

Solace City: Mareep and Mayhem

Quest Board: "Our Farmers have been complaining about increased trouble recently with wild Pokemon coming closer to their farms. They would like someone to help investigate."

The Meadows

Upon arriving in town, they find a request board with various postings with people asking for help. On the board, they will find the request posted by the Farmers. The players can ask around for where to go and are directed towards the meadows outside of town.

Once arriving at the meadows, they come across a group of Mareep sitting in a field and, if they look, they could see the farmhouse a ways off. The Mareep just seem to be grazing.

Give the players a moment to interact with the Mareep if you want. Then, a group of fluffy white sheep will start rolling down a hill nearby toward the Mareep (These are Wooloo.) A couple of the Wooloo roll into the Mareep and knock them over, while the others stop short, and another rolls into a tree by accident.

The Mareep and Wooloo may start fighting unless the player's stop them. After a moment a man will start running down the hill and another man will run over from the farm. The farmers will be mad at each other and at the players if they ended up capturing any of these Pokemon (They are free range and not captured.)

The players will have an opportunity to calm down the pair of farmers and attempt to make amends if needed. (The Mareep had accidentally escaped from their pen.) (The Wooloo and their shepherd were chased away from their usual grazing spot by a large monster of a Pokemon.)

If asked for information about the request, the Mareepherd will mention that wild Pokemon that usually live deeper in the local woods have been showing up near the farm and eating his crops. **If Pokemon were captured, they will offer to let them keep the Pokemon in exchange for helping them out and paying each player \$500 total. If the Pokemon were not captured, they will pay each player \$1000 total.**

The Woods

As the players walk through the woods they will witness some Pokemon running toward them. These Pokemon are in a frenzy (Tech Ed/Med Ed: they seem to be affected artificially.) These Pokemon must be dealt with in some manner for the trainers to progress.

Encounter Suggestions

- 1-5: Yungoos
- 6-9: Togedemaru
- 10-12: Shelmet
- 13-15: Ferroseed
- 15-17: Karrablast
- 18-19: Combee
- 20: Tropius

The Dig Site

After walking through the woods for a bit, they will start to hear the sounds of some mechanical equipment and some people shouting. (Players may stealth their way forward.)

They will come upon a clearing and see some large tents set up with people walking around. (They are wearing black outfits with red 'R's on their chest. Consider making a Team Admin enemy trainer and two grunts.) Also there is a dig site set up with a large drilling machine actively digging into the ground.

The players may investigate. If they get caught snooping or take advantage of the moment to surprise attack, a battle will ensue around the dig site. A couple rounds into combat or at GM discretion if no combat happens, a vibration will be felt in the ground and a monstrous Pokemon will dig up out of the ground (Large Caterpie.)

Once the players have dealt with the situation in one way or another (Caterpie or Team Rocket members may run away depending on the situation at GM discretion.) The players can head back to report in and obtain their rewards.

Example Team Rocket Pokemon:

- Raticate
- Fearow
- Spinda
- Glameow

- Scraggy
- Nidorino

Pokemon Info & Admin Drexel

https://docs.google.com/spreadsheets/d/1tPz8RMrRYBNv6j_e1DNYaP8taMRgBgch2yEkARI-8vs/edit#gid=1418651711

Rocket Grunt Info

Male:

<https://drive.google.com/open?id=1HsUZIGxep-CWuiTJRiLuIZTPqbNeUzJz47gNU3MZSOc>

Female:

https://docs.google.com/spreadsheets/d/1NCEqxdk2a_m7j3ho9WliO4xoV0zvhjQ3x7HgYNIZ6O8/edit?usp=sharing