

Hello and welcome to Not a Scratch, the only podcast that believes that Scratch is an overpowered move! I am your host, Anirudh himself, and this is the ARC 3 summary episode! We at Not a Scratch understand that there are... a lot of episodes to listen to in order to catch up to the show. As a result, we wanted to create “summary episodes”, which, unsurprisingly, summarize arcs and make it easier for listeners to catch up to the current action!

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 players 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. For more information on the show and on us, check the end of the episode.

This is the summary episode for Arc 3. The episodes were released from March 9th, 2021 to July 31st, 2021, with a Q&A episode released on Sep. 14th. This arc as a whole was interesting, as we took all of the established aspects of the world, and basically threw them out. Not only was that the case, but I was finding it somewhat difficult to regularly release episodes, which is why the timeframe for the arc is a bit longer than the first two arcs, despite the episode count being the same. But, instead of talking about that, why don’t we talk about the show! What exactly is this creation?

For those of you who may not know, this is a Pokémon Mystery Dungeon TTRPG Actual Play podcast! Pokémon, to summarize really quickly, is a series of role-playing games focuses on different characters traveling across a region, kind of like a country, as they try to accomplish whatever goal they have. The most popular version of the games, and the type that you’re probably most familiar with, are where Trainers train 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 most recent games, as of this recording, were Pokémon Sword and Shield, released in November 2019.

The Pokémon franchise has created a number of spin-off games that take the normal Pokémon formula and twist it in an interesting new way. Pokémon Mystery Dungeon has you become a Pokémon, and tracks your adventure as a single Pokémon. The games show off 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 yours truly, and we’ve been improving the system throughout the adventure, which you might notice once you start listening to the episodes. Also, one quick note about the summary episode structure: the music will change when we change episodes! I’ll be putting timestamps in the description of the episode as well! Now, without further ado... let’s begin Arc 3!

[TRANSITION TO EP 1]

We start the arc off, like all of the previous arcs, with updates to the system. These updates focused more on balanced aspects of the story that haven't been balanced yet. Well, we're semi-successful in that, which is about as far as we can expect with us. Our characters get some more stats adjusted as well, due to some of these changes. In terms of story, our heroes start off stranded in the icy land that they were banished to, and they begin to work to keep themselves warm in the freezing environment. They travel for a full day with no real change in environment, and decide to make an igloo. They spend the night in the slightly cramped igloo, and each of them have a separate dream. Both have a dream that's weirdly similar. Both Ralph and Kyle are walking, and see a sign pointing in 3 directions: left, right, and straight. While left and right lead to their own paths, straight leads directly to the ocean. Ralph only sees himself, and walks to the right, while Kyle sees Ralph walk to the right, and the egg walk forward towards the ocean. He decides to go left. Both of them continue to walk until they notice they are being chased. They run away from the creature, to find a slab of different material in front of them: stone for Ralph and steel for Kyle. As they both touch the slab, they wake up.

Both of them wake up the next morning and start traveling away from the ocean behind them. Most of the day is spent traveling, and they notice something sticking out of the ground in the distance. As they walk towards it, they find a large arrow sign pointing in 3 directions: left, right, and straight. Straight leads to a cliff, followed by the ocean, while left and right lead to separate snowy paths. They decide to spend the night at a nearby cave, and are able to make enough to be semi-comfortable.

The next day, Kyle and Ralph notice that the egg has moved around, as if the Pokémon inside wants to move around. After some discussion, they decide to go the path that the egg went, and begin to climb down the cliff, though only Ralph is able to get to the bottom. As Ralph looks around, he has an urge to dive into the water, and dives in.

[TRANSITION TO EP 2]

Ralph's pretty athletic, so he dives into the water looking for special items, and returns with 3 different items: a Frozen Rock, a Clear Gummi, and a slab of ice. Both Ralph and Kyle start booking up the cliff as the tide rushes in, and meet back up at the top. Turns out, that slab of ice? It's the Ice Part, which they quickly realize is related to the Regis: Regice, Registeel, and Regirock. They decide to split up in their own separate directions to find the parts in their dream.

A day goes by with no progress besides movement, and both of them travel through the night. Kyle eventually notices a river, and a village in the distance. Kyle's village has an inn, and Kyle decides to take a nap. Later on, he wakes up and heads back to a bridge he passed by, to find that the steel slab is stuck in the bridge. He plucks the steel part out, and heads back to the arrow signs.

Meanwhile, Ralph notices a cave, and enters inside. Once he enters, Ralph uses some of the sticks and his blast seed to create a torch, and begins to explore the cave. After a couple

skirmishes, Ralph eventually finds the rock part, and heads back to the arrow signs to meet with Kyle.

Both of them meet up and combine the steel, ice, and rock parts together to create some sort of GPS map that focuses on themselves. They head to the cave, and decides to rest and recover for the rest of this day and the night. The next morning, Ralph and Kyle decide to travel to the village Kyle visited, and head out.

[TRANSITION TO EP 3]

They head out towards the village without any issue, and reach the small town later that day. Once they reach the town, Kyle decides to go the local food place to get some information. Scanning around, Kyle notices Lindsey, a Cubone adventurer, and introduces themselves to her. After mentioning Indy the Phanpy, Lindsey agrees to introduce them to her friends: Rigel the Heliolisk and Pollux the Klank. They live and work at a lab, as both of them are scientists. After some discussion about what Ralph and Kyle are looking for, Rigel gives them a book that details the myths and legends of the Alchas Region. He'll let them keep the book if they help him with a project. Rigel, along with Pollux, is working to create a brand-new move via technical machine (or TM), but is missing a piece of the puzzle. This move, in particular, not only has the power to hit multiple Pokémon in a room, but is typeless. Rigel plans to use this move against invading enemies that regularly attack and destroy their town.

Ralph and Kyle examine the TM, and eventually imbue their own powers into it, thus making it "all types". Also, Ralph and Kyle attack each other in the process. This is a big facepalm moment. A success, but a loud facepalm. Rigel decides to learn the move himself: Vacuum-Cut. As a result of this success, Rigel lets Ralph and Kyle keep the book: "Myths, Legends, etc.; A Guide to the Alchas Region", written by Sendoren the Wigglytuff. After an eventful day, they decide to go to bed.

That night, Kyle has a weird dream where he stands in a blank void, with 5 lights spread out around him. At 3 of the lights, he sees the 3 parts that they collected previously: the rock, ice, and steel parts. However, 2 lights are empty. In the center of the void, on the ground, is a glass pane. Behind the pane, Kyle sees the entire Alchas region. After attempting (and failing) to break the glass pane, Kyle notices a flash of light in the western side of the region. A beam of light shoots up towards him, and he wakes up with a start the next morning, hitting his head in the process.

Both Ralph and Kyle wake up the next morning with bad news: the invasion has started.

[TRANSITION TO EP 4]

This episode starts off with the invasion, as the townsfolks, along with Ralph and Kyle, fight off the invading Pokémon. It's a lot of "storytelling battling", as opposed to "roll for accuracy" battling. As the waves are about to get concerning, a loud noise calls back the

invading forces. Ralph, Kyle, Rigel, Pollux, and Lindsey head to the cave, following the forces, to see if they can take advantage of this moment.

They reach the cave, which crackles with purple electricity. As they enter the cave, they come face to face with 3 Pokémon: Regidrago, Regileki, and Regigigas. Battle begins! With this being a 5 on 3 match, our protagonists end up winning, in a remarkably easy fashion. In the very back of the cave, a portal appears. Ralph and Kyle walk through the portal on their own.

[TRANSITION TO EP 5]

Prior to walking through the portal, both Ralph and Kyle notice two slabs where the Regidrago and Regileki were, pick them up, and merge them with the slabs they already had. The merged slabs now not only act as a GPS, but also as an enemy/ally tracker.

Through the portal, they appear in a similar looking cave, with the weather outside raining and still cold. Their map shows 3 dots: a Ralph dot, a Kyle dot, and a large red dot on the other side of this island that they have been transported to. They decide to trek their way to the red dot, a journey that takes a couple hours.

On the other side of the island, Ralph and Kyle approach a large platform, with 4 pillars in the four corners. There are two holes on the ground in the battlefield, large circles in the ground. As they shine their badges in these pits, a large statue of a Pokémon appears in its place. Kyle basically shows the statue the secret slab, which breaks into the 5 components and gets absorbed into the statue, each part being absorbed into one of the five yellow rings around this Pokémon. The statue begins to move... and it's Regigigas. To prove their worth, Regigigas asks Ralph and Kyle to fight.

The battle begins, and Regigigas is MUCH stronger than the one that they fought previously. The battle goes on for many more rounds than normal, and Regigigas nearly gets out of slow start. However, Ralph and Kyle are able to defeat them in time. As a result, Regigigas gives them the Icy Flute, the 2nd legendary item.

[TRANSITION TO EP 6]

Ralph and Kyle poof themselves into the “dream hallway”, but don't really get much of anything from anyone, so head back to the “real world” after dropping off the Icy Flute.

Regigigas also offers to send them wherever they would like to go, and after much deliberation, they decide to head straight back to Briney Breeze Island. At the Boulderstars, Kyle immediately takes a nap to rest and recover, while Ralph speaks with Carlos Costa about the events over the past week+. And then... rest.

The next morning, Kyle speaks with Carlos Costa about the past, and both of them do missions for the day. After that, Ralph looks at his mail, but doesn't see anything from Snow. Ralph and Kyle also skim through the Book of Myths, and get a map of the entire region. They

also learn more about the “ring organization”, and that the author lives in Gale Beach, a city in the Ventus state.

[TRANSITION TO EP 7]

The next morning, Ralph and Kyle start to plan their trip to Gale Beach, to track down and figure out who Sendoren actually is. After some shenanigans involving some threats and breaking plates, they eventually find a mission that will have them assist the Dark Clouds in transferring a package to Gale Beach, and travel with Rage the Gyarados part of the way there (as Rage is able to surf on the water).

[TRANSITION TO EP 8]

As the journey is going to be a 2-day journey, Ralph, Kyle, and Rage take a pit stop halfway through to sleep. Then, they travel on the second day, coming just short of Thundertree City. That night, Kyle has a weird dream. In fact, rather than describe what exactly is happening, I'll share with you the actual dream itself.

[INPUT DREAM]

That next morning, the trio heads to Thundertree City, and Ralph meets with his mom. Turns out, she's not a fan of Ventus as a whole, because Ralph's dad's family lives there, and they haven't exactly seen eye to eye. Kyle, meanwhile, goes shopping for goods and services.

Later that night, Ralph and Kyle meet up and head to the Dark Clouds, where they meet up with some old friends: Kirk and HD.

[TRANSITION TO EP 9]

Turns out, HD and Kirk will be joining them on the trip to Gale Beach. Ralph and Kyle meet with “The Goon”, an Obstagoon who's basically a mob boss but slightly nicer. The Goon informs them of the task, and of “the Ghost”, a villain that's trying to steal this package. Ralph and Kyle also technically transfer to the Dark Clouds as a result of this mission, which will last about a week and a half. The rest of the episode is Ralph and Kyle preparing for the mission, as they leave that night.

[TRANSITION TO EP 10]

Throughout this entire journey, there's a chance that the Ghost will show up, based on how risky the actions our group takes. They plan to travel for 14 hours, and rest for 10 hours, to try to get to Gale Beach as soon as possible. Later that night, the four travelers hear rustling around them... and it's some wild Pokemon. After the fight, they continue the travel through the next day. During the afternoons, each member of the mission team will take a shift on watch, and rest for the other time.

They travel through on the second night, with nine days remaining on their clock. HD talks about Kirk and his time at the Dark Clouds. They reach Laurel Port, and camp nearby as they take a rest.

[TRANSITION TO EP 11]

(Night 3, 8 days remaining). The next day's worth of travels ends up with nothing happening, as the actions of our characters are ultra conservative. During Ralph's shift, Ralph sees Miles the Dartrix walking by, and stops him for a quick conversation. Apparently, Miles is heading to a town to be a prosecutor in a case involving some water type Pokemon, which Ralph instantly assumes is Snow. Despite this debate, Ralph ends up deciding to continue his quest. Later on, the group gets jumped by a wild Pokemon, but nothing truly terrifying. They battle and win against the wild Floette.

(Night 4, 7 days remaining). Everyone continues to travel on their path to Gale Beach, slightly hungrier than normal due to the interruption in the previous night. During Ralph's shift, he notices the river they've camped near begin to bubble... and a voice to his right. No one is there. Surprise, surprise: the ghost is here. Kyle and Ralph both immediately throw a Stun Seed at the direction of the voice, and Ralph's seed seems to hit, as it vanishes. A blinding flash of light later, however, and the ghost's voice appears behind them, unharmed. Kyle throws a Sleep Seed in that direction, which seems to hit something. But, sure enough, a flash of light and the voice appears in a different area.

[TRANSITION TO EP 12]

The battle begins between the four heroes of the current journey, and the ghost, who reveals himself to be a Haunter. The Ghost, being a confident Pokemon, uses trickery in their moves, rather than a frontal attack. Despite Kyle nearly fainting, the team is successful in defeating the Ghost... temporarily, as another flash of light later, and the Ghost reappears in all its glory, looking completely unharmed. As the Ghost does a villain monologue, Kirk pulls out an orb to make the team invisible, and Kyle bonks the Ghost on the head with a Sleep Seed in the process. The team books it across the river, hoping that the Ghost isn't able to find them.

The team goes over the most recent events, and then try to get back on schedule. (Night 5, 6 days remaining). As they continue their travels, they pass by the entrance of a mystery dungeon, with a bunch of items chilling there. Naturally, they pick them all up. They take a rest, and heal for the first time in a while.

[TRANSITION TO EP 13]

(Night 6, 5 days remaining). Ralph has a theory about the ghost: perhaps it's using a bunch of reviver seeds? Though that wouldn't explain the recovery from status conditions like sleep and paralysis. More traveling = more traveling (a trend in the latter section of this arc). At

this point, they've reached the border of Naturae and Ventus, and get some goodies as a result. Nothing happens in the shifts.

(Night 7, 4 days remaining). At 3 am in the morning, as they continue traveling, Kyle's bag begins to glow. The egg looks like it's about to hatch! Everyone stops everything to see the miracle of life, and out from the egg comes a baby Manaphy. The terrain in the area is becoming slightly more mountainous, but not much more difficult. Overall, it's been a good day.

[TRANSITION TO EP 14]

(Night 8, 3 days remaining). Travels continue for our heroes, and they reach the "beginning" of a river, where a Mismagius waits at a table. This Mismagius is a very mysterious Pokemon, speaking in riddles and confusing tones, but offers Ralph and the rest of the team a bunch of gifts, which they hesitantly accept. The Mismagius disappears immediately afterwards, much to everyone's confusion, and they continue to travel.

Later that day, while camping and resting in a forest, Kyle notices a figure in the distance, charging at them. The ghost has returned for vengeance... and its prize. A battle begins between the Ghost and the squad, and the result is a loss for the Ghost. However, as you may have picked up on, a flash of light later, and the Ghost is back up and at them. Kyle immediately slaps it with a Sleep Seed, and it falls asleep. Kyle then takes the bag (empty), before the flash and revival. They now play keep away with the Haunter, which ends up failing as Ralph throws it at the Haunter instead. As the Haunter demands the package, Ralph, in some brilliant roll/story actions, blatantly lies to the Haunter's face, who ends up feeling bad for stealing from them. The ghost is still going to, of course, but he does apologize for it. Ralph, now frustrated about this whole ordeal, uses one of his orbs to make the Haunter drop its bag, and takes it from them, running away. The team as a whole goes "scatter", and starts rushing in different directions.

[TRANSITION TO EP 15]

Ralph is rushing in the direction of Gale Beach, with someone chasing after him. However, as he continues to run, he reaches a large canyon that he clearly can't jump over. He tries to eat the warp seed to bounce to the other side, but ends up at the bottom of the canyon. That ends Ralph's journey in this episode (this was a very Kyle focused episodes).

Meanwhile, Kyle is rushing through the forest, with someone chasing after him. Eventually, he reaches a river, and starts rushing in that direction. Despite his efforts, the Ghost catches up to him, and they begin to battle. The ghost also reveals that the ghost is actually four ghosts, and each of them switches back and forth between themselves if anyone faints, thus giving the impression of immortality.

The battle begins between Kyle and this Haunter, and it doesn't go well for Kyle. Kyle becomes cursed, and some bad rolls lead to Kyle being a couple of turns away from fainting.

This results in Kyle having to press the emergency button: Manaphy joins the fight. In fact, I'll just share what happens from this point onwards... you'll want to hear it.

[Manaphy fight]

After Manaphy clutching the match for the team, Kyle transports himself, Manaphy, and the fainted ghost to the Dark Clouds using his badge, explaining to everyone the entire situation. Transporting back to the river via teleporting powers are Kyle, Manaphy (back in Kyle's bag), The Goon, and a Poochyena named Mike, ready to take down the remaining ghosts.

[TRANSITION TO EP 16]

Ralph, with new perspective, climbs back up the cliff on the forest side. When back up, Ralph tries to triangulate Kyle's position using MATH, but isn't able to meet up with Kyle at the same times Kyle was in the area. He decides to head towards Gale Beach, as everyone will eventually head there.

Kyle, now with a few extra members, start heading out to find the others, and ends up finding Kirk, who defeated his version of the ghost. With Kirk informed, everyone heads in the direction of HD, who they eventually find fainted on the ground. Good news, HD's got the box. Bad news, the ghost has the thing in the box.

Ralph, now traveling solo, ends up running into the two remaining ghosts, both trying to see if he's got "the rest of the box's contents", whatever that could mean. Soon afterwards, however, the rest of the team comes in and defeats the two ghosts once and for all, finally ending the mission that frankly took a longer time than I thought it would. Now, everyone heads to Gale Beach, with no issues on the rest of the journey. Late at night, the team finally reaches Gale Beach. As the Goon heads to deliver the package, the rest of the team separates to do whatever they want! Ralph and Kyle now have a certain Wigglytuff to find...

[TRANSITION TO EP 17]

The team goes to the local inn and sleeps in a bed for the first time in nearly two weeks. The next morning, they head out of the inn and go to Sendoren the Wigglytuff's house. They reach a bright pink house, and Sendoren opens the door, offering a cup of tea to each of them. Sendoren talks about his life journey in the past, including his run-ins with legendary pokemon, which basically confirms that he is a member of the Recruits of the Lost.

They poof into the dream realm and meet up with the other Recruits, also informing everyone that Manaphy exists. Sendoren, being a professor of mythology (basically), starts running down each of the clues and pieces of information that he knows, combining his knowledge of legendary things with the information that the group already knows, which makes things even more fascinating. Sendoren also tells them a story... which I shall share with you here.

[KELDEO TASKS STORY]

After that story, Sendoren also gives some other pieces of advice about other clues as well:

- Manaphy is likely the child you must show Kyogre
- To reach Rayquaza, you'll need the support of a flying legendary or a Teleport Gem
- To get the firey drum, it's likely that you'll have to accomplish the same tasks as Keldeo did
- The "first creation" is probably Mew, but you'll have to find them.

Kyle and Ralph split the tasks among everyone, and start prepping to find Kyogre. Back in the real world, Ralph notices a picture Sendoren has which shows his class photo, which surprisingly shows Ralph's mother and father, which is officially confirmed to be a Riolu/Lucario. A bunch of characters in the world are in the photo, like Snow's mom and dad, and Kyle's mom and dad as well.

Suddenly, the front door knocks. As Ralph opens the door, he sees Celebi floating in front, who asks for his help. And that is where the arc ends.

Thanks for listening to the summary episode! The music throughout this episode was created either by GlitchxCity, Tabletop Audio, or myself. You can find links to GlitchxCity and Tabletop Audio in the description of the episode. While you're down there, follow the podcast and myself on Twitter and join our Discord! We're building an amazing community that's constantly growing, and you could meet a bunch of awesome people, including the members of the show! Our biggest and most rewarding link, however, is our Patreon, which contains a plethora of benefits that you can take full advantage of! For as little as \$1 a month, you have the power to grow Not a Scratch to higher and higher levels! There are a number of rewards for joining our Patreon at different tiers, including early access to episodes, special series, the ability to have your own one-shot, and more! If you're financially able and willing, we'd be extremely thankful for any support! Thank you again for checking out this summary episode! I've been your PM/DM/GM Anirudh himself, and until next time... take care!