

Eevee, Vaporeon, Jolteon, Flareon, Umbreon, Espeon, Leafeon, Glaceon, & Sylveon

Normal

Eevee (#133)

Sex Ratio: 7/8 Males, 1/8 Females

Egg Group: Field

Abilities:

Run Away, Adaptability, Anticipation

Mutabellus variabilis (Eevee)

Mutabellus aqua (Vaporeon)

Mutabellus fulgur (Jolteon)

Mutabellus ignus (Flareon)

Mutabellus sol (Espeon)

Mutabellus umbra (Umbreon)

Mutabellus folium (Leafeon)

Mutabellus nix (Glaceon)

Mutabellus fabulamor (Sylveon)

One of the most domesticated Pokémon in existence. Eevees are extremely adaptable Pokémon with the most varied evolutionary possibilities known to science. To date, there are eight known "Eeveelutions." The existence of others is highly likely. The collective noun for Eevees and all Eeveelutions is a "charm." They average 1 foot (0.3 meters) in height and 14.3 pounds (6.5 kg).

Base Stats	
HP	55
Attack	55
Defense	50
Sp. Attack	45
Sp. Defense	65
Speed	55

Habitat: Eevees are found worldwide including Antarctica, but some of this globality is human caused. In nature, Eevees were historically found across Eurasia, Africa, North America, and South America (they crossed over on the Bering Strait), and introduced to isolated islands and land masses by humans. Yes, Vaporeons were able to immigrate to some islands on their own, however Vaporeons are freshwater

organisms and so have a low tolerance for extended stays in the ocean.

Wild and feral Eevee populations often live in urban centers, forests, and honestly anyplace that they can settle in and get enough food. They are the ultimate generalist, making them a force to be reckoned with when they invade an ecosystem, and many humans aren't inclined to get rid of them because of their cuteness.

Life Cycles: They are fairly standard mammals. They mate once a year, have litters of 2-4 kits in spring, dual parental care, kits are left to fend for themselves by mid/late summer.

Behavior: Eevee are largely colonial creatures, so like domestic cats they often form loose social groups but are largely independent. Their social structure is highly varied (just like Eevees are), ranging from solitary hunters to sibling groups to unrelated outcasts banding together – but in general, it's safest to describe them as "colonial" as they neither are concretely solitary Pokémon nor hypersocial like humans or dogs, but instead as a species are socially adaptable. Truly, the epitome of adaptability in any Pokémon.

Learnset: Level Up		Level	Category
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Fairy	Baby-Doll Eyes	12	Status
Dark	Bite	16	Physical
Normal	Swift	20	Special
Fairy	Charm	23	Status
Normal	Baton Pass	25	Status
Normal	Copycat	28	Status
Normal	Refresh	30	Status
Normal	Take Down	32	Physical
Normal	Focus Energy	34	Status
Normal	Double-Edge	37	Physical
Psychic	Calm Mind	39	Status
Normal	Last Resort	41	Physical
Normal	Trump Card	45	Physical

Diet: Eevees are omnivores and can eat a variety of foods, but consume mostly nuts, berries, bugs, and the occasional rodent. They can be fed vegetarian diets if done correctly, however they require a high ratio of fats and proteins relative to herbivores, and if not planned for this can ill-prepare the Eevee for evolution both in terms of physicality and mentally, since many Eeveelutions are carnivores. Be sure that if you raise your Eevee on a vegetarian diet, to talk with a veterinarian/Nurse Joy at your local Pokémon Center for viable options and what evolutionary paths to avoid.

Conservation: While wild Eevee populations certainly exist, they are classified as Least Concern by most governing agencies. Some countries/continents actually consider Eevee an invasive species, such as Australia and Antarctica!

Relationship with Humans: Eevees have been beloved companions of humans for as long as humans have cooperated with Pokémon. They are very thoroughly domesticated, to the point where it's unclear what ancestral Eevees looked like. However, don't let domestication fool you into thinking that all Eevees are friends, because they most certainly are not. Like

feral or wild cats, wild Eevees are still wild animals that will bite you if you aggravate it.

Eevees are also very popular as merchandise, mascots, favorite Pokémon, research subjects, starter Pokémon, and more. In fact, the most popular Pokémon to breed is Eevee, with hundreds of breeds all around the world from truly exotic show varieties to local landraces. While many countries make earnest efforts to regulate Pokémon breeding, including Eevees, there are a lot of shady practices in existence, too. Black market breeders exist in abundance, and many irresponsible and unlicensed breeders release unwanted stock into the wild if not disposed of in other means. As would be implied by the existence of Boltund-racing (see Bestiary entry #836) and other questionable practices that reflect our own world, other *far worse* illegal fighting activities often utilize overbred Eevees as bait for *things*, since they are not difficult to acquire and in places where they are invasive, local governance sometimes don't do nearly enough to stop these practices as they should.

In addition, there are places around the world that eat Eevees or hunt/raise them for their fur, which is quite soft. This is no different than the varying cultural practices around the raising and usage of dogs or other domesticated or wild animals.

Classification: They're in the order Carnivora like bears, red pandas, and cats, but have no true earthen equivalents and are instead their own unique members of the ecosystem.

Learnset: Breeding			Learnset: Tutoring/TMs								
Normal	Captivate	Status	Normal	Attract	Status	Psychic	Glitzy Glow	Special	Normal	Round	Special
Fairy	Charm	Status	Dark	Baddy Bad	Special	Normal	Growth	Status	Grass	Sappy Seed	Physical
Normal	Covet	Physical	Normal	Bide	Physical	Normal	Headbutt	Physical	Normal	Secret Power	Physical
Ghost	Curse	Status	Normal	Body Slam	Physical	Normal	Heal Bell	Status	Ghost	Shadow Ball	Special
Fighting	Detect	Status	Water	Bouncy Bubble	Special	Normal	Helping Hand	Status	Normal	Sing	Status
Fighting	Double Kick	Physical	Electric	Buzzy Buzz	Special	Normal	Hidden Power	Special	Fire	Sizzly Slide	Physical
Normal	Endure	Status	Normal	Captivate	Status	Normal	Hyper Voice	Special	Normal	Skull Bash	Physical
Dark	Fake Tears	Status	Normal	Celebrate	Status	Steel	Iron Tail	Physical	Normal	Sleep Talk	Status
Normal	Flail	Physical	Fairy	Charm	Status	Normal	Laser Focus	Status	Normal	Snore	Status
Normal	Mimic	Status	Normal	Confide	Status	Normal	Last Resort	Physical	Fairy	Sparkly Swirl	Special
Ground	Mud-Slap	Physical	Normal	Covet	Physical	Normal	Mimic	Status	Normal	Stored Power	Special
Normal	Natural Gift	Physical	Ghost	Curse	Status	Ground	Mud-Slap	Special	Normal	Substitute	Status
Psychic	Stored Power	Special	Fighting	Detect	Status	Normal	Natural Gift	Physical	Fire	Sunny Day	Status
Psychic	Synchronoise	Status	Ground	Dig	Physical	Normal	Pay Day	Physical	Normal	Swagger	Status
Normal	Tickle	Status	Normal	Double Team	Status	Normal	Protect	Status	Normal	Swift	Special
Normal	Wish	Status	Normal	Double-Edge	Physical	Normal	Rage	Physical	Normal	Take Down	Physical
Normal	Yawn	Status	Normal	Echoed Voice	Special	Water	Rain Dance	Status	Poison	Toxic	Status
			Normal	Endure	Status	Psychic	Reflect	Status	Normal	Veevee Volley	Physical
			Normal	Façade	Physical	Psychic	Rest	Status	Normal	Weather Ball	Special
			Ice	Freezy Frost	Special	Normal	Retaliate	Physical	Normal	Wish	Status
			Normal	Frustration	Physical	Normal	Return	Physical	Normal	Work Up	Status

Note: The moves **Baddy Bad**, **Bouncy Bubble**, **Buzzy Buzz**, **Freezy Frost**, **Glitzy Glow**, **Sappy Seed**, **Sizzly Slide**, **Sparkly Swirl**, and **Veevee Volley** are *Let's Go, Eevee/Let's Go*, *Pikachu*-exclusive moves to the partner Eevee, who explicitly cannot evolve. In an effort to balance inclusion with sensible world-building, all of these moves are available to be tutored *however*, if your Eevee knows *any of them* (except Veevee Volley) then that Eevee will be unable to evolve into anything except the Eeveelution type of that move. For example, if it knows either Bouncy Bubble *or* Baddy Bad, then it would still be able to evolve into Vaporeon *or* Umbreon respectively. But, if it learns more than one (except Veevee Volley), such as Bouncy Bubble *and* Baddy Bad, then it will be entirely unable to evolve into anything, including Vaporeon and Umbreon. This rule is in place to prevent Flareon from knowing Freezy Frost (as funny as that would be), or any other nonsensical combination of Eeveelution + specialty move. The in-universe explanation is that the strong magical influence from knowing these techniques influences the path of evolution, and more than one (except Veevee Volley, which is a neutral magic) causes the magical evolution influences to cancel each other out and create a null evolution potential.

Water

Learnset: Level Up	Level	Category
Water	Bubble	Evolution Special
Normal	Covet	1 Physical
Normal	Growl	1 Status
Ground	Sand-Attack	1 Status
Normal	Tackle	1 Physical
Normal	Tail Whip	1 Status
Normal	Helping Hand	7 Status
Normal	Quick Attack	9 Physical
Fairy	Baby-Doll Eyes	12 Status
Dark	Bite	16 Physical
Ice	Haze	18 Status
Normal	Swift	20 Special
Fairy	Charm	23 Status
Water	Water Gun	24 Special
Normal	Baton Pass	25 Status
Water	Water Pulse	27 Special
Normal	Copypcat	28 Status
Water	Aqua Tail	30 Physical
Ice	Aurora Beam	31 Special
Normal	Take Down	32 Physical
Ice	Mist	33 Status

Learnset: Level Up	Level	Category
Water	Aqua Ring	35 Status
Normal	Double-Edge	37 Physical
Poison	Acid Armor	38 Status
Psychic	Calm Mind	39 Status
Water	Muddy Water	40 Special
Normal	Last Resort	42 Physical
Water	Hydro Pump	50 Special

Base Stats	
HP	130
Attack	65
Defense	60
Sp. Attack	110
Sp. Defense	95
Speed	65

Vaporeon (#134)

Abilities:
Water Absorb, Hydration

Vaporeon are aquatic organisms with a limited ability to tolerate salt water, but not for extended lengths of time. They possess the ability to melt into water and camouflage themselves in water incredibly well. When their fins begin to vibrate, this means it will rain in a few hours.

Habitat: Vaporeons pop up around Water Stone sites and lentic (freshwater lakes) environments. They preferentially love lakes over wetlands (the pH or alkalinity is usually too much for them), and while they *can* be found near streams and rivers, they strongly prefer calm, clean, waters and beautiful scenery. They can tolerate a range of habitats, but are *not* found above the arctic circle nor below the Antarctic circle. In non-temperate regions, Vaporeons will migrate to more agreeable waters throughout the year, and *will not* be found in winter in lakes that freeze over. They do not particularly enjoy the cold, and will start leaving when the weather begins dropping below 50 F, or when temperatures start reaching above 100 F- *unless* they have habitat accommodations available such as through human structures. This exception is important for temperate-ish zone cities that may be trying to keep their Vaporeon populations around and healthy during seasonal extremes, especially in the face of climate change. Suitable accommodations simply require water sources that are not too cold nor too hot, and not filled with chlorine. Vaporeon do not enjoy extended stays in chlorinated water. This often means that urban Vaporeons are allowed inside botanical gardens during extreme weather conditions. Vaporeon are also susceptible to blue-green algae poisoning, but will typically leave a body of water about two days before algae pollution levels get that bad. In general, Vaporeon are more likely to be found in urban areas with clean standing water, than in the wild.

Diet: Vaporeon natural diets are composed of fish and fish Pokémon. They are obligate carnivores.

Conservation: Least Concern

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Normal	Attract	Status	Normal	Frustration	Physical	Normal	Rage	Physical	Water	Surf	Special
Normal	Bide	Physical	Normal	Giga Impact	Physical	Water	Rain Dance	Status	Normal	Swagger	Status
Ice	Blizzard	Special	Psychic	Glitzy Glow	Special	Psychic	Reflect	Status	Normal	Swift	Special
Normal	Body Slam	Physical	Normal	Growth	Status	Psychic	Rest	Status	Normal	Take Down	Physical
Water	Bouncy Bubble	Special	Ice	Hail	Status	Normal	Retaliate	Physical	Poison	Toxic	Status
Water	Brine	Special	Normal	Headbutt	Physical	Normal	Return	Physical	Normal	Veevee Volley	Physical
Water	Bubble Beam	Special	Normal	Heal Bell	Status	Normal	Roar	Status	Water	Water Gun	Special
Normal	Captivate	Status	Normal	Helping Hand	Status	Fighting	Rock Smash	Physical	Water	Water Pulse	Special
Normal	Celebrate	Status	Normal	Hidden Power	Special	Normal	Round	Special	Water	Waterfall	Physical
Normal	Confide	Status	Normal	Hyper Beam	Special	Normal	Secret Power	Physical	Normal	Weather Ball	Special
Normal	Covet	Physical	Normal	Hyper Voice	Special	Ghost	Shadow Ball	Special	Water	Whirlpool	Physical
Ghost	Curse	Status	Ice	Ice Beam	Special	Bug	Signal Beam	Special	Normal	Wish	Status
Fighting	Detect	Status	Ice	Icy Wind	Special	Normal	Sing	Status	Normal	Work Up	Status
Ground	Dig	Physical	Steel	Iron Tail	Physical	Normal	Skull Bash	Physical			
Water	Dive	Physical	Normal	Laser Focus	Status	Normal	Sleep Talk	Status			
Normal	Double Team	Status	Normal	Last Resort	Physical	Normal	Snore	Status			
Normal	Double-Edge	Physical	Normal	Mimic	Status	Fairy	Sparkly Swirl	Special			
Normal	Echoed Voice	Special	Ground	Mud-Slap	Special	Normal	Stored Power	Special			
Normal	Endure	Status	Normal	Natural Gift	Physical	Normal	Strength	Physical			
Normal	Façade	Physical	Normal	Pay Day	Physical	Normal	Substitute	Status			
Water	Flip Turn	Physical	Normal	Protect	Status	Fire	Sunny Day	Status			

Relationship with Humans: In general, Vaporeons are considered moderate ecosystem indicators, because while they have decent tolerance for variability, scientists and locals *know* that local water quality must be getting out of hand if the Vaporeon are leaving. The emigration of Vaporeon populations in urban areas is a source of small-scale heartache for urban humans, since Vaporeon are often seen as

cute neighbors. Akin to how folks with bird feeders get sad when a particularly appealing bird stops showing up because of outside influences driving them away. With that said, fisherfolk sometimes have different feelings around Vaporeon as many non-Indigenous fishers tend to think of Vaporeon as nuisances that eat all of the fish– the same mentality that causes some hunters to erroneously think that coyotes and wolves are vermin that eat all of the deer and other furbearing animals and leave none for the humans– which is to say, scientifically untrue. But many other fisherfolk around the world think of Vaporeon as a useful companion in the art of fishing.

Evolution: Vaporeons evolve from Eevees using Water Stones and similar sources of evolutionary influence. This is akin to how Leafeons and Glaceons can evolve either from Mossy Rocks/Icy Rocks *or* Leaf Stones/Ice Stones– the location-based evolution method triggers evolution because of the high concentration of evolutionarily influential magicks, the same kind that can be found in elemental stones. To use an anime reference, this is also the same principle for why the Clefairies in an early episode of *The Indigo League* are all seen evolving from a giant Moon Stone that does not appear to run out of evolutionarily influential magicks. By this logic, other Pokémon that use Leaf Stones/Ice Stones and such to evolve, can respectively evolve from the presence of Mossy Rocks/Icy Rocks and their unofficial counterparts.

Alternatively, Eevees have been known to evolve into Vaporeons without Water Stones when they are *both* taught to use Bouncy Bubble *and* appear to have a great affinity for water/using Bouncy Bubble as an attack. This alternative evolution method is inspired by the *Legends: Arceus* game, where certain Pokémon can only evolve when they have performed a specific mastered move many times. For Eevee to evolve into Vaporeon, your Eevee must know Bouncy Bubble and have used it successfully at least twenty times either in combat, as part of a contest performance, or as part of rangering, or other equivalent situations. This will fail to work if your Eevee knows any other *Let's Go*-exclusive specialty attack of that sort, aside from Veevee Volley, because the evolutionarily-influential magicks will cancel each other out and cause your Eevee to be unable to evolve entirely.

Electric

Learnset:	Level Up	Level	Category
Electric	Thunder Shock	<i>evolution</i>	Special
Electric	Thunder Wave	<i>evolution</i>	Status
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Fairy	Baby-Doll Eyes	12	Status
Dark	Bite	16	Physical
Normal	Swift	20	Special
Fairy	Charm	23	Status
Normal	Baton Pass	25	Status
Normal	Copycat	28	Status
Normal	Refresh	30	Status
Electric	Thunder Fang	31	Physical
Normal	Take Down	32	Physical
Normal	Focus Energy	34	Status
Bug	Pin Missile	35	Physical

Learnset:	Level Up	Level	Category
Normal	Double-Edge	37	Physical
Psychic	Agility	38	Status
Psychic	Calm Mind	39	Status
Electric	Discharge	40	Special
Normal	Last Resort	41	Physical
Electric	Thunder	50	Special

Base Stats	
HP	65
Attack	65
Defense	60
Sp. Attack	110
Sp. Defense	95
Speed	130

Jolteon (#135)

Abilities:

Volt Absorb, Quick Feet

Jolteon have electrically charged needles that they can shoot at opponents. They have prickly personalities to match their prickly fur, and they have the ability to produce 10,000 volt lightning bolts. Interestingly, they have an electricity-producing organ in their lungs that creates soft sounds of crackling electricity every time the Pokémon exhales. The cells in their fur also produce low levels of electricity and static, so trainers beware when touching a Jolteon! Jolteons have high-strung personalities, easily oscillating between different strong emotions, and can be difficult to train. There is an old wives' tale that a Jolteon's rapid change in moods is what charges its electricity stores, but this has since been proven quite false, and Jolteons are just like that.

Habitat: Jolteons are most common around places with lots of electricity, strong magnetic pulls, frequent lightning storms, and of course, Thunder Stone sites. In practice, this means urban areas (especially cities, factories, and power plants) are popular habitats for Jolteons, but in the wild they can also be found in grasslands, steppes, arid climates, and any place where lightning storms are more frequent.

Diet: Jolteons, like their sister species Flareon, require high-calorie foods in order to thrive. This puts Jolteon as a firm omnivore, easily eating fruits, rodents, birds, and eggs... or old pizza or leftover mashed potatoes, things like that. Due to high energy needs, urban Jolteons in particular are known for being incredibly opportunistic- they will hunt for food when available, but are not opposed to rifling through human garbage. During the summer, when picnics and barbecues are at their peak, particularly daring Jolteons have been known to steal food directly from cook-outs and off of grills! Absolute nuisances.

Conservation: Least Concern

Relationship with Humans: Jolteons, as with all Eeveelutions, retain affection from humans even despite them being an absolute menace to picnics and cook-outs everywhere. Their rogue-ish charms and cute/cool factor definitely has something to do with it. But they also serve functional roles as well, not just because their entire line are super popular as starter Pokémon, but also because their speed and electrical powers are useful traits in human society. Interestingly, despite being both an Eeveelution and one of the fastest Pokémon around, Jolteons specifically manage to evade being unwilling participants in a lot of shady activities (such as Boltund Racing, etc.) in large part because of their prickly high-strung natures and ability to shoot electrically charged needles at anyone who harasses them. Typically, if Jolteons are involved in shady activities at all, they are rarely the victims of it, and are instead often the partners of those perpetrating them. To that end, “Jolteon Races” are considered far more ethical sports activities in the world of Pokémon Competitions, and legitimate such tournaments exist with high standards of ethical treatment. Pokémon Rights Activists often use Jolteon Racing as evidence that these sorts of sports can exist ethically, and make concerted efforts to persuade lawmakers to establish similar laws around shadier activities.

Worth noting, that while Jolteons are extremely capable of letting harassers know what they think of them, the species is still considered very emotional and high-strung, which means they must be treated with extra caution and care. They are not for beginner trainers, though this does not stop many new trainers from evolving their precious Eevee into a Jolteon and being wholly unprepared for its emotional needs.

Jolteons are the mascot for a semi-popular sportswear brand, Jolts & Volts. This is because the founder of the company, a Jewish immigrant who fled Germany in World War II as a child, had a beloved Jolteon companion named Blitz who would famously run track and field together while growing up. Blitz’s great-grandson, Blitzchka, is the current mascot for the company, which remains family-owned. Jolts & Volts donates some of its earnings to Eevee Rescues and educational ad campaigns educating young trainers about the needs of Jolteons and the difficulties raising them, but also the rewards for a well-treated Jolteon is a companion for life– and for sports! Because of this moderately successful educational campaign, many sports players have Jolteons for companions, and the limited research into the matter seems to indicate that this is turning out to be good for most Jolteons to let out their high strung energy through sports.

Learnset: Tutoring/TMs					Learnset: Tutoring/TMs						
Electric	Rising Voltage	Special	Normal	Veevee Volley	Physical	Normal	Attract	Status	Normal	Headbutt	Physical
Normal	Round	Special	Electric	Volt Switch	Special	Normal	Bide	Physical	Normal	Heal Bell	Status
Normal	Secret Power	Physical	Normal	Weather Ball	Special	Normal	Body Slam	Physical	Normal	Helping Hand	Status
Ghost	Shadow Ball	Special	Electric	Wild Charge	Physical	Electric	Buzzy Buzz	Special	Normal	Hidden Power	Special
Electric	Shock Wave	Special	Normal	Wish	Status	Normal	Captivate	Status	Normal	Hyper Beam	Special
Bug	Signal Beam	Special	Normal	Work Up	Status	Normal	Celebrate	Status	Normal	Hyper Voice	Special
Normal	Sing	Status	Electric	Zap Cannon	Special	Electric	Charge Beam	Special	Steel	Iron Tail	Physical
Normal	Skull Bash	Physical				Normal	Confide	Status	Normal	Laser Focus	Status
Normal	Sleep Talk	Status				Normal	Covet	Physical	Normal	Last Resort	Physical
Normal	Snore	Status				Ghost	Curse	Status	Electric	Magnet Rise	Status
Normal	Stored Power	Special				Fighting	Detect	Status	Normal	Mimic	Status
Normal	Substitute	Status				Ground	Dig	Physical	Ground	Mud-Slap	Special
Fire	Sunny Day	Status				Normal	Double Team	Status	Normal	Natural Gift	Physical
Normal	Swagger	Status				Normal	Double-Edge	Physical	Normal	Pay Day	Physical
Normal	Swift	Special				Normal	Echoed Voice	Special	Normal	Protect	Status
Normal	Take Down	Physical				Electric	Electro Ball	Special	Normal	Rage	Physical
Electric	Thunder	Special				Normal	Endure	Status	Water	Rain Dance	Status
Electric	Thunder Fang	Physical				Normal	Façade	Physical	Psychic	Reflect	Status
Electric	Thunder Wave	Status				Normal	Flash	Status	Psychic	Rest	Status
Electric	Thunderbolt	Special				Normal	Frustration	Physical	Normal	Retaliate	Physical
Poison	Toxic	Status				Normal	Growth	Status	Normal	Return	Physical

Evolution: Jolteons evolve from Eevees using Thunder Stones and similar sources of evolutionary influence. This is akin to how Leafeons and Glaceons can evolve either from Mossy Rocks/Icy Rocks *or* Leaf Stones/Ice Stones– the location-based evolution method triggers evolution because of the high concentration of evolutionarily influential magicks, the same kind that can be found in elemental stones. To use an anime reference, this is also the same principle for why the Clefaires in an early episode of *The Indigo League* are all seen evolving from a giant Moon Stone that does not appear to run out of evolutionarily influential magicks. By this logic, other Pokémon that use Leaf Stones/Ice Stones and such to evolve, can respectively evolve from the presence of Mossy Rocks/Icy Rocks and their unofficial counterparts.

Alternatively, Eevees have been known to evolve into Jolteons without Thunder Stones when they are *both* taught to use Buzzy Buzz *and* appear to have a great affinity for electricity/using Buzzy Buzz as an attack. This alternative evolution method is inspired by the *Legends: Arceus* game, where certain Pokémon can only evolve when they have performed a specific mastered move many times. For Eevee to evolve into Jolteon, your Eevee must know Buzzy Buzz and have used it successfully at least twenty times either in combat, as part of a contest performance or as part of rangering, or other equivalent situations. This will fail to work if your Eevee knows any other *Let's Go*-exclusive specialty attack of that sort, aside from Veevee Volley, because the evolutionarily-influential magicks will cancel each other out and cause your Eevee to be unable to evolve entirely.

Fire

Learnset: Level Up		Level	Category
Normal	Ember	0	Physical
Normal	Tackle	1	Status
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Physical
Normal	Covet	1	Status
Normal	Leer	4	Physical
Poison	Smog	6	Physical
Fairy	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Special
Fairy	Baby-Doll Eyes	12	Status
Normal	Fire Spin	14	Status
Dark	Bite	16	Status
Normal	Swift	20	Status
Normal	Charm	23	Physical
Normal	Baton Pass	25	Status
Normal	Copycat	28	Physical
Normal	Scary Face	29	Status
Normal	Refresh	30	Physical
Fire	Fire Fang	31	Physical

Learnset: Level Up		Level	Category
Normal	Take Down	32	
Normal	Focus Energy	34	
Fire	Lava Plume	35	
Normal	Double-Edge	37	
Psychic	Calm Mind	39	
Normal	Last Resort	41	
Fire	Flamethrower	45	
Normal	Rage	50	
Fire	Flare Blitz	60	

Flareon (#136)

Abilities:

Flash Fire, Guts

Base Stats	
HP	65
Attack	130
Defense	60
Sp. Attack	95
Sp. Defense	110
Speed	65

Because of its internal flame sac, Flareons have internal body temperatures that can reach up to 1,650 F, and they use their fluffy collars to cool themselves. Flareon fur is used to shield against fire. The fire that they store in their flame sacs is known to reach temperatures as high as 3,000 F, which is produced by inhaling and igniting the stored air inside the sac.

Habitat: Flareons are mostly found in urban areas because of their strong association with humans. They can be found rarely in hot or arid climates, or around Fire Stone sites. Areas with active volcanoes are the best places to look for Flareons, but they are otherwise rare in the wild. Noteworthy is the fact that, while they do not occur naturally in cold climates, when brought there by humans they tend to do well- sometimes too well.

Diet: Flareon are omnivores, who roast fruits or prey (small reptiles, rodents) with equal gusto before consumption. Like Jolteons, they require high-calorie food in order to thrive. For some reason, Flareons are not known to be the opportunistic nuisances that Jolteons are, but don't let that surprise you when you see a stray digging through your firepit for dropped marshmallows or hotdogs.

Conservation: Least Concern

Relationship with Humans: There are far fewer feral/stray Flareons than there are Jolteons, due to a difference in suitability for young trainers and poorer access to strong sources of evolutionarily-influential magicks.

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Normal	Attract	Status	Fire	Flame Charge	Physical	Normal	Pay Day	Physical	Fighting	Superpower	Physical
Normal	Bide	Physical	Fire	Flamethrower	Special	Normal	Protect	Status	Normal	Swagger	Status
Normal	Body Slam	Physical	Fire	Flare Blitz	Physical	Normal	Rage	Physical	Normal	Swift	Special
Fire	Burning Jealousy	Special	Normal	Frustration	Physical	Water	Rain Dance	Status	Normal	Take Down	Physical
Normal	Captivate	Status	Normal	Growth	Status	Psychic	Reflect	Status	Poison	Toxic	Status
Normal	Celebrate	Status	Normal	Headbutt	Physical	Psychic	Rest	Status	Normal	Veevee Volley	Physical
Fairy	Charm	Status	Normal	Heal Bell	Status	Normal	Retaliate	Physical	Normal	Weather Ball	Special
Normal	Confide	Status	Fire	Heat Wave	Special	Normal	Return	Physical	Fire	Will-O-Wisp	Status
Normal	Covet	Physical	Normal	Helping Hand	Status	Normal	Round	Special	Normal	Wish	Status
Ghost	Curse	Status	Normal	Hidden Power	Special	Ground	Scorching Sands	Special	Normal	Work Up	Status
Fighting	Detect	Status	Normal	Hyper Voice	Special	Normal	Secret Power	Physical			
Ground	Dig	Physical	Fire	Incinerate	Special	Ghost	Shadow Ball	Special			
Normal	Double Team	Status	Steel	Iron Tail	Physical	Normal	Sing	Status			
Normal	Double-Edge	Physical	Normal	Laser Focus	Status	Fire	Sizzly Slide	Physical			
Normal	Echoed Voice	Special	Normal	Last Resort	Physical	Normal	Skull Bash	Physical			
Normal	Endure	Status	Normal	Mimic	Status	Normal	Sleep Talk	Status			
Normal	Façade	Physical	Ground	Mud-Slap	Special	Normal	Snore	Status			
Fire	Fire Blast	Special	Fire	Mystical Fire	Special	Grass	Solar Beam	Special			
Fire	Fire Blast	Special	Normal	Natural Gift	Physical	Normal	Stored Power	Special			
Fire	Fire Fang	Physical	Fire	Overheat	Special	Normal	Substitute	Status			
Fire	Fire Spin	Status	Fire	Overheat	Special	Fire	Sunny Day	Status			

Flareons make beloved pets. Their primary functions in human society are as companions and living furnaces. Sometimes chefs like to have Flareons as their fire-type of choice for assisting in the kitchen, as they're incredibly reliable, loyal, cute, accessible, and their presence often heartwarms customers more so than most other fire types. Hunters, outfitters, and backpackers regularly utilize Flareons as trusted companions, not in small part because of their very practical function as living furnaces, but also for their ability to hunt and their reliability.

Evolution: Flareons evolve from Eevees using Fire Stones and similar sources of evolutionary influence. This is akin to how Leafacons and Glaceons can evolve either from Mossy Rocks/Icy Rocks *or* Leaf Stones/Ice Stones– the location-based evolution method triggers evolution because of the high concentration of evolutionarily influential magicks, the same kind that can be found in elemental stones. To use an anime reference, this is also the same principle for why the Clefaires in an early episode of *The Indigo League* are all seen evolving from a giant Moon Stone that does not appear to run out of evolutionarily influential magicks. By this logic, other Pokémon that use Leaf Stones/Ice Stones and such to evolve, can respectively evolve from the presence of Mossy Rocks/Icy Rocks and their unofficial counterparts

Alternatively, Eevees have been known to evolve into Flareons without Fire Stones when they are *both* taught to use Sizzly Slide *and* appear to have a great affinity for fire/using Sizzly Slide as an attack. This alternative evolution method is inspired by the *Legends: Arceus* game, where certain Pokémon can only evolve when they have performed a specific mastered move many times. For Eevee to evolve into Flareon, your Eevee must know Sizzly Slide and have used it successfully at least twenty times either in combat, as part of a contest performance, or as part of rangering, or other equivalent situations. This will fail to work if your Eevee knows any other *Let's Go*-exclusive specialty attack of that sort, aside from Veevee Volley, because the evolutionarily-influential magicks will cancel each other out and cause your Eevee to be unable to evolve entirely.

Psychic

Learnset: Level Up		Level	Category
Psychic	Confusion	<i>Evolution</i>	Special
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Fairy	Baby-Doll Eyes	12	Status
Dark	Bite	16	Physical
Normal	Swift	20	Special
Fairy	Charm	23	Status
Psychic	Psybeam	24	Special
Normal	Baton Pass	25	Status
Normal	Copycat	28	Status
Normal	Refresh	30	Status
Normal	Morning Sun	31	Status
Normal	Take Down	32	Physical
Normal	Focus Energy	34	Status
Psychic	Power Swap	35	Status

Learnset: Level Up		Level	Category
Normal	Double-Edge	37	Physical
Psychic	Calm Mind	39	Status
Psychic	Psychic	40	Special
Normal	Last Resort	41	Physical
Normal	Trump Card	45	Physical
Psychic	Future Sight	50	Special

Espeon (#196)

Abilities:
Synchronize, Magic Bounce

Base Stats	
HP	65
Attack	65
Defense	60
Sp. Attack	130
Sp. Defense	95
Speed	110

The psychic-type Eeveelution, Espeon, is a mysterious Pokémon that bathes in sunlight to charge its psychic powers, and its hypersensitive fur can detect miniscule changes in wind movements and air pressure. This allows Espeons to predict the weather and, when honed as a skill, even opponent's movements. When it is predicting an opponent's actions, the tip of its forked tail quivers. The gem on its forehead is where it stores its built-up psychic energy, which glows when it's released, and darkens when that power is used up. To this end, Espeons are at a considerable disadvantage at night, for if they run out of stored energy, then they will be unable to recharge themselves until morning. It is believed that Espeons are able to predict thoughts, too, though this remains up to debate among researchers. The general consensus is that it's probably dependent on the individual, as case studies and experiments have found drastically inconclusive results.

Espeons evolve either to protect themselves or to protect a trainer that the individual has deemed worthy. To that end, Espeons are incredibly loyal companions.

Habitat: In the wild, Espeons are quite rare in the wild, but where they do occur naturally it is never the extreme cold nor the extreme heat (habitats reserved for Glaceons and Flareons). Typically, Espeons are found especially prominently in and around urban areas under the care of humans.

Diet: Omnivores who will eat most things that they're fed. In the wild, they eat fruit, rodents, bugs, and birds.

Conservation: Least Concern

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Psychic	Ally Switch	Status	Psychic	Glitzy Glow	Special	Normal	Rage	Physical	Normal	Swift	Special
Normal	Attract	Status	Grass	Grass Knot	Physical	Water	Rain Dance	Status	Normal	Take Down	Physical
Normal	Bide	Physical	Normal	Growth	Status	Psychic	Reflect	Status	Psychic	Telekinesis	Status
Normal	Body Slam	Physical	Normal	Headbutt	Physical	Psychic	Rest	Status	Poison	Toxic	Status
Normal	Captivate	Status	Normal	Heal Bell	Status	Normal	Retaliate	Physical	Psychic	Trick	Status
Normal	Celebrate	Status	Normal	Helping Hand	Status	Normal	Return	Physical	Psychic	Trick Room	Status
Fairy	Charm	Status	Normal	Hidden Power	Special	Fighting	Rock Smash	Physical	Normal	Veevee Volley	Physical
Normal	Confide	Status	Normal	Hyper Voice	Special	Normal	Round	Special	Normal	Weather Ball	Special
Normal	Covet	Physical	Steel	Iron Tail	Physical	Normal	Secret Power	Physical	Normal	Wish	Status
Ghost	Curse	Status	Normal	Laser Focus	Status	Ghost	Shadow Ball	Special	Normal	Work Up	Status
Fairy	Dazzling Gleam	Special	Normal	Last Resort	Physical	Bug	Signal Beam	Special			
Fighting	Detect	Status	Psychic	Magic Coat	Status	Normal	Sing	Status			
Ground	Dig	Physical	Psychic	Magic Room	Status	Psychic	Skill Swap	Status			
Normal	Double Team	Status	Normal	Mimic	Status	Normal	Skull Bash	Physical			
Normal	Double-Edge	Physical	Ground	Mud-Slap	Special	Normal	Sleep Talk	Status			
Psychic	Dream Eater	Special	Normal	Natural Gift	Physical	Normal	Snore	Status			
Normal	Echoed Voice	Special	Ghost	Nightmare	Status	Normal	Stored Power	Special			
Normal	Endure	Status	Normal	Pay Day	Physical	Psychic	Stored Power	Special			
Psychic	Expanding Force	Special	Normal	Protect	Status	Normal	Substitute	Status			
Normal	Façade	Physical	Psychic	Psychic Fangs	Physical	Fire	Sunny Day	Status			
Psychic	Future Sight	Special	Psychic	Psyshock	Special	Normal	Swagger	Status			

Relationship with Humans: Espeons are common starter Pokémon for humans all over the world. Their psychic abilities give them a wide usage of jobs in human society, ranging anywhere from weather forecasting to detective work to street magicians. Espeons are popular show Pokémon amongst Breeders and Coordinators, not in small part because any certified breeder worth their salt has an Espeon, Umbreon, and/or Sylveon that they raised themselves. They make truly excellent companions with great versatility in use, without specializing in any particular job field.

Evolution: Eevees evolve into Espeon when their friendship with someone, probably their trainer, is high enough during the day. This is a stat that players can update through normal activities.

Interestingly, if an Eevee who has been taught the move Glitzy Glow, and no other *Let's Go*-exclusive attack of that sort, then that individual Eevee will only be able to evolve into Espeon regardless of whether it meets the criteria for other evolutionary routes. Unlike other Eeveelutions, there is no other way to evolve Eevee into Espeon.

Dark

Learnset: Level Up		Level	Category
Dark	Snarl	<i>Evolution</i>	Physical
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Fairy	Baby-Doll Eyes	12	Status
Dark	Bite	16	Physical
Ghost	Confuse Ray	17	Status
Dark	Pursuit	18	Physical
Normal	Swift	20	Special
Dark	Feint Attack	21	Physical
Fairy	Charm	23	Status
Dark	Assurance	24	Physical
Normal	Baton Pass	25	Status
Normal	Copycat	28	Status
Normal	Screech	29	Status
Normal	Refresh	30	Status

Base Stats	
HP	95
Attack	65
Defense	110
Sp. Attack	60
Sp. Defens	130
Speed	65

Umbreon (#197)

Abilities:

Synchronize, Inner Focus

Umbreons are nocturnal creatures with excellent night vision. When angered, they are known to secrete toxins from their sweat glands into the eyes of their offenders. Their jet-black fur camouflages them in the night, and when they're about to lunge, their rings are known to glow a faint ominous glow- right before they go for their prey's throat! Umbreons gain energy from moonlight.

Habitat: It can appear in most any habitat, except the extreme heat or the extreme cold. But it is especially prominent in and around urban environments, especially under the care of humans. They especially like dark places, such as forests or even caves.

Diet: Omnivores who will eat most things that they're fed. In the wild, they eat fruit, rodents, bugs, and birds.

Conservation Status: Least Concern

Relationship with Humans: Umbreons are immensely popular with humans the world over. While cultural perceptions around dark types may differ, in general Umbreons are seen as loveable and loyal nocturnal companions.

Though they do not have many particular characteristics that allow them to specialize in specific fields, they can be found on any workforce team, especially in the Western world. Interestingly, Umbreons are one of the few dark-type Pokémon considered suitable for new trainers, and (by proxy of evolution from Eevee) the one of a handful that features any real prominence amongst starter Pokémon- seeing as how dark-type Pokémon are typically too rowdy or dangerous for beginner trainers to handle.

Umbreon and Lunatone are the mascots for the global corporate conglomerate, Dark Moon. Adorably, the mascots form the company logo, a stylized image of an Umbreon sitting

Learnset: Level Up		Level	Category
Normal	Take Down	32	Physical
Fairy	Moonlight	33	Status
Normal	Focus Energy	34	Status
Normal	Mean Look	36	Status
Normal	Double-Edge	37	Physical
Psychic	Calm Mind	39	Status
Dark	Dark Pulse	40	Special
Normal	Last Resort	41	Physical
Psychic	Guard Swap	43	Status
Normal	Trump Card	45	Physical
Dark	Foul Play	50	Physical

on a Lunatone, designed after the founder's now deceased partner Pokémon. Dark Moon Corporation is the parent company of a lot of other companies, including: Eclipse Pharmaceuticals, Poke-Bright Food (a very

popular and affordable brand, as well as its generic), Dark Moon Technologies, News at Ninetales (popular media outlet), the Full Moon web browser, assorted phone apps, and Dark Moon Cocoa & Coffee, amongst many others. Their research is broad, eclectic, deep-rooted, and spanning the past 50 years. Also known to fund political campaigns. The company's policy on being eclectic, is that it allows them to have income sources from many aspects of the economy without monopolizing anything in particular (since monopolies receive stricter regulations in this world). They frequently give out research grants to university students and scientists. Likened to real-world corporations, Dark Moon has the same social and economic influence as mega corporations like Nestle, Alphabet/Google, and Coca-Cola. Whether those are good or bad comparisons, is subject to interpretation.

Learnset: Tutoring/TMs					Learnset: Tutoring/TMs						
Dark	Assurance	Physical	Normal	Façade	Physical	Psychic	Power Shift	Status	Normal	Substitute	Status
Normal	Attract	Status	Dark	Fake Tears	Status	Normal	Protect	Status	Fire	Sunny Day	Status
Dark	Baddy Bad	Special	Dark	Foul Play	Physical	Normal	Psych Up	Status	Normal	Swagger	Status
Normal	Bide	Physical	Normal	Frustration	Physical	Normal	Rage	Physical	Normal	Swift	Special
Dark	Bite	Physical	Normal	Growth	Status	Water	Rain Dance	Status	Normal	Take Down	Physical
Normal	Body Slam	Physical	Psychic	Guard Swap	Status	Psychic	Reflect	Status	Dark	Taunt	Status
Normal	Captivate	Status	Normal	Headbutt	Physical	Psychic	Rest	Status	Dark	Thief	Physical
Normal	Celebrate	Status	Normal	Heal Bell	Status	Normal	Retaliate	Physical	Dark	Throat Chop	Physical
Fairy	Charm	Status	Normal	Helping Hand	Status	Normal	Return	Physical	Poison	Toxic	Status
Normal	Confide	Status	Normal	Hidden Power	Special	Fighting	Rock Smash	Physical	Normal	Veevee Volley	Physical
Normal	Covet	Physical	Normal	Hyper Voice	Special	Normal	Round	Special	Normal	Weather Ball	Special
Dark	Crunch	Physical	Steel	Iron Tail	Physical	Normal	Secret Power	Physical	Normal	Wish	Status
Ghost	Curse	Status	Normal	Laser Focus	Status	Ghost	Shadow Ball	Special	Psychic	Wonder Room	Status
Dark	Dark Pulse	Special	Dark	Lash Out	Physical	Normal	Sing	Status	Normal	Work Up	Status
Fighting	Detect	Status	Normal	Last Resort	Physical	Normal	Skull Bash	Physical			
Ground	Dig	Physical	Normal	Mimic	Status	Normal	Sleep Talk	Status			
Normal	Double Team	Status	Ground	Mud-Slap	Special	Dark	Snarl	Special			
Normal	Double-Edge	Physical	Normal	Natural Gift	Physical	Dark	Snatch	Status			
Psychic	Dream Eater	Special	Ghost	Nightmare	Status	Normal	Snore	Status			
Normal	Echoed Voice	Special	Normal	Pay Day	Physical	Ghost	Spite	Status			
Normal	Endure	Status	Dark	Payback	Physical	Normal	Stored Power	Special			

Evolution: Eevees evolve into Umbreon when their friendship with someone, probably their trainer, is high enough during the night. This is a stat that players can update through normal activities.

Interestingly, if an Eevee who has been taught the move Baddy Bad, and no other *Let's Go*-exclusive attack of that sort, then that individual Eevee will only be able to evolve into Umbreon regardless of whether it meets the criteria for other evolutionary routes. Unlike other Eeveelutions, there is no other way to evolve Eevee into Umbreon.

Grass

Learnset: Level Up		Level	Category
Grass	Razor Leaf	<i>Evolution</i>	Physical
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Fairy	Baby-Doll Eyes	12	Status
Dark	Bite	16	Physical
Grass	Grass Whistle	17	Status
Grass	Leech Seed	18	Status
Normal	Swift	20	Special
Grass	Magical Leaf	22	Special
Fairy	Charm	23	Status
Normal	Baton Pass	25	Status
Grass	Leafage	27	Physical
Normal	Copycat	28	Status
Grass	Synthesis	29	Status
Normal	Refresh	30	Status

Learnset: Level Up		Level	Category
Normal	Take Down	32	Physical
Normal	Focus Energy	34	Status
Fire	Sunny Day	35	Status
Normal	Double-Edge	37	Physical
Psychic	Calm Mind	39	Status
Grass	Giga Drain	40	Special
Normal	Last Resort	41	Physical
Normal	Swords Dance	43	Status
Normal	Trump Card	45	Physical
Grass	Leaf Blade	50	Physical

Base Stats	
HP	65
Attack	110
Defense	130
Sp. Attack	60
Sp. Defense	65
Speed	95

Leafeon (#470)

Abilities:

Leaf Guard, Chlorophyll

Leafeons are photosynthetic animals who tend to partake in pacifism. However, they will sharpen their leafy tails to that of a sword blade when the occasions are appropriate. Their blade tails have been known even to fell trees with great training. But true to their pacifism, Leafeons prefer to spend their days napping in the sunlight and photosynthesizing all of their energy needs. It is always surrounded by clean air because of this.

Habitat: Found around leaf stones or especially magical forests (the science is not well understood), but do not really like the extreme cold nor extreme dryness. They're found wherever temperate or tropical forests can be found. Leafeons prefer to live in quiet forests with clean rivers. Otherwise, they can be found in urban areas either as wildlife at botanical gardens with Vaporeons, or under direct human care. There are stray/feral Leafeons in urban environments, but typically they find quiet parks to reside in, or just leave. The hustle and bustle of cities can be overwhelming for a lot of Leafeons, especially if they did not grow up in one as an Eevee. With that said, stray/feral/wild Leafeons can typically be found in rural areas, such as small towns or quiet suburbs.

Diet: Nothing. However, when days become too short and a Leafeon has not migrated to warmer climates/lower latitudes for any reason at all, they will consume fruits or other easily digestible plant-based foods for extra nutrients. They do not eat meat, though can be persuaded to eat eggs if options are truly limited (they will be very unhappy about this). Their digestive systems are limited in function, seeing as they can photosynthesize all of their caloric needs, so must stick to foods that are easily digested. If a trainer feels that their Leafeon is not getting enough vitamins and minerals, or other causes of malnutrition often found in urban Leafeons, then they should speak to a veterinarian/Nurse Joy for viable dietary supplements (which can include peanut butter, cooked potatoes,

bread, canned beans, or just Leafeon-specific Pokémon food from brands like Poke-Bright Foods). Another way to help a Leafeon have a healthy nutrition, is to just let your Leafeon outside and dig around in the dirt. If

it's good soil, then the Leafeon will be able to absorb some of the soil's nutrients– but in cities, or just places with poor soil, this is often not a tenable option.

Mechanic Change: On sufficiently sunny days (so, Spring/Summer/Autumn days that do NOT have overcast/bad weather), Leafeons do not need to eat at all.

Conservation: Least Concern

Relationship with Humans: Leafeons are long-standing partners in agriculture as they are excellent ecosystem indicators of soil quality and water quality. They can be trained to be garden guardians, or guardians of small livestock like fowl. Their limited nutritional needs, pleasant dispositions, and preference for the peaceful life make them very economical companions for any farmer, too. Though, they do not hunt, so their use as guardians is limited to their capacity for direct action, such as a well-landed Leaf Blade in defense of some Torchics or against voracious Diglets or Drillburs that are tearing up their garden.

Leafeons are popular starters in rural areas and places near magical forests. Stray/feral/wild populations definitely exist around rural communities, and they're not typically seen as an issue since they're photosynthesizing pacifists who really just want to take a nap in the sun by the water. Community Leafeons are absolutely a thing, much like some places have community cats. Unfortunately, Leafeons are still classified as invasive in the same places that put Eevees on that list, because Leafeons cannot exist without Eevees. Additionally, some folks even think of Leafeons as lay-about or hippie Pokémon.

Leafeons are the mascot for two significant agricultural brands, from Eon Flowers (worker-owned seed catalogue of heritage flowers and vegetables, known mostly amongst gardeners, heritage farmers, and agricultural enthusiasts) to a highly stylized logo on the popular Sunshine Herb Protection brand insecticides and herbicides from Sunrise Farmaceuticals (subsidiary of Dark Moon Corporation). Don't worry, the irony is not lost on many people. And Eon Flowers existed as a brand, Leafeon mascot and all, about thirty years before Sunshine Herb Protection products came to market. There was a major court case, *Eon Flowers v. Sunrise Farmaceuticals*, over this exact matter, because the original logo for Sunrise Farmaceuticals was too similar to Eon Flowers' logo, and the court case was won in Eon Flowers' favor. Notably, the limited advertisement for Eon Flowers always sports either real footage of their current Leafeon mascot or pretty photos or a real-life appearance of the star Leafeon itself, while Sunrise Farmaceutical's marketing invariably uses an animated mascot or a human in a silly outfit. Take this information as you will.

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Flying	Aerial Ace	Physical	Grass	Giga Drain	Special	Normal	Rage	Physical	Normal	Substitute	Status
Normal	Attract	Status	Grass	Grass Knot	Physical	Water	Rain Dance	Status	Fire	Sunny Day	Status
Normal	Bide	Physical	Grass	Grass Whistle	Status	Psychic	Reflect	Status	Normal	Swagger	Status
Normal	Body Slam	Physical	Grass	Grassy Glide	Physical	Psychic	Rest	Status	Normal	Swift	Special
Grass	Bullet Seed	Special	Normal	Growth	Status	Normal	Retaliate	Physical	Normal	Swords Dance	Status
Normal	Captivate	Status	Normal	Headbutt	Physical	Normal	Return	Physical	Normal	Take Down	Physical
Normal	Celebrate	Status	Normal	Heal Bell	Status	Fighting	Rock Smash	Physical	Poison	Toxic	Status
Fairy	Charm	Status	Normal	Helping Hand	Status	Normal	Round	Special	Normal	Veevee Volley	Physical
Normal	Confide	Status	Normal	Hidden Power	Special	Grass	Sappy Seed	Physical	Normal	Weather Ball	Special
Normal	Covet	Physical	Normal	Hyper Voice	Special	Normal	Secret Power	Physical	Normal	Wish	Status
Ghost	Curse	Status	Steel	Iron Tail	Physical	Grass	Seed Bomb	Physical	Normal	Work Up	Status
Fighting	Detect	Status	Normal	Laser Focus	Status	Ghost	Shadow Ball	Special	Grass	Worry Seed	Status
Ground	Dig	Physical	Normal	Last Resort	Physical	Ghost	Shadow Ball	Special	Bug	X-Scissor	Physical
Normal	Double Team	Status	Grass	Leaf Blade	Physical	Normal	Sing	Status			
Normal	Double-Edge	Physical	Grass	Leaf Storm	Special	Normal	Skull Bash	Physical			
Normal	Echoed Voice	Special	Grass	Magical Leaf	Special	Normal	Sleep Talk	Status			
Normal	Endure	Status	Normal	Mimic	Status	Normal	Snore	Status			
Grass	Energy Ball	Grass	Ground	Mud-Slap	Special	Grass	Solar Beam	Special			
Normal	Façade	Physical	Normal	Natural Gift	Physical	Grass	Solar Blade	Physical			
Normal	Frustration	Physical	Normal	Pay Day	Physical	Normal	Stored Power	Special			
Bug	Fury Cutter	Physical	Normal	Protect	Status	Normal	Strength	Physical			

Evolution: Eevees evolve into Leafeon when they are near a strong source of grass magicks, such as from a Mossy Rock or exposed to a Leaf Stone.

Alternatively, Eevees have been known to evolve into Leafeons without Leaf Stones/Mossy Rocks when they are *both* taught to use Sappy Seed *and* appear to have a great affinity for grass/using Sappy Seed as an attack. This alternative evolution method is inspired by the *Legends: Arceus* game, where certain Pokémon can only evolve when they have performed a specific mastered move many times. For Eevee to evolve into Leafeon, your Eevee must know Sappy Seed and have used it successfully at least twenty times either in combat, as part of a contest performance, or as part of rangering, or other equivalent situations. This will fail to work if your Eevee knows any other *Let's Go*-exclusive specialty attack of that sort, aside from Veevee Volley, because the evolutionarily-influential magicks will cancel each other out and cause your Eevee to be unable to evolve entirely

Ice

Learnset: Level Up	Level	Category
Ice	Icy Wind	<i>Evolution</i> Special
Normal	Tackle	1 Physical
Ground	Sand Attack	1 Status
Normal	Growl	1 Status
Normal	Tail Whip	1 Status
Normal	Covet	1 Physical
Normal	Helping Hand	7 Status
Normal	Quick Attack	9 Physical
Fighting	Double Kick	10 Physical
Fairy	Baby-Doll Eyes	12 Status
Dark	Bite	16 Physical
Ice	Ice Shard	18 Special
Normal	Swift	20 Special
Fairy	Charm	23 Status
Normal	Baton Pass	25 Status
Ice	Ice Fang	27 Physical
Normal	Copycat	28 Status
Normal	Refresh	30 Status
Normal	Take Down	32 Physical
Normal	Focus Energy	34 Status
Ice	Hail	35 Status

Glaceon (#471)

Abilities:
Snow Cloak, Ice Body

Base Stats	
HP	65
Attack	60
Defense	110
Sp. Attack	130
Sp. Defense	95
Speed	65

Glaceon can freeze the air around it by controlling its own body temperature (which can go to -75 F), thus producing snow, ice, or even diamond dust. It can also spike up its own fur with this ability, giving itself sharp, needle-like icicle fur which it often uses for tackling prey.

Habitat: Glaceons are found around ice stones or especially magical icy regions (the science is not well understood), but do not really like the extreme heat. They're most common in cold climates. A small population of around 500-ish individuals currently live on Antarctica, a result of humans.

Glaceons are also fairly common in urban environments, particularly in colder regions. The prevalence of Flareons go down when Glaceons go up, and vice versa.

Learnset: Level Up	Level	Category
Normal	Double-Edge	37 Physical
Psychic	Calm Mind	39 Status
Ice	Freeze-Dry	40 Special
Normal	Last Resort	41 Physical
Psychic	Mirror Coat	43 Status
Normal	Trump Card	45 Physical
Ice	Blizzard	50 Special
Psychic	Barrier	55 Status

Diet: Glaceons are omnivores that will eat seeds, rodents, Snovers, Snoms, Bergmites, penguins. In general, they have a preference for meat, but will scavenge protein-heavy foods like nuts and seeds if necessary. Because they have such low body temperatures, Glaceons actually have fairly slow metabolisms and do not need to eat as often as other Pokémon.

Mechanic change: Glaceons may consume ½ a unit of food per day instead of the standard 1, unless they are in a hot climate.

Conservation: Least Concern

Relationship with Humans: Glaceons were brought to Antarctica by scientists during the establishment of Antarctic research stations at the onset of the Antarctic Treaty. Given their general utility, cold-hardiness, loyalty, accessibility, and long-standing history of domestication on par with dogs, Glaceons are an ideal companion for humans living in the coldest regions on the planet. Unfortunately, there have been cases over the years where not all of the humans who arrived in Antarctica returned from Antarctica, especially prior to modern times with modern

equipment and research stations, and some of these humans had Glaceons with them. Since the late 19th century there has been a small but thriving population of Glaceons around Antarctica. They are considered

incredibly invasive because the penguin populations (Piplups, Delibirds, Eiscues, regular penguins, etc.) have no natural defenses except battling against Glaceons, and there isn't really any predator that keeps Glaceons in check. What stops populations from booming is the mere fact that Glaceons start off as Eevees first, and the time period for Eevees to exist safely *and* the regions of Antarctica that could shelter them, are quite limited. Studies on the life cycles of wild Antarctic Glaceons indicate that once an Eevee evolves, they have normal life expectancies, but a standard litter of 4 will usually see 1 or 2 survive the cold and that's not including predation and other factors, and predatory birds still roam the Antarctic coastlands and prey on Eevees just as much as they prey on penguins and seals (Spheals). This is all to say that reproductive success is significantly lower than their counterparts in other parts of the world. Some scientists believe that the Glaceons have begun to naturalize into the Antarctic ecosystem, but many still are not convinced of that and believe that Eevee kits should be found and relocated to other habitats to avoid further ecological damage. Those in favor of letting the Glaceons stay, point out that populations have remained relatively stable in the past twenty years and do not seem to be growing beyond the estimated 500 individuals at any given time, and penguin populations seem far more impacted by climate change and ozone depletion than the additional predation. Those against letting the Glaceons stay, insist that it doesn't matter if their populations have stabilized because the Glaceons can safely live elsewhere, while the penguins they eat only have one habitat and that habitat is steadily melting away underneath them, and their threatened and endangered populations do not need an additional source of stress. Others point out that the only reason this is even a debate at all is because humans think Eevees and their Eeveelutions are cute.

In urban settings, Glaceons are often featured at ski resorts, since they can produce snow. Other than their uses in creating ice, Glaceons are generally just seen as good companions. Many adventurers of the cold will say that a Glaceon and Flareon duo are life-saving companions.

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Water	Aqua Tail	Physical	Ice	Frost Breath	Special	Water	Rain Dance	Status	Poison	Toxic	Status
Normal	Attract	Status	Normal	Frustration	Physical	Psychic	Reflect	Status	Ice	Triple Axle	Physical
Ice	Aurora Veil	Status	Normal	Growth	Status	Psychic	Rest	Status	Normal	Veevee Volley	Physical
Ice	Avalanche	Physical	Ice	Hail	Status	Normal	Retaliate	Physical	Water	Water Pulse	Special
Normal	Bide	Physical	Normal	Headbutt	Physical	Normal	Return	Physical	Normal	Weather Ball	Special
Ice	Blizzard	Special	Normal	Heal Bell	Status	Fighting	Rock Smash	Physical	Normal	Wish	Status
Normal	Body Slam	Physical	Normal	Helping Hand	Status	Normal	Round	Special	Normal	Work Up	Status
Normal	Captivate	Status	Normal	Hidden Power	Special	Normal	Secret Power	Physical			
Normal	Celebrate	Status	Normal	Hyper Voice	Special	Ghost	Shadow Ball	Special			
Fairy	Charm	Status	Ice	Ice Beam	Special	Bug	Signal Beam	Special			
Normal	Confide	Status	Ice	Icicle Spear	Physical	Normal	Sing	Status			
Normal	Covet	Physical	Ice	Icy Wind	Special	Normal	Skull Bash	Physical			
Ghost	Curse	Status	Steel	Iron Tail	Physical	Normal	Sleep Talk	Status			
Fighting	Detect	Status	Normal	Laser Focus	Status	Normal	Snore	Status			
Ground	Dig	Physical	Normal	Last Resort	Physical	Normal	Stored Power	Special			
Normal	Double Team	Status	Normal	Mimic	Status	Normal	Strength	Physical			
Normal	Double-Edge	Physical	Ground	Mud-Slap	Special	Normal	Substitute	Status			
Normal	Echoed Voice	Special	Normal	Natural Gift	Physical	Fire	Sunny Day	Status			
Normal	Endure	Status	Normal	Pay Day	Physical	Normal	Swagger	Status			
Normal	Façade	Physical	Normal	Protect	Status	Normal	Swift	Special			
Ice	Freezy Frost	Special	Normal	Rage	Physical	Normal	Take Down	Physical			

Evolution: Eevees evolve into Glaceons when they are near a strong source of ice magicks, such as from an Icy Rock or exposed to an Ice Stone.

Alternatively, Eevees have been known to evolve into Glaceons without Ice Stones/Icy Rocks when they are *both* taught to use Freezy Frost *and* appear to have a great affinity for ice/using Freezy Frost as an attack. This alternative evolution method is inspired by the *Legends: Arceus* game, where certain Pokémon can only evolve when they have performed a specific mastered move many times. For Eevee to evolve into Glaceon, your Eevee must know Freezy Frost and have used it successfully at least twenty times either in combat, as part of a contest performance, or as part of rangering, or other equivalent situations. This will fail to work if your Eevee knows any other *Let's Go*-exclusive specialty attack of that sort, aside from Veevee Volley, because the evolutionarily-influential magicks will cancel each other out and cause your Eevee to be unable to evolve entirely.

Fairy

Learnset: Level Up		Level	Category
Fairy	Fairy Wind	<i>Evolution</i>	Special
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Fairy	Baby-Doll Eyes	12	Status
Fairy	Disarming Voice	15	Special
Dark	Bite	16	Physical
Normal	Swift	20	Special
Fairy	Draining Kiss	22	Physical
Fairy	Charm	23	Status
Fairy	Play Rough	24	Physical
Normal	Baton Pass	25	Status
Psychic	Light Screen	25	Status
Normal	Copycat	28	Status
Normal	Refresh	30	Status
Normal	Take Down	32	Physical

Learnset: Level Up		Level	Category
Normal	Focus Energy	34	Status
Fairy	Misty Terrain	35	Status
Normal	Double-Edge	37	Physical
Psychic	Calm Mind	39	Status
Psychic	Skill Swap	40	Status
Normal	Last Resort	41	Physical
Normal	Psych Up	43	Status
Normal	Trump Card	45	Physical
Fairy	Moonblast	50	Special

Sylveon (#700)

Abilities: Cute Charm, Pixilate

Base Stats	
HP	95
Attack	65
Defense	65
Sp. Attack	110
Sp. Defense	130
Speed	60

Sylveon is able to produce a soothing aura through its ribbon-like feelers (yes, that’s what those things are on its body, *feelers*), which can be used to lower hostilities and even end conflicts. Sometimes, while trying to calm someone/something down, it will use its feelers to perform a dance. These feelers are also used to, for example, wrap around someone’s arm in order for Sylveon to understand the individual’s feelings. Alternatively, it may use its dancing feelers to distract its prey, then pounce. Sylveons are also known for being very brave Pokémon who will charge head-first at Pokémon far bigger than itself in an effort to protect others, especially dragon-type Pokémon. In lands where Dynamaxing/Gigantamaxing exists, the Sylveon’s bravery is often the subject of folkloric praise.

Some suspect a connection to a strong source of magic in the environment, like Leafeon or Glaceon, and others still think its evolution is in the same grouping as Umbreon and Espeon (an evolution based on love), but ultimately no one is entirely sure because wild Sylveon are very rare. It is hard to study Pokémon evolution if wild counterparts are hard to come by, after all.

Habitat: They live mostly in temperate forests, or in and around human settlements. Wild specimens are few and far between.

Diet: Omnivore, will eat just about anything you give them that is actually food. They do not have the same high energy needs as Jolteons and Flareons, but they are on average the largest of the Eeveelutions. Large creatures typically need to eat more than smaller ones. Don’t worry, your Sylveon will in fact probably try to use Baby-Doll Eyes on you to get you to share your pizza with it.

Conservation: Least Concern

Relationship to Humans: Sylveons are highly associated with human settlements by a wide margin greater than any other Eeveelution, either the ones known to science or the ones that

remain undiscovered or exist primarily in folklore. In universe, this is not really understood why and it

provides strong evidence for why many scientists believe that Sylveons are in the same evolutionary grouping as Umbreon and Espeon. On a meta level, we know this is because wild Eevees probably do not experience enough strong affection levels in time before they evolve into something else, so basically the same reason that Umbreons and Espeons are not terribly common either compared to Glaceons, Leafeons, Vaporeons, Flareons, and Jolteons.

Sylveons can be found in just about any job field under any type of person or trainer. They are difficult to raise an Eevee to evolve into, but any trainer with enough love, care, and determination can achieve a Sylveon evolution.

In order for someone to become a Great Rank-Certified Pokémon Breeder (the next rank above a Certified Breeder), that person *must* have a Sylveon that they raised from an Eevee, and it must be documented (unless another Pokémon that evolves with the Affection mechanic is introduced). This is a non-optionable requirement. As such, Sylveons are often seen as one of the many symbols/mascots of the Pokémon Breeder world, alongside Togepi.

Sylveons are common sights in healthcare settings because of their calming abilities and ability to read someone's emotions. They are incredibly supportive Pokémon.

Additionally, Sylveons are often associated with the transgender community due to its colorations (both regular and shiny) being the same as the transgender pride flag. Sylveons and Azumarills are often paired together as Pokémon representations of transgender pride.

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Normal	Attract	Status	Normal	Growth	Status	Fairy	Psyshock	Special	Normal	Swagger	Status
Normal	Bide	Physical	Normal	Headbutt	Physical	Normal	Rage	Physical	Normal	Swift	Special
Normal	Body Slam	Physical	Normal	Heal Bell	Status	Water	Rain Dance	Status	Normal	Take Down	Physical
Normal	Captivate	Status	Normal	Helping Hand	Status	Psychic	Reflect	Status	Poison	Toxic	Status
Normal	Celebrate	Status	Normal	Hidden Power	Special	Psychic	Reflect	Status	Normal	Veevee Volley	Physical
Fairy	Charm	Status	Normal	Hyper Voice	Special	Psychic	Rest	Status	Normal	Weather Ball	Special
Normal	Confide	Status	Steel	Iron Tail	Physical	Normal	Retaliate	Physical	Normal	Wish	Status
Normal	Covet	Physical	Normal	Laser Focus	Status	Normal	Return	Physical	Normal	Work Up	Status
Ghost	Curse	Status	Normal	Laser Focus	Status	Fighting	Rock Smash	Physical			
Normal	Cut	Physical	Normal	Last Resort	Physical	Normal	Round	Special			
Fairy	Dazzling Gleam	Special	Psychic	Light Screen	Status	Normal	Secret Power	Physical			
Fighting	Detect	Status	Psychic	Magic Coat	Status	Ghost	Shadow Ball	Special			
Ground	Dig	Physical	Grass	Magical Leaf	Special	Normal	Sing	Status			
Normal	Double Team	Status	Normal	Mimic	Status	Psychic	Skill Swap	Status			
Normal	Double-Edge	Physical	Fairy	Misty Explosion	Special	Normal	Skull Bash	Physical			
Fairy	Draining Kiss	Physical	Ground	Mud-Slap	Special	Normal	Sleep Talk	Status			
Normal	Echoed Voice	Special	Fire	Mystical Fire	Special	Normal	Snore	Status			
Normal	Endure	Status	Normal	Natural Gift	Physical	Fairy	Sparkly Swirl	Special			
Normal	Façade	Physical	Normal	Pay Day	Physical	Normal	Stored Power	Special			
Normal	Flash	Status	Fairy	Play Rough	Physical	Normal	Substitute	Status			
Normal	Frustration	Physical	Normal	Protect	Status	Fire	Sunny Day	Status			

Evolution: There are a handful of ways to get Sylveon in this universe, and it depends on the particular mechanics set-up of each campaign. If the campaign incorporates the Affection mechanic, then Eevee evolves into Sylveon with a maxed out Affection stat which is fairly straightforward to achieve, if time-consuming.

Alternatively, if the Affection mechanic is *not* incorporated into the gameplay, then Eevee will evolve into Sylveon when it reaches a maxed out Friendship stat *and* knows at least 1 fairy-type attack– the presence of this fairy-type attack will prevent evolution into Umbreon or Espeon entirely, unless the Eevee knows either Baddy Bad or Glitzy Glow. This two-tiered override exists because the magical influences of the *Let's Go*-exclusive moves are far stronger than the magical influence of the Eevee happening to know a fairy-type attack with its maxed out Friendship stat.

With that said, in campaigns where the Affection stat is *not* implemented and instead uses the alternative method of evolution for Sylveon, then be aware that Sylveons may actually be more frequent than Espeons and Umbreons (or, at least on par) in the wild due to Eevees being able to learn Baby-Doll Eyes (a fairy type attack) at level 12.

Ghost

Learnset: Level Up		Level	Category
Ghost	Ghoulish Malice	<i>Evolution</i>	Physical
Ghost	Ghoulish Love	<i>Friendship</i>	Physical
Normal	Tackle	1	Physical
Ground	Sand Attack	1	Status
Normal	Growl	1	Status
Normal	Tail Whip	1	Status
Normal	Covet	1	Physical
Normal	Helping Hand	7	Status
Ghost	Astonish	8	Physical
Normal	Quick Attack	9	Physical
Fighting	Double Kick	10	Physical
Ghost	Lick	11	Physical
Fairy	Baby-Doll Eyes	12	Status
Normal	Glare	14	Status
Dark	Bite	16	Physical
Ghost	Grudge	18	Physical
Normal	Swift	20	Special
Fairy	Charm	23	Status
Normal	Baton Pass	25	Status
Ghost	Hex	27	Special
Normal	Copycat	28	Status

Learnset: Level Up		Level	Category
Normal	Refresh	30	Status
Normal	Take Down	32	Physical
Ghost	Ominous Wind	33	Special
Normal	Focus Energy	34	Status
Normal	Lucky Chant	35	Status
Normal	Double-Edge	37	Physical
Psychic	Calm Mind	39	Status
Normal	Last Resort	41	Physical
Normal	Pain Split	43	Special
Normal	Trump Card	45	Physical
Ghost	Phantom Force	50	Physical

Ghouleon (#???)

Mutabellus sp.

Abilities:

Tough Claws, Vital Spirit

Base Stats	
HP	110
Attack	130
Defense	65
Sp. Attack	65
Sp. Defense	95
Speed	60

Unofficial Pokémon Idea

An extremely rare evolution of Eevee that has made a rise in numbers in modern times as a result of the underground abuse that some Eevees experience at the hands of humans. Eevees evolve into Ghouleons *only* during dawn/dusk hours *and* they have both a low friendship stat and knows the attack Frustration (read: they hate their owner, or whoever triggers this evolution). As one can imagine, only very cruel circumstances trigger these evolutions, and Ghouleons end up pretty universally harboring an extreme hatred for humans (or whoever was the cause of the trauma). Ghouleons, being ghost types, are able to escape their traumas and often choose to bring vengeance upon their abusers. They are difficult to find because they actively avoid humans, so are found either in abandoned buildings or the deep wilderness. In addition, Ghouleons revert to a feral state, so are extremely difficult to approach and if they do not run from you then they will mercilessly attack you. Not much is known about them, and most scientists aren't even aware that they exist, and they exist primarily in local gossip or amongst cryptozoologists.

Description: An ambiguous carnivoran, with a body type similar to that of an Umbreon, the ears of a Sylveon but with a notch at the tops (like a lynx), and a mane of ghostly mist. Its body is partially translucent in a medium-grey, its eyes are scarlet red, and its long bushy tail flows with ghostly magic. On its ankles are anklets of ghostly fur, a paler grey the same color as the mane. Its paws have large claws of a dark-grey ghostly magic, which it uses to deal devastating physical attacks.

Habitat: If Ghouleons can be found anywhere, one's best bet is to start searching in abandoned buildings or deep wildernesses. Or, follow the local gossip trails.

Diet: Ghouleons are omnivores that will eat just about anything that is actually food. As with many ghost-types, Ghouleons do require a source of spiritual energy to consume periodically, which it typically finds during the winter when it eats the souls of those who die of neglect or hypothermia.

Conservation: Unknown, but probably “Least Concern” as all Eeveelutions are classified as, given that their base form, Eevee, is in extreme abundance.

Relationship with Humans: Other than the fact that Ghouleons are quite literally a trauma-induced evolution of Eevee most often triggered by human malevolence, there is really not much else to say about their relationship with humans. Ghouleons are extremely rare, and sightings of them are just as rare if not more. After they escape their abusers/captors (who are often *killed* during their vengeance enactment, or at least severely mauled), the Ghouleon flees to places far away from humans (or, whatever it is who had hurt them so badly to trigger this evolution in them).

There is an incredibly niche group of cryptozoologists who seek to research Ghouleons, and it’s a well-kept secret amongst cryptozoologists that a handful of researchers have disappeared in their quests for evidence of Ghouleons.

Special Note: If a human were to try to befriend one, it would take an immense amount of love and patience for the Ghouleon to warm up to it. Note: When Eevee evolves into Ghouleon, it learns the attack Ghoulish Malice, which is basically a ghost-type Frustration. But, if a human manages to max out a Ghouleon’s Friendship despite everything, then Ghouleon will learn the attack Ghoulish Love, which is a ghost-type Return. *It is recommended that Frustration is automatically replaced by Ghoulish Malice, and then Ghoulish Malice is replaced by Ghoulish Love– to fit the whole premise of Ghouleon.*

Learnset: Tutoring/TMs						Learnset: Tutoring/TMs					
Normal	Attract	Status	Normal	Endure	Status	Fire	Mystical Fire	Special	Ghost	Shadow Ball	Special
Ice	Aurora Veil	Status	Normal	Façade	Physical	Normal	Natural Gift	Physical	Normal	Sing	Status
Normal	Baton Pass	Status	Normal	Frustration	Physical	Ghost	Night Shade	Special	Normal	Skull Bash	Physical
Normal	Bide	Physical	Normal	Growth	Status	Dark	Night Slash	Physical	Normal	Sleep Talk	Status
Normal	Bide	Physical	Ice	Haze	Status	Ghost	Ominous Wind	Special	Normal	Snore	Status
Ghost	Bitter Malice	Special	Normal	Headbutt	Physical	Normal	Pay Day	Physical	Ghost	Spirit Shackle	Physical
Normal	Block	Special	Normal	Heal Bell	Status	Normal	Perish Song	Status	Normal	Stored Power	Special
Normal	Body Slam	Physical	Normal	Helping Hand	Status	Ghost	Phantom Force	Physical	Normal	Substitute	Status
Normal	Captivate	Status	Ghost	Hex	Special	Ghost	Poltergeist	Physical	Fire	Sunny Day	Status
Normal	Celebrate	Status	Normal	Hidden Power	Special	Normal	Protect	Status	Normal	Swagger	Status
Fairy	Charm	Status	Normal	Hyper Voice	Special	Normal	Rage	Physical	Normal	Swift	Special
Normal	Confide	Status	Ice	Ice Fang	Physical	Water	Rain Dance	Status	Normal	Take Down	Physical
Ghost	Confuse Ray	Status	Ice	Icy Wind	Special	Normal	Recover	Status	Poison	Toxic	Status
Normal	Covet	Physical	Steel	Iron Tail	Physical	Psychic	Reflect	Status	Normal	Veevee Volley	Physical
Ghost	Curse	Status	Normal	Laser Focus	Status	Normal	Refresh	Status	Normal	Weather Ball	Special
Fighting	Detect	Status	Normal	Last Resort	Physical	Psychic	Rest	Status	Fire	Will-O-Wisp	Status
Ground	Dig	Physical	Psychic	Magic Coat	Status	Normal	Retaliate	Physical	Normal	Wish	Status
Normal	Double Team	Status	Normal	Mean Look	Status	Normal	Return	Physical	Normal	Work Up	Status
Normal	Double-Edge	Physical	Normal	Mimic	Status	Normal	Round	Special			
Fairy	Draining Kiss	Physical	Ice	Mist	Status	Normal	Safeguard	Status			
Normal	Echoed Voice	Special	Ground	Mud-Slap	Special	Normal	Secret Power	Physical			

Evolution: Eevees evolve into Ghouleon *only* during dawn/dusk hours *and* they have both a low friendship stat and know the attack Frustration (read: they hate their owner, or whoever triggers this). The idea is that the Eevee is filled with so much hatred for someone that their Frustration attack is maxed out, and the timeframe of the twilight hours combined bring out this rare Eeveelution.

In theory, there is probably a ghost-type attack of the different *Let's Go*-exclusive moves that Eevee can learn, however this move has not been discovered. And even if it was, it does not change the core requirements of hatred + twilight to trigger this evolution, meaning there is no known ethical way to trigger this evolution in an Eevee.

Gameplay suggestions: Game Masters, if you want to incorporate a Ghouleon into the game *ethically*, I suggest your player(s) encounter one in the “wild” somewhere, somehow. Ghouleons cannot be ethically achieved from an Eevee, but it could potentially be a great character/story opportunity for a player to foster a Ghouleon to a point where its Ghoulish Malice attack turns into Ghoulish Love. Be aware, though, that Ghouleons are incredibly dangerous.