



Do Fakemon Count As Fanfiction?

Pocket Monsters | Pokemon - All Media Types · Alice In Wonderland - Lewis Carroll
· Not Rated · 3425 words

by Arukir

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Fandom: Pocket Monsters | Pokemon - All Media Types, Alice In Wonderland - Lewis Carroll

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I've tried to create a Fakemon Region for years, with varying but little success. I've decided that it doesn't matter if they aren't all in a cohesive Region, I want to show off my Fakemon and their lore! Enjoy.

Introducing the concept of Species Abilities. A second Ability, basically, that would make game-play match the lore more closely. If Durant had one, it would resistant to Fire Type Moves.

There are more, but I'm too tired to post them today, but I'll post them and more in the future! Hope you've enjoyed what's up so far. 😊

Chapter 1: The Mad Hatter

I'm very proud of this one, it's actually the reason I decided to post all my Fakemon.

Fire/Poison Type

Weave + Lemur + Weaver

Dance + Lemur + Dancer

Hat + Lemur + Hatter

1) It will sometimes forget which objects are actually food, but this hardly matters; its internal fire burns up whatever it eats in minutes. It is constantly eating.

*

2) Despite its impulsive, forgetful nature, it is intelligent and loyal. This Pokémon feels everything strongly; when cheerful, it is very cheerful. When sad, it is very sad.

*

3) It always acts polite, but can be secretly very rude. It has a dislike for authority, but will behave perfectly well in front of said authority. When frightened, it becomes confused.

*

4) It will diligently relay messages, but might have trouble getting the right message across, especially if tired. It is known for communication issues, growing worse when stressed.

*

5) It makes tea by boiling water in hollowed wood. If it likes you, this tea will be very good, with healing properties. If it dislikes you, this tea will be poisoned. It's hard to predict, as it is always polite.

*

6) It likes to make things, particularly hats. It prefers to communicate its emotions through dance. It loves puzzles, riddles, and games. Its tail is capable of giving off noxious fumes.

Ability: Bitten Teacup

> If this Pokémon is confused, it will not do damage to itself, instead acting somewhat as if every move is metronome. If it is hit with a Move like Intimidate, has a Stat dropped, or is facing certain Pokémon, it will immediately become Confused.

Ability: Blaze

> Powers up Fire attacks when the user's HP is low.

Species Ability: Noxious Tail

> Any tail-based attack will release poisonous fumes, poisoning any PKMN who can be poisoned, whether they are allies or enemies. It is immune to some Poison Type attacks and cannot be poisoned.

Chapter 2: The March Hare

Plant/Fighting Type

Chai + Bunny + shy

Chai + Lagomorph

Chai + March Hare

I don't actually have any lore written down for it. It makes tea, it starts out shy, it throws things. I actually don't particularly like the final evo.

Chapter 3: The Dormouse

I promise not all of these are Wonderland themed...

Fun fact: Dormouses aren't mice

Water/Psychic Type

Dormouse + Snooze

Dormouse + Cup + Up

Dormouse + Mind

Again, I didn't really write down much lore. It's always sleeping, at first staying safely within its cracked teapot. It likes stories, both listening to them and telling them. It can talk in its sleep. It's a gentle, calm, wise Pokémon. When it grows up, it fixes its teapot. It likes fixing things.

It's kind, helpful, and introspective. It has dream powers and is partly made out of water. It can create golden stuff to fix things, I guess? Oh, and I forgot to actually make it shadowy on the final size chart, sorry.

Chapter 4: Flying Carpet

Dakwil is coming up next!

Sky/??? Type. Sound? Dragon?

Lives in the desert. Nocturnal. Flying Carpet.

It is completely incapable of feeding itself, for years leaving scientists baffled as to how it survived in the wild. Until recently, when Dakwil was discovered; in exchange for protection and transportation, Dakwil feeds Karbat and Soltassel. Karbat can only evolve when a Dakwil is present.

It has a love for learning. It is almost completely mute.

Karbat -- carpet + bat

Soltassel -- solar/sonar + tassel

Chapter 5: Magic Quill

Trickery and Honesty are Pokémon game name ideas. The Trickery pokédex entries would be more rumor and myth and flat-out lies, and Honesty would be not-that.

I think it's shiny would be pink.

Spirit/Psychic Type.

Dakwil -- The Quill

Trickery: A Pokémon with a deep hatred for living things, it is said to be a quill possessed by the soul of a bitter tutor-slave from an ancient empire. It uses food to control Karbat and Soltassel.

Honesty: It largely dislikes others, both due to shyness and a low tolerance of those it considers below its mental level. It is known to befriend and care for the Karbat line, resting in their fur.

It can lift things with its mental powers. It uses an otherworldly glow to draw and write -- it is the only Pokémon capable of writing human language instinctually. It can leave its glow permanently on physical items, but can as well leave it temporarily in midair.

It is a very shy Pokémon, but hides this with its arrogance. It loves both learning and teaching -- Talking Pokémon have claimed it will chatter relentlessly if the conversation turns to a topic it is an expert in, but its remarks become biting when faced with mockery or those who dislike learning, at which point it will leave as soon as possible, closing off.

It is so good at hiding, its existence was only discovered recently. It is much more common to catch one with a Soltassel than to catch one by itself. It has achieved pseudo-mythical status, thanks to its power and rarity.

Chapter 6: Yamask Regional!

Straya was the name I gave to an Australian Region. Apparently, it's another name for Australia.

Fire/Spirit?

Fairy/Spirit?

Trickery: It lives in the darkest places, leading others with its lantern and its haunting calls. No one knows whether it leads to doom or salvation. The images in its lantern are said to be memories.

Honesty: It is unaffected by its own lantern light, causing a disconnect between the shadows on its body and the shadows around it. It is comfortable around humans, enjoying their many inventions.

Chapter 7: Every Region Needs A Meowth

Hear me out: Meowth, but neat freak.

I'm not happy with how the whiskers/mustache turned out, but I still really like it. It's supposed to be somewhat thinner and taller than the other Meowths.

Partially based on Alfred Pennyworth from Batman.

Plant Type

Its coin is the shiniest of the Meowths, much to the others' envy.

Dirt often gets stuck in its bushy whiskers, so it keeps them trimmed short, despite the fact that this lowers its sensory abilities.

It makes underground dens supported by the thick roots of trees. These dens are spacious and kept impeccably clean, despite being made mostly of dirt.

Will sometimes live in other Pokémon's dens, keeping them tidy in exchange for food. People in the Straya region often keep Meowth as housekeepers and butlers.

Making a mess in front of it too many times, especially when it has just cleaned, will cause it to go on the attack. Its eyes twitch when stressed.

Chapter 8: This Is Needed

Normal Type

Female Calfy evolve into Miltank

Male Calfy evolve into Tauros.

Calfy will evolve into Bouffalant if they evolve will in proximity to more than three Bouffalant. (If three or are in the party, if you're in an area with a lot, etc.)

It is a little known fact that it adores caffeine.

It often finds a playmate in Milcery.

Chapter 9: The White Rabbit

I figured that the shiny being white was better than the regular being white. "Oh look, a White Tikhop, I've never seen that before. I wonder where it's going?"

Normal/Time (I might change that)

Then Steel/Time (I don't really like time travel...)

Tiktok + Hop

Kronos + Pronounce (like pronouncing a verdict) + Bounce

It carved rocks to resemble clocks. It stares at these rocks to help it think and remember what it needs to do. It uses its feet as if they were hands.

It is constantly worried and anxious, which can make it snappy or aggressive, but it is a kind Pokémon at heart.

It obeys those it sees as in charge, even when it doesn't want to, due to fear. When it does choose to rebel, it can be a very dangerous and cunning opponent.

It is often used in courtrooms for various jobs.

Chapter 10: Cheshire Cat (But Strangely Not From My Wonderland Region)

Introducing the Living Shadow Mechanic! Certain Pokémon, under varying conditions, can bring their shadows to life. The shadows will follow them around, but are mostly completely useless.

Unless you're in an area with a high amount of Shadow Energy. In which case, the Shadow and Pokémon will bond into a powered-up form for the duration of battle. This adds the Dark Type to the Pokémon, even if it was Dual Typed (meaning it can be Dual or Triple Typed, but only while in the bonded state).

There is no known Dark Type Pokémon with this ability. It is thought that Dark Types are naturally in a Shadowed state, originating from Pokémon who spent too long bonded with their Shadows. No one knows for sure.

(Ignore the Typing on the Shadows themselves. They'd either have no Type or technically be Dark Type, but they can't be caught or used in battle, so it doesn't really matter)

Shiver + Meyow or YOW!

Trickery:

* *Turmoil Forme*: This Pokémon is constantly cold, shivering so badly it often bumps into things, severely injuring itself. It lives a difficult life filled with misery.

* *Polite Forme*: A mischievous prankster who uses faux politeness to lure its victims into a false sense of security. It makes a high pitched laugh when it sees others in pain.

Honesty:

* *Turmoil Forme*: A clever Pokémon who uses its ability to camouflage parts of its body to fake injury, causing others to show it sympathy and share food or shelter.

* *Polite Forme*: A kind Pokémon who cares deeply for children, it uses a high pitched sound akin to laughter to heal or cheer up others. It loves pranks, even when it is the target.

It is known for attacking humans and Pokémon that it thinks of as cruel, especially if the cruel one is in power, and has been known to manipulate others into rising up. It is nicknamed Shivering Rebellion.

Both forms love food. Giving Polite Form food is a great way to increase Loyalty Points. I figure Turmoil and Polite would be Game Exclusives, can only living in different areas. Oh, and both can float, maybe their Ability is Levitate? Species Ability would probably relate to the whole invisibility thing, maybe.

Shadow:

* **Turmoil**: When in a Heal Ball and with Max Friendship at a Shadow Entrance, it will unlock its Shadowed Forme.

* **Polite**: After being Pranked by its Trainer ten times and having used the Move Prank during a Shadow Realm battle, it will unlock its Shadowed Forme

Chapter 11: Cheshire Cat (This One Is From Wonderland)

Spirit/Fairy Type.

Living doll with a gas body that can... Okay, the concept is really just Cheshire Cat But Doll. And it's a Mythical.

Chapter 12: Cloak

I literally have nothing for this. I just drew it on a whim one day, I'm not even entirely sure it was supposed to be a Pokémon at first. But I still think it's cool.

Chapter 13: Jabberwock

Okay, this is just a trace and slight edit of the Jabberwock with color. Dragon/Bug Type. Legendary, of course.

I mean, have you *seen* the original illustration of that thing?? It was begging to be a Pokémon.

Chapter 14: Eeveelutions!

You knew this was coming.

Sandeon is Earth Type (Ground). It is an Egyptian dust bunny. It is the smallest of the Eeveelutions, but can as well jump the highest. It has massive front claws for digging burrows in its desert home. It doesn't interact with others often, preferring solitude, but gathers together to play in dust storms. It always knows when a storm or an earthquake is coming. It prefers the cool of earth and night to the heat of the sun. It used to be kept as a prized pet by ancient Pharaohs. Part of its body is made from dust, which trails behind it like a cloud. (It should be smaller than I made it, whoops...)

Brawleon is Fighting Type. It is the only bipedal Eeveelution. It's well disciplined and determined, constantly training against others of its kind. It likes being around humans, and is very obedient/easy to train, but has a dislike for slackers and pacifists. It is known to balance on its tail while delivering devastating blows with its feet, hands, and ears.

Spectreon is Spirit Type (Ghost). I had stuff written down for it, but I can't find my notes, so I'll just list what I can remember. Its body is partly made of mist, allowing it to squeeze into small spaces. It is an amazing actor, able to cry on cue and look completely adorable at will. It is known for doing tricks and entertaining others, as it loves being in the spotlight as the center of attention. While others are distracted by its acting/tricks/entertainment, it uses its long tail to steal things from right under their noses, hiding its loot in its cloak-like fur. It creates hoards of stolen goods just for fun. At its heart, it is a silly, fun-loving Pokémon who enjoys being around and helping others -- it just as well happens to be a kleptomaniac that can pick locks. It can float.

Toxeon is Poison Type. It is long with venomous stingers on its multiple tails. Each tail has a different kind of poison. It twists its tails together to deliver a three-in-one shot. The green tail is the most dangerous. It feeds off poison, meaning it is immune to nearly everything and is healed by a lot of it. If it doesn't eat enough poison/toxins/venom/etc, it becomes weak and its colorful patches disappear. It has a thick skin and is unbothered by the thorny bushes it makes its den with. It can deliver a less concentrated form of poison from its front paws. (Should I have removed the back legs and give more snake/naga with the inspiration?)

Chapter 15: The Duchess

Based on the Duchess, the Cook, and the Baby/Pig from Alice's Adventures In Wonderland. Rock/Grass Type.

It sings as it goes about its day. Babies can't properly sing, so they just make sounds for the chorus instead. It loves pepper, eating it constantly; when threatened, it sneezes the pepper out of its nose.

It's body is covered in moss.

They are honestly terrible parents. They spend their time looking for a Pokémon (and sometimes a human) who would do a better job, then throw their baby at them and leave.

It is said that Chesdire will appear to anyone that has been given charge of a baby Dutchigeus, checking on its well being. Chesdire can occasionally be found in the dens of a group of Dutchigeus, being utterly ignored by the rightful denizens, just lounging about and watching after the babies without interfering too much. The reasons behind this behavior are unknown.

Chapter 16: Notmon

Presenting four creatures I didn't originally intend as Pokémon, but have decided could be. Except for the green thing running at night, that one's just weird...

The first one, I actually drew a human version as well. Comment if you'd like me to add it!

Chapter 17: Saturn

A bit of a joke that I just drew because I was bored and I love Saturn. Probably Rock/Electric or maybe Psychic Type, with the Levitate Ability?

Chapter 18: Cheetah

Sound/Fighting Type. Based on cheetahs, rockstars, and models.

Zeeta -- Rhymes with cheetah and sorta sounds like a rockstar name.

Zeescar -- Zeeta + Scar (should it be spelled with a K instead?)

Zeeta:

- * It disguises itself as tougher Pokémon in order to avoid fights, even hiding in tall grass so as not to be seen. Unfortunately, it's musical chirping call tends to lead other creatures to it anyways.

- * It is very fast, but has almost no defenses. As such, it is covered in injuries from battles it has lost. Despite its rough life, it remains cheerful, singing happily as it forages for food.

Zeescar:

- * Its injuries from when it was younger have hardened, offering it some measure of protection. It hates confrontation, running away from any battle it can. It loves to sing and dance.

- * It often loses its hoards of food to other Pokémon, being unwilling to fight for it. It is fast but tires easily, resting on sunny rocks. It is very playful, chirping and purring to express its cheerfulness.

Basically, this Pokémon is bad at being a Pokémon. It is the only Pokémon who, as a species, hate battle. It would have very few attacking moves, mostly affecting stats or helping its Allies in some way. Its Ability would let it get away from battle quickly, and it would be able to learn any move that switched itself out. Insanely high speed stat, low everything else.

But, it's super friendly and playful, and would be helpful in non-battle stuff. Maybe a singing contest or healing other Pokémon? And maybe it has one insanely strong move/Ability that's only active in certain conditions? Whatever, I like it, it's the derp Pokémon.

Chapter 19: ChatGPT: Bellume

I put a Fakemon I drew into ChatGPT; it came up with a redesign, Evolution, and Moves/Abilities/Stats. Hope you like.

The name is made by ChatGPT as well, I think it's from 'bell' and 'lumos/light'. Which works, considering it's supposed to be a ghost bell.

Originally wanted to make it Ghost/Steel Type, but Ghost/Sound worked so much better with the redesign. I see it as a friendly, musical Spirit, maybe even a Nurse Joy assistant.

Bellume, The Chime Spirit Pokémon Type
Ghost/Fairy (I'd change it to Ghost/Sound)

Description: Bellume floats quietly through the air, emitting a gentle chime that is said to calm even the most restless spirits. Its eerie appearance hides a kind heart, and it often aids lost souls to find peace. It's highly attuned to spiritual energy, making it sensitive to the emotions of those around it.

Abilities:

* *Chime Guard*: Reduces damage from sound-based moves by 50% and nullifies effects such as confusion or sleep induced by sound.

* *Levitate* (Hidden Ability): Immune to Ground-type moves.

Signature Move:

Spirit Chime (Fairy-type): Bellume rings its body, releasing a soothing chime that heals all status conditions for the team and deals damage based on the user's Special Attack. (Power: 80, Accuracy: 100)

Other Moves:

- * Shadow Ball
- * Dazzling Gleam
- * Will-O-Wisp
- * Perish Song
- * Protect
- * Calm Mind

Pokedex Entry:

It floats silently, only heard by those with a calm heart. Legends say Bellume's chime has been heard in ancient ruins, guiding explorers through the darkest nights.

Base Stats:

- * HP: 65

* Attack: 50

* Defense: 70

* Special Attack: 95

* Special Defense: 105

* Speed: 80

Chapter 20: Melo Region Starters (Which Would You Choose?)

Chapter 21: Melo Region Fire Starter (Wile E Coyote But Rabbit)

I'm very proud of this, it's my best Fire Starter EVER. Made between the 29th and 30th of October, 2024.

Kurote (Curious, Coyote, Kid)

Skarote (Scar/scarred, Scared, Coyote)

Mekyote (Mech, Make/making/maker, Remade, Coyote)

Starts off as a curious little bundle of joy, always wanting to know new things. After fainting from the Burned Status Condition a number of times, it evolves into an angsty, hurt creature. After winning a battle against a higher-level Pokémon with ten or less HP left, it evolves and gets back up. It's hurt, and things still go wrong for it a lot, but it won't so much as falter. Upon its final evolution, it forges the Steel Arm Item, boosting its Attack and preventing it from Flinching.

Chapter 22: Melo Region Grass Starter (Bugs Bunny But Troll-Thing)

Akakty (A cactus, Attack, Bunny)

Chakty (Chatty/fast-talking {I think}, Chuckle, Cactus, Bunny)

Kardoky (Carrot, Karma, Doc {what's up, doc?}, Bunny)

A quiet, calm Pokémon who is always passively watching and learning, many trainers are shocked by its mischievous and tricky evolution. It uses its knowledge of the behaviors and minds of others to prank them, quick-witted enough to get out of *almost* any consequences. After eating a Healing Carrot, it Evolves and comes to an epiphany. Now it uses its trucks in the service of good, punishing and rewarding others. It fights using its thorns and carrot-like stick. Its said that it steals energy from the wicked, then emits the energy out of its roots to heal others.

Chapter 23: Melo Region Water Starter (Daffy Duck But, Uh... Really Not)

Nyxtrio (Nyx, Nicks/steals, Trio)

Nagio (Naga, Trio)

Actrio (Actor, Acting, Trio)

Three tiny Pokémon that used their control over shadows and water to build a body to explore the world! Head is focused on making the decisions and keeping the group safe, Body just wants to fight something, and Tail would much rather turn back now thank-you-very-much. An unpredictable Pokémon known for disappearing and re-appearing through shadows, it is greedy and gets easily jealous. Only when given a Covert Cloak do the trio (mostly) abandon their cowardice and thieving, instead using their skills to put on shows. Getting the attention they crave through the spotlight, they're free to use their talent for scheming in battle, growing much stronger than the previous evos. The Trio disagree at times, but care deeply for each other — they will go from meek hiding to fearsome attack the moment one of them is harmed.

Chapter 24: Professors

Professor April Sassafras and her Pachirisu, Dex (AI Generated). She actually has medium-length hair, but keeps it braided.

A professor specializing in paleontology, known for wearing a mask resembling a Marowak or Cubone's exoskull every Harvest Night (Halloween).

Chapter 25: Candle

Design is based on:

- * A girl in a dress
- * Will-o-wisps
- * Candles
- * Marshmallows
- * Slugs
- * Mushrooms

Name is based on:

- * Marshmallow
- * Marshes
- * Candle wick
- * Wicked

Represents:

- * Knowledge
- * Exploration
- * Curiosity
- * Action
- * Present

Pokedex Entry [Enchantment]

|It enjoys exploring but tires easily, meaning it loves being carried. Nothing can extinguish its light, which is often used as a guide in caves or at night. It likes to be read to|

Pokedex Entry [Possession]

|The flame on its head is supposedly the actual creature, a little soul being that possessed a candle in order to explore the world. It is very curious, friendly, and calm|

Biology:

- * Its light moves and brightens according to its mood.
- * The red triangles by its eyes flutter when it's excited.
- * Its frill quivers when feeling certain emotions, like curiosity.
- * It can move by hopping or by producing hot wax to slide on; this wax lets it stick to and climb vertical surfaces, and even hang upsidedown.
- * Its voice is usually a high, soft, airy coo. Some have reported a menacing hissing, like hot sparks but louder and quicker, when particularly annoyed or angry.

Chapter 26: Eeveelutions Take 2!

Ta-da! I love both of these, but especially Brawleon. Brawleon took 52 minutes to draw, while Parteon took 48. What do you think?

Chapter 27: Cactus Line

This took me nearly 3 hours to draw, no tracing whatsoever. Split evo!

Chapter 28: Eeveelutions 3

This one took me 44 mins:

Inverted colors:

A bunch of AI versions:

The idea of the Ghost Eeveelution being connected to another is just so cool, you know? I think it would evolve from an Eevee that gets to a certain level with two opposing stats (maybe physical defense and special attack?) completely equal, or something like that. Its dex entry would say that it evolved from an Eevee that was always so torn and indecisive, it literally became two beings! The Normal side is nurturing and gentle, the Ghost side is playful and mischievous.

— end of "Do Fakemon Count As Fanfiction?" —