

Pokemon Anime: OVA Supplement

Now, if you don't mind giving up a few freedoms; there are a few challenges you may take up during your time here. Though aside from the first, all the opportunities presented here are only available to you. You may take as many as you want, each requiring a large investment of your time here to complete; but in return you'll have a chance to claim their prize.

Setting the Bar

Everyone wants to leave a mark on the world, and have their name spread far and wide; but you've never been interested in being champion, instead you'll be your regions next great gym leader! Pick a pokemon type and a gymless town in your starting region to set-up shop in. You'll start your time here with a small plot of land for your use, and a building; which while simple may serve as an excellent foundation for your dream. For the next decade your main goal will be to help your gym rise to prominence until it's spoken with the same reverence as your region's Big Eight, and become a respected member of its town's community.

While you have great freedom in how to develop your gym; it and any challenges you employ must be evocative of your chosen type, be it literally or metaphorically. Moreover, all pokemon employed in them must be, evolved from, or evolve into a pokemon of your chosen Type. You're free to make it as odd or difficult as you wish, but remember the goal of your gym is to test the worthy and challenge the rest to grow by learning its lessons. So, while a creative and challenging gym might swiftly grow in popularity; one that's confusing or believed to be *too* difficult or unfair will result in the trainer community turning it's back to it.

Lastly, each year you'll undergo one of the Pokemon Inspection Agency's random undercover inspections; where you'll be graded on your ability to provide a Safe, Clean and Cool environment for trainers to be tested and trained.

Failure: Should you fail an inspection more than thrice or exceptionally badly, receive less than twenty different trainers interested in challenging your gym, or be kicked out of your post you will have failed in this endeavor; but may continue your time here without penalty.

Reward: As your reward for completing this challenge you will be able to bring a copy of your gym with you once your time is up; allowing you to attach it to your warehouse or drop it into future settings as desired, retaining any renovations you do to it throughout your journey. More importantly, you'll be able to grant those who prove their worthiness to you a special reward; providing them with a simple, yet colorful accessory iconic to your Gym. Those who have genuinely earned these special badges will find that both abilities and close allies related to your chosen type seem to become stronger, and easier to both learn and wield.



Christmas Calamity!

Ah Christmas, a time of love and hope; where celebrations ring on through the night, until all goes quiet in preparation for Santa's grand arrival. However, as one completely frazzled delibird will soon tell you, the world may be left waiting for far too long this year. It explains through a series of festive notes and drawings that Santa and his fellows were making their yearly voyage across the world delivering presents to all the good little boys and girls, some scoundrel attacked them; using their fancy ship and drones to capture Santa Claus and the rest of their team! Some no-goodnik who'd grown sick of all the coal he'd earned, and decided the best course of action would be to capture Old Saint Nick, and bring him to his base.

There the naughty fool seeks to use his machines to harness the power of Christmas for his own nefarious plans; but luckily, the delibird managed to escape from its cell with the help of its fellow captives, and was considered too unimportant by their foe to be worth hunting down seriously. So now, tired and haggard; the delibird asks you for help as the only soul it could find in its time of need, and you can be certain that it will be more than capable of proving its claims..

The villain's base is hidden in the countryside, and guarded by many machines; with hovering drones, robots of all shapes and designs, and even an AI managing the base itself. As the delibird will inform you they seem to lack lethal armaments; favoring nets, stunning laser beams, rapidly hardening foam, and electric shocks, which while non-lethal are certainly painful and debilitating to suffer from. Moreover, they seem to have a number of countermeasures setup for more "supernatural" forces spread through the compound, and in certain elite units which patrol the grounds.

Fortunately, or not so fortunately, you'll find that most of those have been concentrated around the captured pokemon, and the grand chamber where Santa and the mad scientist may be found. The delibird itself would recommend the use of utmost stealth, attempting to trace the route it used to escape this prison; though for those larger than a child this may prove quite difficult. Still, perhaps discretion will be the better route unless you're confident about the fire power you can bring to bear; though perhaps there might be kinder way to end this tale for those who uncover the motives of this thief.

Failure: If you cannot save Santa before dawn then the dastardly neerdowell's plot will have come to fruition. Worse still, Christmas will be ruined! Countless individuals, both children and adults, denied the gifts of love and wonder specially crafted for them; while those who have strayed from the path of niceness are denied the first warning of the dark path they've begun to tread.

Reward: For saving Christmas you'll receive the blessing of the Holiday Spirit; becoming an expert gift giver that would make Santa himself proud, able to find the perfect present for whoever is on your Nice list. One such as yourself does not merely intuit what someone desires to be gifted the most; but can find the perfect present for them, the one they truly need or beg for in their heart of hearts, rather than what they *thought* they wanted. More importantly, through you the Spirit of Christmas will be able to spread its cheer even in future worlds; ensuring that Christmas will come in even the coldest and darkest of winters.

A Bridge Between Worlds

For centuries people have attempted to bring Humans and Pokemon closer together; some attempts more ill thought than others, and too many gone terribly awry. Some might even argue whether the people of today understand one another any better than they did in the past, or if the two are doomed to forever clash. Why, some have begun to question if the two should even be together! However, should you be willing you may walk this land as both Man and Mon; gaining a unique insight that may prove priceless in the years to come.

Ten years will you spend in this world; living the life that you first chose alongside your Partner. Then, on your tenth year both you and your Partner will switch lots in life. Instead of moving on to your next world, the two of you will start a new life elsewhere in the same world; spending 10 years as a member of your partner's Race, and they as a member of your former Race. You will both begin your new lives with a Background suitable to your new Race, and **600CP** worth of advantages related to them, and may benefit from up to **400CP** from Drawbacks that only affect you or your Partner. So, while a newly fledged Pokemon may gain Perks from any of the Pokemon Background, Quirks or A Place to Call their Own; other items, Esoteric Perks, or those tied to Human Backgrounds could not be chosen with this CP.

Of course, this boon is not granted freely or without reason; as during this cycle you will be stripped of any boons or objects alien to the many Pokemon worlds, and will be locked into your new form to ensure you may experience both walks of life to their fullest. Moreover, wisdom and insight are pointless if not shared or used to better the world around you. As such, you will have one final test that must be completed before you move on.

Upon completing your second decade you will have five years to find some way to meaningfully bring Pokemon and Humans closer together; using naught more than the means available to this world. Should you have Companions from other worlds, they may of course aid you in this grand endeavor; but only so long as the aid they provide could be reliably replicated by the natives. Maybe you'll find a way to shatter the language barrier between the two Races, open the path of citizenship for those Pokemon that wish it, find a way for Humans and Pokemon to truly fight as one, help xenophobic legends give humanity another chance, or perhaps something stranger still.

Failure: Being unable to complete your final task will not cost you much; merely the forfeiting of all boons you gained in your second life beyond the skills and experiences you accrued.

Reward: Success on the other hand will earn you and your Partner the ability to grant others the same gift you've received; becoming a bridge through which Man and Monster may come to understand each other. While this boon will tire you to grant, doing so will allow an inhuman entity to assume a human form; or allow a Human to gain the form of a Pokemon, or that of a beast native to their world, that is evocative of their nature. Each being able to don their forms or return to their old ones, just like that ancient Mon that cast off its hide like a cloak to become Human. Moreover, should they spend enough time in these new forms they'll find their gifts seeping through to their original forms over time; allowing a beast to retain the intellect and heart of a man, or grant the Human the strengths of their bestial totem.

Nadia and the Shadow of Evil

This is a world full of myth and legends; having forgotten greater wonders and nightmares than man will ever know. However, what was lost so long ago can be found once more; yet many best left forgotten are uncovered once more by some poor soul. Fortunately, or unfortunately, today that poor soul is you. Through accident or ignorance, you've unsealed a terrible vessel; an archaic object reminiscent of an ornate pokeball made of stone; unleashing a terrible maelstrom of shadows and black magic as its contents rush out into the world and flee from sight. A rather spectacular and short-lived event that will no doubt leave your surroundings in quite a mess, and its audience in shock and confusion. Luckily, you won't be left in the proverbial dark for too long as one last thing emerges from the sphere; a timid flabébé clinging to a sparkling flower that radiates a sense of peace in the wake of the incident.

It speaks in a melodic voice that is easily understood despite not speaking recognizable words; doing its best to answer your questions regarding what has transpired. Introducing itself as Nadia; the flabébé explains that it is steward of the Eye of Demise, a container used to seal away a terrible evil known as Nemesis that shrouded the land in darkness in the distant past. However, despite its helpful demeanor it soon becomes clear that all is not well with them; between the improper breaking of its seal and its long entombment (long enough to be amazed by indoor plumbing and women wearing pants) it's not quite the powerhouse it used to be, and its memories seem to be full of more holes than a moth eaten sweater. The good news is the that same applies to Nemesis; having been splintered into 108 feeble shadows rather than rising forth like a typhoon of curses.

This is where the out-of-place fairy is forced to make a request; attempting to muster a champion's mien despite her adorable features to convey the seriousness of her petition. As she is, she has little hope of finding and sealing them all before a tragedy comes to pass, and as the one to break the seal you are one of the few people who'll be able to recognize their influence or operate the seal without proper training; something rare in her time, and exceptionally so in this modern age. Moreover, time is of the essence as if left to their own devices the shadows will attach themselves to objects or living hosts; spurring the darkness in their heart or spreading curses to feed on the resulting negativity. In this way allowing them to grow in power and cunning until they become calamitous foes... unless exorcised and sealed.

You are free to deny her and your part in this of course; though the events that have already been set in motion will proceed without your influence, and her chances of succeeding on her own before some tragedy strikes is slim.

Should you accept you'll find yourself receiving a crash course in your new duties, as a creature attempts to snatch the vessel while everyone is distracted. A wiley vermin colored in sickly purples and greens, its edges wafting like mist as if it struggled to hold itself together, and replacing the spark of intelligence seen in the eyes of normal pokemon with predatorial cunning.

If it manages to grab the vessel you'll need to give panicked chase lest it escape with the one thing that can seal its kind; and if successfully cornered it will prove itself to be more dangerous than any mere common rodent should be, giving even trained pokemon some trouble. Its attacks twisted and infused with a dark force that allows them to cause more harm than they should, resisting conventional sources of harm while lacking its usual type weaknesses, and

filling the area with an oppressive air that weighs heavily on all around them causing them to tire far faster.

Luckily, despite its bluster it won't take many hits to go down; especially if struck by a potent Fairy move, holy ability, or by Nadia herself should you create an opening for her. Once downed the small fairy will quickly instruct you in the use of the vessel, insisting in its use even if you have the means to destroy it; allowing you to seal the tenebrous spirit within its confines in its weakened state. With one spirit down, and a hundred-and-seven more to go; you have quite the quest ahead of you.

Ally: Foreign, yet Fair, Nadia is a bright and curious soul who can find the silver lining in any situation, and is eager to experience all the wonders of the modern world. While likely to suffer a few innocent mishaps as she adapts to the modern era, those around her will find it hard to remain in poor moods; naturally spreading good cheer wherever she goes like a **Heart-Warming Fluffball**, and her earnest belief in the good of others making it easy to become the **Best of Friends**. However, her playful demeanor belays a core of serenity, **Well-Worn Wisdom** and grace that will come to the fore as your journey progresses. While her power may grow with each shadow successfully sealed, those who invest time and effort in her may find certain events or sights rekindling her lost memories; at first little details and moments from her old life, but those willing to go off the beaten path to help her reclaim what she lost may discover the missing clues to her origins.

Aside from this the young fairy brings many strengths to your quest. She has an **Unusual Talent** for glamours, through which she can translate her speech and in time create convincing illusions; even allowing her to assume a human visage to better assist you. However, her true strength comes from her **Queer Fixation** on priestesses; giving her a knack for wards, restoration, sacred arts and for the use of petals as talismans that will only grow in breadth and depth as she grows in power and her memories return to her. Why in time she may even rediscover her **Mythic Achievement** for communing with nature itself; not only allowing her to greatly empower herself and her druidic arts through natural energy and communicate with the land, but also allow her to channel them through the plants around her.

Failure: Should the vessel be destroyed without a suitable replacement being made, or Nadia herself be killed your rewards for this endeavor will be forfeit. Though that's a pittance compared to the havoc the shadows will unleash if left unopposed.

Sealing all 108 spirits will be a great achievement worthy of pride and celebration; however, once the festivities are over Nadia will approach you once more as it seems your task is not yet complete. After all, there's one last thing that needs to be returned to the vessel. If the two of you have bonded throughout your quest together it's sure to be a tearful affair as she thanks you for not merely helping her, but for all the experiences you shared together which she'll treasure forever. Sadly, without her to keep the dark spirits in check they will inevitably break free once more; the seal unlikely to last more than a year even if she reinforces it from the outside. She'll try to reassure you as with time she's come to realize what went wrong the first time that had allowed your fortunate meeting to come to pass; this time the vessel will remain sealed for good.

With a year left you'll have a choice to make Jumper; to enjoy the time you have left together, or to desperately search for some means by which her sacrifice will not be needed.

Reward: Should you succeed in absolving her of her duty then Nadia may join you on your journeys as a Companion; no doubt displaying great talent in any holy or nature based abilities she picks up. Otherwise what awaits you is a tearful farewell, and a final token by which to remember her. *Nadia's Token* is a humble bracelet woven from her flowers; which aside from warding you against malevolent influences, radiates a comforting sense of hope that can help you find peace of mind in even the most turbulent of times.

However, if you've helped Nadia recover her lost memories, and found the kernels of truth the spirits mad ramblings and poisoned whispers alluded to another path may be available, and the pieces to the puzzle of their origins may be put together. Through your efforts you may come across the long-forgotten tale of a land blighted by war for so long that they'd forgotten why it had ever began, until one day a group of noble souls sacrificed themselves to bring forth salvation to their people: Nemesis, a mighty guardian that could bloodlessly end any conflict by stripping away the malice of both sides, and wield it to protect the weak; to whom no desperate soul would be overlooked or forgotten. Nadia, a gentle caretaker who could mend wounds to flesh, heart, and land to allow life to flourish once more; bringing once divided people together, and allowing the lost to rebuild. Together they brought peace to their land, ending the cycle of blood and vengeance, and opening the way for a brighter future for their people.

However, in time some forgot the lessons of these lessons, and would eye their neighbors with fear and greed; hatching a plot to turn their protectors into weapons, abusing their trust and influence until one day they went too far. They had thought to drench Nemesis in malice until it became an unstoppable conqueror they could wield against their foes; little they know what horror they would unleash when darkness finally overwhelmed their protector, and their machinations became revealed to it's now maddened mind. A long terrible night followed until a band of heroes joined together to free Nadia, and put a stop to Nemesis rampage.

Alas, despite their efforts the mad beast had grown too powerful to be so easily defeated and too lost in its madness to be calmed. So, the beast was lured into a trap, and sealed away; it's loving partner joining it as its jailer, and holding onto the hope that someday Nemesis might be saved. A hope that may now come to fruition thanks to you.

With Nemesis far weaker than it was in the past, and her knowledge restored it may be possible for Nadia to achieve her dream: a ritual performed under the light of the full moon in a land untouched malice, drawing upon the full strength of the land to purify all 108 spirits, and restore Nemesis to the righteous guardian it once was.

Of course, Nemesis will be unlikely to sit idly as their power and corruption is stripped from them; making the risk of them breaking free all too real with Nadia turning her full attention towards the grand ritual, leaving it up to you and your allies to prevent its escape. That said, perhaps you have your own means to aid Nadia in her task, or to better secure Nemesis?

Either way, you'll have a long night ahead of you; but success will come by the rise of the morning sun, allowing Nadia to embrace her purified partner once more. Though they may be a bit worse for wear if you've destroyed any of their component spirits; and should they lack

more than a fifth of them, I fear their reunion will be a temporary one unless you have a miracle up your sleeve.

Reward: For your efforts in undoing the wrongs of the past, and saving this once forsaken soul; Nemesis and Nadia may join you as a paired Companion. In their purified state Nemesis appears as a silver and blue Spiritomb who still bears the **Scent of Strength**, and an **Unconquered Soul**; if one heavily weighed by the actions they committed during their madness, and an eagerness to atone for them. Those who would try to sabotage their noble goals are sure to be reminded of the **Rule of the Strong**, and best be prepared to face the consequences of their actions at the hands of the **Wiley Rascal**.

In terms of personal prowess Nemesis possess an **Abnormal Arsenal** for its kind; allowing it to utilize its component souls in ways akin to Attack Order, Defend Order, Heal Order, Double Team and Substitute, or wield the malice of its foes and allies similarly to the moves Beat Up and Foul Play. Moreover, it has the **Unusual Talent** to sense negative emotions and intent; granting him keen insights regarding the desires and character of those around them, and the acts that have stained their spirit. This special sense is put to good use through thanks to his **Extraordinary Trait** to consume this negative spiritual energy and leaving a soothing numbness in its place; allowing it to calm the frightened or wrathful, and then use it to energize itself to better face other threats.

Lastly, Nemesis has managed the **Mythic Achievement** of allowing its component spirits to act apart from its greater collective. While lacking the power of their completed self, they can possess objects to manipulate the environment akin to classical poltergeist; or even ride within other individuals, allowing Nemesis to perceive through their senses, communicate with them, and guide their actions. More complex manipulations or even full possession and empowerment may be possible as you witness during the battles against its shades; though freed from his maddening power it would require a large investiture of both component spirits, and the weakening of the collective to replicate.



Rise of the Orange Crew

There's more to training than just barking orders like a madman, working your pokemon to the bone, and then having them butt heads until they fall! It's about determination, ingenuity, and making sure that every member of the team puts their skills to the best use both on their own and with one another; even the trainer! Only one place in this world embraced this ideal; having employed it for hundreds of years to create trainers more skilled than even those of the Indigo League, but alas in the tale of this world they faded into obscurity all too soon after the Rainbow Hero's passage. However, by taking up this challenge you may deny this unjust fate; or rather you'll have ten years to do so, making it so the Orange League is spoken of with the same respect as other great regional Leagues, while exemplifying its unconventional style to continue producing exceptional trainers.

Failure: (Not so) Everlasting shame at having failed at this most noble quest!

Reward: Success will reward you with the satisfaction of a Job well done, and having righted a terrible wrong; while also granting an exceptional gift for finding ways to grant even the most overlooked or undervalued movements and organizations inarguable legitimacy, such that they may be spoken of in the same breath as the giants in their fields. Certainly, managing this feat would make something like helping a minor independent in an election become a household name despite the actions of well-entrenched political parties a walk in the park.

