

Pokémon DnD

A Kanto adventure for your table. The DM runs the story; you move your trainer across the map on your phone.

HOW TO PLAY

- 1 Get the code.** Your DM shows a QR code and a 6-letter code.
- 2 Join.** Scan the QR code, or type the code above. Pick a trainer name and a color. No account needed.
- 3 Move your trainer.** Drag your meeple around the map it's on. Tap a town, route or building to look inside; your DM moves the party into new places. Every move goes in your log.
- 4 Play the story.** The DM runs battles and story at the table, and awards badges, HMs and story steps. Everyone sees everyone's progress live.

TABLE RULES

You can

- Move your own trainer around the map it's on.
- Open anyone's tracker to see their badges, HMs, story progress and log.

Only the DM can

- Move other trainers, and bring anyone into a new map.
- Award badges, HMs, story steps and achievements.
- Rename trainers, and add or remove them.
- Write notes.

Coming back

Use the same phone and browser and you go straight back to your trainer. On a new phone, join again and ask the DM to remove the old trainer.

Privacy

You don't need an account. The game stores only your trainer name and color. The DM's notes are private to the DM.