Connor Baker - Counteraction Against Sylveon Scheme

(Pokemon Mystery Dungeon: The Past Pursuits)

(this is just an explanation btw, not an analysis. this time optimized to be viewed on mobile. yay. Read this on the docs app tho)



also sorry for the wording and awful english on this. I've been making this for the last 3 hours and I'm tired.

established facts for this to work:

- Nora, a reserved cinccino that was previously working for the Umbreon Guild, went over to the Vileplume guild after Guildmaster Umbreon was imprisoned. She has a difficult history of being really badly harassed years ago by a pokemon that now

works for a guild in a town near the fourfold plaza. While that explorer does deeply regret what they've done, Nora still bears a strong hatred for them. Connor has already met this explorer too and talked to them on a delivery mission, to which Nora asked Connor to please ignore them from now on. So Connor has a good grasp on their dynamic and feelings. It was also strongly implied by that point that she harbors romantic feelings for Connor, which he has already subtly exploited before (albeit not without guilt).

- Connor and Cathy have previously commissioned one of Cathy's friends (a morpeko named Vincent who is a semi-professional thief) to steal money from one of their exploration clients that gave them money as reward that turned out to be counterfeit.

- Nora the Cincinno has a long ongoing habit of every time a local explorer is reported to have died in a dungeon going into there and investigating. She does this just to double check if a rescue team has properly investigated the death scene and so that "Atleast someone enters it with the memory of them", so it's both from a practical and emotional standpoint. This habit however has never paid off so far and is a waste of time according to other guild members.

- In this universe, when a pokemon evolves, the evolution process also restores all their lost limbs and injuries. This is because the process of evolution here doesn't actually evolve or expand the pokemon biology but completely overwrites/rewrites it into something new.

- The missions for the day are always distributed during breakfast at each guild. In the azumarill guild at 7 AM, in the vileplume guild at 7:30 AM and in the sylveon guild at 8 AM

- Just like the Umbreon guild, the sylveon guild's dorms from the guild members are checked on the 15th of every month by the guildmaster himself after each guild member has woken up. This is due to a problem of high ranking missions with high rewards often being hoarded for later. The existence of these monthly checks are known to pretty much all guild members who have experienced at least one.

- A new member has recently joined the sylveon guild on the 26th of last month, an inexperienced floette who wasn't a member at any guild before.

- In this universe, overdrive evolution is a concept of activating a trigger for mega evolution twice, which grants the user an even greater amount

of power for a short time, but this in turn severely damages the body, often leaving life-lasting effects.

Context:

After guildmaster Sylveon's scheme proved successful, Connor and Cathy are forced to leave the Umbreon Guild because well...Their boss is in prison. After some back and forth discussing because Connor wanted to join the sylveon guild next (since it was the only one that wasn't currently a shithole in his eyes) and Cathy completely refusing the idea (Since Guildmaster Umbreon was always super suspicious and wary of Guildmaster Sylveon), they come to an agreement that Cathy will join the Vileplume Guild and Connor will join the Sylveon Guild. They then asked their respective Guildmasters if they could continue working as an exploration team on the same missions despite working for different Guilds, knowing that they would both likely agree to the arrangement, considering their views.

Eventually, Connor begins noticing subtle signs about Guildmaster Sylveon; Him being strangely prideful at times despite the humble way he presents himself, giving weirdly backhanded compliments to the business of exploring itself and the fact that he seems to be the only one who MASSIVELY benefited from the entire drama. He also gets the information of Guildmaster Sylveon being a former member of (and former leader of the team Guildmaster Sylveon was a part of) team pastel from Guildmaster azumarill and that she wouldn't even be alive without him, much less where she was now. Connor also knows that since he joined the exploring business with Cathy, Guildmaster Sylveon hasn't gone on a single dungeon mission ever.

therefore his simple line of reasoning is:
Guildmaster Sylveon is a victim of overdrive evolution⟶
Guildmaster Sylveon hasn't gone on a single mission⟶
The effects have rendered Guildmaster Sylveon unable to explore⟶
He was kicked out of team pastel due to losing his value to the team⟶
His already established pride was massively hurt in the process (partially true, but the other doc shows a completely different side to sylveons motivations)⟶
That caused him to hold a strong grudge against azumarill⟶

Overdrive evolution is only advised to be used in life or death situations⟶
Guildmaster Azumarill's statement implied that Guildmaster Sylveon used it to save her and her teammates⟶
Guildmaster Sylveon likely also felt betrayed in a way from being kicked out after risking his own life to save his teammates⟶
There is now a motive for Guildmaster Sylveon, that being revenge born out of a long held grudge and betrayal.

(Simplified it because this is an important one)

This causes Connor to launch an attempt at determining if Guildmaster Sylveon is actually corrupt or not.

(there's about a 90% chance you're gonna have to read about Guildmaster Sylveon's scheme first If you haven't, sorry. Otherwise you're good to go)

Pokemon Mystery Dungeon: The Past Pursuits - Guild...

Execution:

Just before the 15th of the month, Connor hides a Note in the floette's room while excusing himself during the guild's dinner. The note basically made it look like The floette was working together with an outsider/outlaw and planning to rob the Sylveon Guild's storage in a few days and flee out of the fourfold plaza. And the fact that the floette had no knowledge of the Dorm checks yet just made it look like a rookie mistake. Connor also included in the note how the floette knew about Sylveon's involvement in the fourfold plaza's recent drama and him being behind it so that releasing it or showing it to anyone else would drag him into heavy suspicion, removing that option. This is done to establish her as a very serious threat to Sylveon that he will have to get rid of IMMEDIATELY.

This also turns Sylveon's attention inward, making him wonder if his own networks are potentially working on betraying him, potentially making him susceptible to reading his nervousness or further triggering already old feelings of betrayal.

Later that day after the missions were given out during breakfast, Connor followed the floette into the dungeon she was sent to. knowing that Sylveon would rather get rid of the problem first and then look for the potential betrayer later.

This causes Sylveon to send her to a specific mission and send an outlaw team to that dungeon to go and kill the floette and make it look like a simple dungeon accident. Instead of doing the mission he was assigned to do with Cathy, Connor follows the floette to the next mission and eventually when outlaws arrive to kill her, Connor surprises the outlaws and easily helps defeat them. Since the floette is still a weak guild member, sylveon still made sure to send outlaws that were vastly stronger than her, but not completely overpowered (sending strong outlaws is expensive and allat).

Connor knew that Guildmaster Sylveon would immediately send outlaws to get rid of the floette and anticipated this by assuming that if Sylveon was behind the sabotages, he would have contact with many outlaw networks and continue to use these as his method of dealing with things just like he did before.

Connor then beats the information he needs out of the outlaws, though he only gets the information that Guildmaster Sylveon has sent them AND Connor specifically forces them to tell through which dungeon route Guildmaster Sylveon gets his items shipped to his guild. It’s not much, but Connor confirms that Sylveon is in fact corrupt and proceeds to finish the outlaws off despite promising to let them go.

Connor advises the floette to run away and hide somewhere far away and to keep track of the plazas news because Guildmaster Sylveon obviously wouldn't stop if she came back unscathed, to which she complies. The fact that Sylveon also got no report back from the outlaws he sent might indicate that the floette got away with the knowledge of him being behind the sabotages, further feeding into his paranoia of being backstabbed and turning his focus onto the wrong point.

That day, Connor also asked Sylveon to give him and Cathy a particularly easy mission, this way Cathy could take care of the mission to uphold their team's performance while Connor did his thing. So back at the guild, Connor and Cathy meet up with the successful mission report and nothing seems out of the ordinary about them from outside eyes. It was also fair to assume that Guildmaster Sylveon would pull strings to make sure no other explorer would be in that dungeon that day to interfere, so Connor couldn't have been busted that way either.

With the confirmation that Sylveon is corrupt and pretty much guaranteed to be behind everything, Connor slowly begins piecing together how Sylveon could have formulated the whole scheme, not by reasoning it out, but by mentally putting himself in Guildmaster Sylveon's situation and thinking of what he would have done if he was fixated on getting revenge on azumarill. That way he comes to the conclusion that the only way Sylveon could have planned everything that happened was if he knew about vileplumes graph, most likely through an informant that works closely with Vileplume, which only leaves Vileplume's right-hand pokemon, a Bellossom named Daisy.

This way Connor theorizes that Guildmaster Sylveon had knowledge of vileplumes graph by using Daisy as an informant and used timed sabotages on the azumarill guild in a way that corresponded with the graph, so that Vileplume would look guilty until he broke from the pressure and released it, shifting all the suspicion onto umbreon.

Connor's next move then was to contact the professional thief with Cathy's help. He ordered Vincent to go to Daisy's house and look for anything that potentially connected her to Guildmaster Sylveon.

Connor knew Daisy's address from the earlier mission of delivering to another small town outside of the fourfold plaza where he saw her rushing out of her house.

After about one and a half hours of rummaging through daisy's stuff, Vincent found a letter from several years ago, just months before communication orbs were found and became a widespread tool among explorers or general pokemon, explaining why Guildmaster didn't just tell her over the communication orb. The letter explained the entire predicament of Sylveon telling Daisy to work for the Vileplume Guild (back then the Trevenant Guild) once Vileplume's father dies and give him the information from the guild, threatening her entire family with constant pressure from outlaws if she dared to expose him. Guildmaster Sylveon also specifically told Daisy through the letter to burn it after reading it, which she didn't, further proving Connor's assumption of Guildmaster Sylveon slightly overestimating his abilities, in this case his fear inducement.

Connor then told Vincent to just leave the letter where it was, leave the house, that he would still get paid and that the knowledge of the letter being there was more than enough. Vincent asked over the communication orb what is stopping him from taking that letter for himself and releasing it to the public, to which Connor responded that nobody would believe him and even if they did, he indirectly admitted to breaking into Daisy's house, which shut Vincent up rather quickly. After getting the information about Daisy's family predicament, he also asks Vincent to get the addresses of her family members, which turned out to be a much easier task for him.

Since Cathy was still at the Vileplume Guild, Connor told her to try and waste Daisy's time after their mission too. (she normally would never be at home at that time anyway but this was just to be safe.)

The next day, Connor then goes and sneaks a note into a shipment that's supposed to arrive at Sylveon's office two days after Connor faked his death, the note is meant to be found by Sylveon when he checks the content of the shipment. Since Connor specifically asked for the information of Guildmaster Sylveon's shipment route directly after confirming his corruption, this implies that Connor formulated

this part nearly instantly or in a few seconds. Meanwhile Cathy was going around and gathering materials Connor had asked her to get to build something very specific. Connor builds 6 primitive spy bugs from scratch and their radios before faking his death.

Then, Connor's next move is to bug a window right near Guildmaster Sylveon's office and two windows near The mess hall of the Sylveon Guild and the mess hall of the Azumarill guild. the other 3 are for backup in case they break. These spy bugs are the reason Connor told Cathy to get all the materials for them and radios to receive the signal. They aren't built perfect but do the job well enough. Connor knows that spy bugs aren't something that exists in the pokemon world. Using a permanently active communication orb could work too but a bug makes The Guildmasters a lot less likely to figure things out in case they found it, since they have never seen anything remotely like that in their lives.

Their purpose is so Cathy can wake up early and listen to what orders the explorers of the Azumarill guild are given, listen to the missions given in the Vileplume guild herself since she works there, then half an hour later listen to which explorers get which missions in which dungeons and then on the day when the shipment arrives at Sylveon's office listen to where he sends more outlaws to kill the outside explorer. This is so that Cathy can secretly share this information with Connor over communication orbs so Connor can remain hidden and knows where to lay low without being caught by any explorers since the news of his death would quickly make its way through the fourfold plaza.

Connor will then be willingly cutting off one of his limbs in a dungeon and placing it somewhere that will indicate that he died. Connor will then evolve himself into a luxio with a rare candy (Item that levels you up) and restores his limbs by doing this. Cathy instantly runs back to the guild and leads a rescue team to the scene, where all they find is a single paw from Connor, backed by Cathy's testimony that Connor was dragged away by wild pokemon and likely eaten. Connor is officially confirmed dead that same day.

Connor then hides and waits until the next day when Nora (who joined the Vileplume Guild after Umbreon was imprisoned), goes after her usual habit of double checking a dungeon that an explorer recently died in. Especially considering Nora's feelings, it was pretty much guaranteed for her to come

looking for Connor. Connor like always gets the information of the rough time estimate via Cathy calling him and readies himself to meet Nora one or two floors deep into the dungeon. When Connor does reveal himself to be alive to Nora, she is dumbfounded, shocked at his newly evolved body and beyond relieved at the same time.

Connor manipulates her by validating her feelings and success of her habit as well as reminding her what many have said about it, building something similar to an “us vs them” narrative. Connor explains the entire situation, what he found out and asks her for the favor of handing over a letter to the outside explorer for him who will explore a different dungeon tomorrow, reminding her too that it would allow them to go exploring in the same guild again too like back then. Connor knew that with the prospect of getting Guildmaster Umbreon out of jail, getting revenge on someone she genuinely hated and immensely helping someone she had feelings for, there was almost no reason for Nora to deny his request.

Connor gives her a communication orb connected to one from Cathy and they agree for Nora to go back to the guild like nothing happened and then the next day to wait for Cathy to call her and tell her at which dungeon to arrive.

The next day, the shipment of items arrives at Guildmaster Sylveon's office and he finds the note in them, which upon further looking at it seems to be from one of the explorers of the guild in the town nearby. By knowing the time of when the items would arrive, Cathy could easily listen to the orders Guildmaster Sylveon gave to the outlaws over the communication orb.

Since Guildmaster Sylveon is under the assumption that the floette might’ve gotten away due to not sending powerful enough outlaws, Connor knew that he will likely send his most trusted and ruthless ones this time around, so he had to change his approach.

Upon getting the exact time, dungeon and floor the outlaws are supposed to kill the outside explorer on, Cathy forwards this to Connor and Nora, who waited for the outside explorer to arrive about 2 floors

higher than where the outlaws were camping. As soon as they heard the explorers' footsteps, Connor hid and Nora "coincidentally" bumped into the explorer and struck up a conversation before taking out the letter Connor had prepared beforehand and asking them to give this to their Guildmaster once they came back from being done with the dungeon. Still ridden by old guilt from years ago, the outside explorer immediately agrees and they part ways.

2 floors later, The outlaws completely effortlessly jump the outside explorer and try beating the information out of them to know where the floette is, but the outside explorer obviously has no clue about this, leading the outlaws to just finish the job.

After killing them, the outlaws search through the explorer's bag and find the letter in there that Nora gave them, expecting valuable intel and quickly opening it. What they find in it is another order from Guildmaster Sylveon, telling them to kidnap Daisy's family and tell her through a communication orb that they'll kill them so that Daisy will clearly hear them, along with their addresses on the bottom of the note.

Guildmaster Sylveon also explicitly states that this is to further keep Daisy in line and that he has other hostages to threaten her with. Sylveon also orders them to tell Daisy regards from Guildmaster Sylveon and to NOT call him as he is busy for the day and his right-hand is in his office. The note tops it off with saying that they will be paid triple later when they fulfill his request.

Knowing that Sylveon is currently in a more paranoid state, they instantly understand the request of keeping Daisy in check and assume too that Sylveon snuck got this letter into the explorers bag as a test to see if they loot their victims properly without keeping anything for themselves. Under this assumption, they instantly comply and later that day go over to Daisy's different family members by using the addresses in the letter that Connor put there from Vincent, kidnap them and call Daisy with one of her family member's Communication orbs, through which she will instantly hear them pretending to seriously hurt them.

overcome by emotion and thinking that Guildmaster Sylveon's paranoia has driven him to get rid of her family, she immediately drops her work and rushes towards her house to get the letter, wanting to at least take Sylveon down with her. She quickly brings the Letter to the fourfold plaza and causes an absolute ruckus on the plaza's press conference stage, exposing Sylveon and his entire operation, the

blackmail, the threatening and the sabotaging. This together with ink dating confirming that the letter was written years ago at the same time she began working with Guildmaster Vileplume is more than enough to shift all of the suspicion onto Guildmaster Sylveon while also getting Guildmaster Umbreon out of prison. A single day of police investigation later, Guildmaster Sylveon was arrested and seemed strangely calm about his predicament. During that investigation day, Connor revealed himself to be alive (Obviously framed as if Nora found him).

If I'm not mistaken then Connor controlled around 9 different variables/people with one scheme. (Cathy, Sylveon, Daisy, Nora, Floette, two sets of outlaws, outside explorer, Vincent)