar. There is a mansion on a cliff in front of us that looks eerily similar to the blanc mansion, but instead of solid white

stone it is made of a dark black stone. Rose and Kyle split up to explore around the mansion. In the front, Rose finds a door with multiple key holes in it that is unable to be opened. The Keyholes are colored red, blue, black, and green. After more time exploring they meet up at the back of the mansion where Rose shares about the key holes. At this reveal Kyle rushes to the front of the mansion to investigate.

At the front of the Mansion Kyle is greeted by none other than the Magician Thief. The MT tells Kyle that he should tell Rose what he knows. Rose makes her way to the front of the house again after using her Aura powers and sensing a new person in the dream with them. Rose begins to ask the magician thief some questions, ultimately revealing that he was at the blanc mansion with them and also took a black Key. This information makes Kyle annoyed with the MT as well. The MT tries to employ Kyle and Rose for some task, and Rose starts to get more upset recalling the frustrations over the past weeks of Kyle keeping secrets from her. This time however, Rose's frustration is aimed at the Magician Thief. Adamantly stating that she will not work with people she doesn't know, Rose attempts something tricky with her aura powers. In a fluid moment, the dream around us begins to decompose into a collection of music notes as Rose forces the dream to end. The MT leaves with just one word "regigigas"

[TRANSITION TO EP 15]

We wake up from the dream and head towards our destination. Not much conversation is had about the dream mansion and the magician thief, but Rose eventually asks Kyle for some answers. Kyle admits that he doesn't know much about the magician thief other than they are very powerful and looking for keys. Now knowing that the magician thief knows about Rose, Kyle relaxes a bit. Rose seems to think that they should tell the rest of the recruits about the magician thief since he is able to enter the dream world somehow, but Kyle thinks otherwise.

Rose drops the conversation, feeling a bit more trusting of Kyle now that she knows more of what is going on. The two of them continue in silence until they reach the next town, DEW. Vall. In town we run into some familiar faces. At the hotel we conveniently ran into Victini and Rotom! Victini graciously pays for our stay in this extremely expensive hotel and informs us that nearby is one of the Gems that Rotom is looking for. The V-wheel that Victini has senses the water gem, which would allow Wash form Rotom (Wash) take form. Rose and Kyle make a partnership with Victini and Rotom to try and get this water gem. If Rose and Kyle help, then Victini says Wash will be able to return the favor by helping them get out into the deep water where the aqua monica is supposed to be located.

[TRANSITION TO EP 16]

We start with Kyle having an ominous dream, walking down a cave and hearing an enormous growling and rumble. Waking up the crew sets out following the “very accurate” directions of the V-wheel and victini's whims. Heading south, our current objective, the water gem gets closer. After some brief walking and conversation, we find ourselves in front of a cave that is very familiar to Kyle.

It's Time for our favorite game! Roll.. That.. Die..!

With a mission in our mind we swiftly travel through the tunnel. This is assisted by myself being very lucky while rolling that die. Rose finds a selection of various items and dodges most of the wild pokemon in the cave. A brief encounter with a sudowoodo is met by victini using the move v-create. With a very charred sudowoodo behind us, the tunnel opens up to a larger area. This room is covered with shimmering stones along the ground and buried in the walls. One stone in particular catches Rotom's eye, it's the water gem! with the power of that gem Rotom would be able to transform into Wash who could assist Rose and Kyle in aquatic travel.

As the crew begins to walk across the floor, a massive rumbling reveals a foe in their path. This pokemon is large, and surrounded by the same shimmering stones in the walls. In front of us, looming above is a Mega evolved Steelix, letting off a crystalline sheen.

Now we prepare for a battle like none other, against a Mega Crystal Steelix.

[TRANSITION TO EP 17]

Its time to DD DD D D Duel! (or I guess more like 3 ish on one?) in front of our crew right now is a massive Steelix, a mega crystal Steelix. Off in the distance behind the Steelix, buried in the wall is the Water Gem that Rotom is looking for. Rose, Kyle, and Victini square off against the foe giving Rotom the space to try and dash and get that gem! Using a mobile orb, Rotom quickly phases through the wall trying to come at the gem from behind.

Victini and Kyle rush at the Steelix trying to figure out just what its weakness is. Without much battle experience under her belt Rose tries to offer support. Offering a few helping hands for Kyle to get some hits in. While strong, Steelix does not budge much. A sandstorm is unleashed from our crystal foe, causing the battlefield itself to attack us as well.

Soon enough Victini spins the V-wheel to launch off a powerful V-create. This lash of flame and fury seems like it will become the key to winning the battle as the Steelix reels back from a massive hit of quad effective damage. Rotom continues rushing through the wall getting closer to the water gem every second the battle continues. Rose quickly repostures to support Victini as they unleash a barrage of V-create flames pushing the Steelix to the edge of its ability.

A few more volleys between Kyle and the Rose/Victini combo are unleashed when suddenly a large blue flash lights up the cavern. Now

standing behind Steelix, a hole in the wall where the water gem was, is Wash (Rotom wash form). Rotom successfully made it to the gem and was able to allow Wash to join the battle.

Mega Crystal Steelix desperately tries its last resort, a very powerful move called crystal crash. Our crew now with their objective complete quickly try and dodge while forming a plan to finish off Steelix.

Wash begins to let out streams of hydro pumps at Steelix, Kyle launches a hyper beam, followed up by a helping hand boosted V-create from Rose/Victini and with that the Mega Crystal Steelix falls in defeat.

[TRANSITION TO EP 18]

With the defeat of the Mega Crystal Steelix, we now enter our most chaotic episode this arc. We begin with a review of our goal and head off to the edge with Victini and Wash in tow. The edge is a small fishing village off the rocky coast completely surrounded by a stone gate. Realizing they are no longer needed and don't particularly want to go into the water, Victini leaves the crew with some last words of wisdom from the V-Wheel... Don't Drown.

For just about the rest of the episode we try to figure out the very tricky gate puzzle in front of us. Frustrated and stumped by this puzzle, Rose and Kyle almost give up (jokingly) when Rose notices some folks swimming out in the ocean. Wash realizes that there is a festival going on and that is why all the townsfolk are out in the ocean and Rose takes off toward the water to get someones attention. after a moments notice the gate slowly starts to open and we meet our rescuer, a familiar face, a piplup, THE Piplup. Since the timeline reset we realized that kyle and this piplup know each other very well, they bonded over battle way back in arc 1. Since ralph would not have been on missions with Kyle in the bronze roses this piplup came to the rescue on kyles first solo mission.

This piplup due to a simple speaking mishap is none other than HE. Double I. M

At this time the rest of the episode devolves into chaotic laughter as HE II M truly sinks into our minds. HE II M welcomes us into his home to rest for the night and we meet the other members of the HEIIM family, a wiley empoleon grandpa, and a prinplup who kyle met way back during the surfing competition in arc 2.

The episode ends when I decide I am going to roll a dice and go to sleep... all I leave you on is of course.. HE. Double I. M (HEIIM)

[TRANSITION TO EP 19]

We start off with a dream. Rose finds herself in a field with Meloetta. Rose tries to get some answers about what she should be doing or why she is truly here. Unable to directly talk, Meloetta pulls out a cake (the best way to communicate with Rose I guess). The two share the cake and Rose starts to understand why she is special, Meloetta tells Rose they need to find a teacher to help raise this aura potential.

When Rose wakes up, the crew has a quick breakfast with the HE II M fam. Grandpa HEM warns them of pirates near their destination but Kyle shrugs them off with confidence remembering his past experiences with pirates.

Now in a fancy speedboat controlled by Wash the crew heads out to the deep where Manaphy increasingly chants for the DEW. As they travel, Rose is thinking over what Meloetta told her about Aura. Rose practices projecting a small Aura ball without much luck but may have some ideas about where to find a teacher.

With Manaphy acting as our guide we make it to the spot above. Diving down below Kyle recognizes the place where he met Kyoger.

Traveling fast through the cave we come face to face with the big blue whale himself. Rose asks if Kyoger has “the Dew” and Kyle presents the recruits of the lost badge. With a very relaxed demeanor, Kyogre explains that he is supposed to fight us but doesn't really want to anyway. Also because of time shenanigans Kyle technically fought him yesterday. Thus our heroes obtain the aqua monica in the longest awaited but most simple interaction yet.

Kyogre explains that if Manaphy really wants the phone dew it would mean they have to leave our traveling group. If manaphy takes it, some phone will come to help Manaphy train to become a powerful legendary warrior. After a few heartfelt moments our crew parts ways with Manaphy only hoping to see them again in the future. Rose now holds the left over phone dew that holds the power to cure any status condition.

With another item secured all the recruits meet up in the dream world to plan our next moves. Pearl the Ampharos brings up a concern with more “bad guys” appearing. It seems that some sort of pirates have been traveling down the coast causing trouble nearby where Kyle and Rose are now. Aaron the Arcanine pipes up with an interesting anecdote. He claims that someone who is potentially a recruit could ask themselves the question (who are you and who did you see) to awaken themselves as a recruit. Aaron claims someone may have done this and saying that some “dark savior” has popped up in tenebres exhibiting recruit-like behavior.

Discussing the path forward Kyle and Rose try and decide if they are going to head to snow drift city to meet the frostriders and get a lead on the sky melotica or if they are going to change course and assist Aaron with this new recruit. Out of the corner of her eye Rose notices the magician thief. It seems that the magician thief is trying to persuade them to go to tenbrus and look for the recruit. Confronted with this breach of the dream world and antagonist in Roses eyes, she breaks into

a sprint and tries to tackle him to the ground. Hitting the ground where the MT was Rose frustratingly gets up and tries to explain about the magician thief to the rest of the recruits. They debate whether or not the MT may be a mystery recruit and how they could make it to the dream world in the first place. Adamantly wanting to go against the magician Thief Rose decides our next destination would be in the mountains with the frostriders.

And that brings us to the end of Arc 6 and my first official arc on the show! Credit for the music throughout this summary episode goes to GlitchxCity, Tabletop Audio, or Anirudh himself. If you enjoy the story and want to hear what happens next, be sure to hit the follow/subscribe button on whichever platform you're listening to this episode! You can also follow the podcast and Anirudh on Twitter for updates on when new episodes will drop. If you can't get enough of the show in the meantime, join our Discord server where we've got an amazing community full of fellow Pokemon and TTRPG nerds! You can also check out our website at www.notascratchcast.com for our merch store, episode catalog, art gallery (including some of your submissions), and more. If you want to support the show and are in a financial position to do so, join our Patreon where we offer some fantastic bonus perks, including early access to episodes, special series, extra content, and more! As always, links to everything I've mentioned here will be in the episode description below. Thank you so much for walking down memory lane with me today! I've been Muhammad filling in for our PM/DM/GM Anirudh himself, and until next time folks... take care!