

Applin, Flapple, Appletun, Dipplin, & Hydrapple

Grass

Dragon

Egg Groups: Grass, Dragon

Applin (#840)

Sex Ratio: 50/50

Abilities:

Ripen, Gluttony, Bullet Proof

Malusvermis wyrm (Applin)

Malusvermis drakomilo (Flapple)

Malusvermis dulcos (Appletun)

Malusvermis sucrose (Dipplin)

Malusvermis hydrakos (Hydrapple)

Applin are one of the tiniest dragon-type Pokémon in the world, who make their homes inside the core of an apple! To be clear, the *wyrm* inside (get it, wyrm/worm?) is the actual dragon, not the apple.

Applins weigh in at an average of 1.1 pounds (0.5 kg) and a height of 8 inches (0.2 M), so... they're the size of an apple! Makes sense.

Base Stats

HP	40
Attack	40
Defense	80
Sp. Attack	40
Sp. Defense	40
Speed	20

Shiny Change: The official shiny coloration of Applin and its evolutions has a green apple instead of a red one, while the Pokémon itself remains exactly the same color. This is being changed to the following: an Applin can have any color apple, but the actual wyrm of a shiny Applin and family are white instead of green.

Habitat: Applins are originally endemic to Kazakhstan, where apple trees originate from, but spread throughout the temperate climate world by humans as they spread apple trees across the globe. Because of this, Applins have managed to naturalize to many places, basically anywhere that grows apples.

Life Cycles: Applins are laid in clutches of 45-65 at the beginning of each summer, and then hatch in time for the first apples to ripen and fall from trees. When the Applins hatch they will immediately seek out an apple to burrow into and exist in. The bodily fluids that it secretes keep the apple from rotting, but should they need a new one, they will simply burrow into a fresh apple.

The individual qualities of their host apple determine whether it evolves into a Flapple or an Appletun. In theory, the apple acts as a home, a source of nutrients, and camouflage for the Applin inside, but most Pokémon have grown wise to their camouflage, or don't give a damn. In fact, around 1/3 of any given clutch will survive the first 10 days of life, since tons of predators will snack on Applins, especially birds and frugivores like Noibat and Noivern.

Typically, Applins will evolve once they have eaten enough food, which occurs before winter. In a clutch of 50, maybe 7 will make it to Evolution. Barring Everstones, Applins usually take around 2-3 months to Evolve.

Note: Applins are unable to reproduce in this universe. They are being treated as a larval stage because of the life stage's extreme emphasis on consumption. If you want to breed your Applin, you must Evolve it.

[illegible]

Flapple (#841)

Sex Ratio: 50/50

Abilities:

Ripen, Gluttony, Hustle

Flapple		Grass	Dragon
Learnset: Level Up		Level	Category
Flying	Wing Attack	<i>Evolution</i>	Physical
Water	Withdraw	1	Status
Ghost	Astonish	1	Physical
Normal	Growth	1	Status
Dragon	Twister	1	Special
Poison	Acid Spray	4	Special
Flying	Acrobatics	8	Physical
Grass	Leech Seed	12	Status
Normal	Protect	16	Status
Dragon	Dragon Breath	20	Special
Dragon	Dragon Dance	24	Status
Dragon	Dragon Pulse	28	Special
Grass	Grav Apple	32	Physical
Steel	Iron Defense	36	Status
Flying	Fly	40	Physical
Dragon	Dragon Rush	44	Physical

Flapple are one of the evolved forms of Applin. It Evolves from Applin when its around 2-3 months old and has eaten enough food to satiate itself. The evolution into Flapple is determined by its pre-evolution's host apple: if it lived inside of a tart/ sour apple, it becomes a Flapple. They can hide inside their armor and look like an apple.

Flapples weigh in at a whopping 2.2 pounds (1 kg) and 1 feet tall. It has a Gigantamax form that it shares with Appletun, reaching over 78 feet tall (24 M).

Habitat: It has an identical habitat to Applin. They live in apple orchards, often seen hanging in the branches.

Life Cycles: Flapples reach reproductive maturity upon evolving, but they do not participate in courtship until the winter has passed. When the first flowers bloom is when Flapples seek out mates, and they lay their eggs in late Spring or early Summer. The males perform elaborate courtship dances to impress prospective mates.

Flapples are food for many predators, including Snorlaxes, Pinsirs, Ariadoses, and Talonflames. Once Flapples have survived their first winter (and many die during this period), they will almost certainly make it through many more winters to come now that they have all year to stock up on energy reserves. In captivity they have a lifespan of two decades.

Behavior: In the herd, Flapples tend to take on the role of protector because of their flight abilities. They spit acid from the cheeks, and their protective apple layer is used as armor against threats. When their apple armor is damaged, they excrete a fluid that repairs it, but this discolors the armor and turns the spots into a clay color. Flapple who have seen many battles have clay-colored armor.

Diet: Apples. They will also eat pears, peaches, other fruit, and bugs. Now that they are no longer an Applin, Flapples may consume other things, such as Pokémon food available from the local grocery store, but truly the absolute best diet you can give them is just to keep feeding them apples and maybe some other similar types of fruit.

In the wild, Flapples survive the winter by hibernating off and on and subsisting off of energy reserves they acquired as a ravenous Applin. During periods of awakeness, Flapples may consume whatever vegetation it

Base Stats	
HP	70
Attack	110
Defense	80
Sp. Attack	95
Sp. Defense	60
Speed	70

can get its paws on, and have poor diets of leaves, cones (this includes junipers), and conifer needles/leaves – sometimes they even steal from bird feeders. Please understand that these diets are sub-optimal and are winter-only, and come Spring Flapples are incredibly weak and will eat whatever vegetation or bugs are available to them.

Conservation: Least Concern

Relationship with Humans: Flapples are notoriously *excellent* orchard guardians who will vigorously defend their apple orchard and their herd from predators. They are also seen on the teams of a lot of trainers worldwide, which makes sense given that they’re starter Pokémon for many folks.

A popular toylines of medieval knights features toy soldiers in Flapple-inspired armor, and many children’s books about knights tend to include a Flapple in the mix of knightly Pokémon.

Classification: *Malusvermis drakomilo* means “Apple Worm Dragon Apple.”

Evolution: Flapples evolve from Applin when they are exposed to a Tart Apple. Read Applin’s Life Cycle for more information.

Learnset: Tutoring/TMs								
Poison	Acid Spray	Special	Grass	Grassy Terrain	Status	Grass	Trailblaze	Physical
Flying	Acrobatics	Physical	Steel	Heavy Slam	Physical	Bug	U-Turn	Physical
Flying	Aerial Ace	Physical	Normal	Hyper Beam	Special			
Flying	Air Slash	Special	Steel	Iron Defense	Status			
Normal	Attract	Status	Grass	Leaf Storm	Special			
Grass	Bullet Seed	Physical	Grass	Magical Leaf	Special			
Dragon	Draco Meteor	Special	Dragon	Outrage	Physical			
Dragon	Dragon Dance	Status	Bug	Pounce	Physical			
Dragon	Dragon Pulse	Special	Normal	Protect	Status			
Flying	Dual Wingbeat	Physical	Psychic	Rest	Status			
Normal	Endure	Status	Normal	Return	Physical			
Grass	Energy Ball	Special	Normal	Round	Special			
Normal	Façade	Physical	Normal	Scary Face	Status			
Normal	Façade	Physical	Grass	Seed Bomb	Physical			
Flying	Fly	Physical	Normal	Sleep Talk	Status			
Normal	Focus Energy	Status	Normal	Snore	Status			
Normal	Frustration	Physical	Grass	Solar Beam	Special			
Grass	Giga Drain	Special	Normal	Substitute	Status			
Grass	Giga Impact	Physical	Fire	Sunny Day	Status			
Grass	Grass Knot	Special	Normal	Take Down	Physical			
Grass	Grassy Glide	Physical	Normal	Tera Blast	???			

Appletun (#842)

Sex Ratio: 50/50

Abilities:

Ripen, Gluttony, Thick Fat

Appletun		Grass	Dragon
Learnset: Level Up		Level	Category
Normal	Headbutt	<i>Evolution</i>	Physical
Water	Withdraw	1	Status
Ghost	Astonish	1	Physical
Normal	Recycle	1	Status
Normal	Growth	1	Status
Normal	Sweet Scent	1	Status
Ghost	Curse	4	Status
Normal	Stomp	8	Physical
Grass	Leech Seed	12	Status
Normal	Protect	16	Status
Grass	Bullet Seed	20	Physical
Normal	Recover	24	Status
Grass	Apple Acid	28	Special
Normal	Body Slam	32	Physical
Steel	Iron Defense	36	Status
Dragon	Dragon Pulse	40	Special
Grass	Energy Ball	44	Special

Appletuns are one of the evolved forms of Applin. They evolve from Applins when they're around 2-3 months old, and only when the host apple is a sweet apple. They reach the incredible size of 1'4 feet tall (0.4 M) and 28.7 pounds (13 kg).

It has a Gigantamax form that it shares with Flapple, reaching over 78 feet tall (24 M).

Habitat: Appletuns live in apple orchards or near wild apple trees. They are originally endemic to Kazakhstan.

Life Cycles: Appletun become reproductively mature upon evolution, but do not partake in courtship until the spring. When Spring does come, their courtship ritual is to find flowers and gift them to their prospective mate.

Appletun are predated upon by many things, including Growlithes, Herdiars, Noiverns, Rockruffs, Talonflames, Sevipers, and much more. The nectar they secrete attracts insects, which the Appletun will sometimes eat, and in a pinch they can release a

sticky more acidic nectar against unsuspecting foes. The same attraction to bugs also encourages the successful pollination of the apple trees and the survival of the trees' pollinators.

Once they survive their first winter, Appletuns are generally able to survive many more winters to come. In captivity they have a lifespan of two decades.

Behavior: Appletuns are generally docile creatures that watch over the Applins in their orchard with deep parental instincts, though this only does so much good for keeping predators away since there are so many Applins and quite a lot of predators. They also tend to keep an eye on a tree's health by investigating the apples that fall to the ground and eating the ones that seem even the slightest bit sickly. This both functions to ensure the Applins get healthier and more delicious apples, it feeds the Appletun, and it minimizes the spread of disease.

Diet: They eat mostly apples, but will eat other fruits and bugs. During winter they hibernate, but during periods of awakesness they will subsist on any vegetation or bugs they can find, such as cones, leaves, grubs, and conifer needles. Trainers can feed their Appletun Pokémon Food from the market, but really if you can, please feed them apples.

Conservation: Least Concern

Base Stats	
HP	110
Attack	85
Defense	80
Sp. Attack	100
Sp. Defense	80
Speed	30

Relationship with Humans: Humans have been fans of Appletuns for as long as humans have been around them. Appletuns are *great*, they make excellent food sources to hunters, they are amicable companions, they're cute, they're relatively harmless to humans, they only need apples and bugs to live, they eat flies and maggots, the skin on their back is delicious and grows back and its consumption doesn't seem to bother the Appletun, and they're great with children. Kazakh farmers like them because they're known for tending to the apple trees and ensuring healthy, more bountiful harvests each year, and they're sister-species, Flapples, are excellent defenders against actual vermin. Because of this, Appletuns are heavily associated with the rise of agricultural societies. They can be found in bakeries the world over as loving companions, kindergartens helping to manage the rowdy kids, and in many households.

An Appletun is the mascot to a popular bakery brand, *Appletun Cakes & Pies*, who sell pre-made pies and cake mix boxes that can be found at most supermarket chains.

On *Tuesdays with Turtwig*, the titular Turtwig has an Appletun friend who runs the local bakery, whom Turtwig visits every episode so that kids can get lessons in baking science.

Classification: *Malusvermis dulcos*, which means "Apple Worm Candy-Dragon." The species epithet "dulcos" is a combination of "dulcis" (candy) and "dracos" (dragon).

Other: A group of Applins, Flapples, and/or Appletuns can be called a herd, an orchard, a basket, a bundle, or a bunch!

Evolution: Appletuns evolve from Applin when exposed to a Sweet Apple. Read Applin's Life Cycle for more information.

Learnset: Tutoring/TMs								
Psychic	Amnesia	Status	Steel	Heavy Slam	Physical	Normal	Snore	Status
Normal	Attract	Status	Normal	Helping Hand	Status	Grass	Solar Beam	Special
Normal	Attract	Status	Ground	High Horsepower	Physical	Ground	Stomping Tantrum	Physical
Fighting	Body Press	Physical	Normal	Hyper Beam	Special	Normal	Substitute	Status
Normal	Body Slam	Physical	Steel	Iron Defense	Status	Fire	Sunny Day	Status
Ground	Bulldoze	Physical	Steel	Iron Head	Physical	Fighting	Superpower	Physical
Grass	Bullet Seed	Physical	Grass	Leaf Storm	Special	Normal	Take Down	Physical
Dragon	Draco Meteor	Special	Psychic	Light Screen	Status	Normal	Tera Blast	???
Dragon	Dragon Pulse	Special	Grass	Magical Leaf	Special	Grass	Trailblaze	Physical
Dragon	Dragon Tail	Physical	Dragon	Outrage	Physical	Psychic	Zen Headbutt	Physical
Ground	Earthquake	Physical	Dark	Payback	Physical			
Normal	Endure	Status	Bug	Pounce	Physical			
Grass	Energy Ball	Special	Normal	Protect	Status			
Normal	Facade	Physical	Water	Rain Dance	Status			
Normal	Frustration	Physical	Psychic	Reflect	Status			
Grass	Giga Drain	Special	Psychic	Rest	Status			
Normal	Giga Impact	Physical	Normal	Return	Physical			
Grass	Grass Knot	Special	Normal	Round	Special			
Grass	Grassy Glide	Physical	Normal	Safeguard	Status			
Grass	Grassy Terrain	Status	Grass	Seed Bomb	Physical			
Steel	Gyro Ball	Physical	Normal	Sleep Talk	Status			

Dipplin (#1011)

Sex Ratio: 50/50

Abilities:

Supersweet Syrup, Gluttony, Sticky Hold

Dipplin		Grass	Dragon
Learnset: Level Up		Level	Category
Normal	Double Hit	<i>Evolution</i>	Physical
Water	Withdraw	1	Status
Ghost	Astonish	1	Physical
Normal	Sweet Scent	1	Status
Normal	Recycle	1	Status
Bug	Infestation	1	Special
Dragon	Dragon Tail	4	Physical
Normal	Growth	8	Status
Dragon	Dragon Breath	12	Special
Normal	Protect	16	Status
Grass	Bullet Seed	20	Physical
Grass	Syrup Bomb	28	Special
Dragon	Dragon Pulse	32	Special
Normal	Recover	36	Status
Grass	Energy Ball	40	Special
Normal	Substitute	44	Status

Base Stats	
HP	80
Attack	80
Defense	110
Sp. Attack	95
Sp. Defense	80
Speed	40

Dipplin the Candy Apple Pokémon and one of the evolved forms of Applin. This is a rarer evolution of Applin, only available in regions that have candy or “syrup” apples. It is composed of two wyrms, the “fore-wyrm” (the head) and the “core-wyrm” (the tail). The wyrms are able to secrete a syrup that coats the apple and can be used to attack.

Dipplins average at 1’4 feet (0.4 M) tall and weigh about 9.7 pounds (4.4 kg)

Habitat: While Applins are indigenous to Kazakhstan, apple trees in general can be found all over the world, and thus so can the Applins that Dipplins evolve from. However, Dipplins first began to appear in the regions of the world that coat apples with layers of syrup or caramel, namely Japan and the United States. Of course, they could potentially be found anywhere that serves these tasty treats. Dipplins are not found naturally in the wild and only prop up in human environments.

Life Cycles: Dipplins become reproductively mature upon evolution, but do not partake in courtship until the Spring. When the first flowers

bloom, that is when they mate, when they will battle each other in sparring competitions using the horns on their heads. The eggs are then laid in the early summer or late spring, and will be ready to hatch into Applins in time for the apple season.

Note: the clones of a Dipplin cannot reproduce with each other, for the reproduction magic considers them the same entity.

Predators of Dipplin include but are not limited to: Herdiers, Rockruffs, Sevipers, Noiverns, Pinsirs, Snorlaxes, Talonflames, and so forth. The long horn on their head does deter many foes, but they are still only a foot and a half tall with a shell of candy apple. Snorlaxes in particular seem unfazed by the pointiness of a Dipplin’s fore-wyrm

Behavior: Once they evolve from an Applin and their being splits into two copies of itself, the newly-evolved Dipplin is able to solve complex tasks together with its two heads. Unfortunately, they lack the mobility of their other evolutions, and instead must rely on rolling to get where they need to go, or pushing themselves with the core-wyrm’s tail. They hold their own against predators with that long spear-like horn of theirs. When threatened, the Dipplin will release sticky syrup, which is used to engulf opponents, hinder them, or captivate them.

Diet: They eat mostly apples but will eat other fruits and bugs.

Conservation: Least Concern

Relationship with Humans: Dipplins are overwhelmingly only found in captivity, since candy apples aren't found in the wild. Because of this, they are rarely seen in orchards, and instead tend to be associated heavily with candy shops and festivals. Many candy apples even try to stylize themselves after Dipplins, for the kids to get a giggle.

Classification: The species epithet of Dipplin is "sucrose" in reference to it being made of a candy apple.

Evolution: Dipplin evolve from Applin when an Applin evolves inside of a syrup apple (or candy apple). For unknown reasons, the evolution process triggers multiplication the same as in other Pokémon with multiple individuals. This means that the two wyrms inside an Applin are completely identical both magically and genetically, including their shininess (this is actually how people first figured out that they were clones of each other). This also means that they will have the same memories up to the point of evolution.

Learnset: Tutoring/TMs					
Normal	Attract	Status	Psychic	Reflect	Status
Normal	Body Slam	Physical	Psychic	Rest	Status
Bug	Bug Bite	Physical	Grass	Seed Bomb	Physical
Grass	Bullet Seed	Physical	Normal	Sleep Talk	Status
Dragon	Draco Meteor	Special	Grass	Solar Beam	Special
Dragon	Dragon Cheer	Physical	Normal	Substitute	Status
Dragon	Dragon Pulse	Special	Fire	Sunny Day	Status
Dragon	Dragon Tail	Physical	Normal	Take Down	Physical
Normal	Endure	Status	Normal	Tera Blast	???
Grass	Energy Ball	Special			
Normal	Facade	Physical			
Grass	Giga Drain	Special			
Grass	Grass Knot	Special			
Grass	Grassy Glide	Physical			
Grass	Grassy Terrain	Status			
Steel	Gyro Ball	Physical			
Grass	Leaf Storm	Special			
Dragon	Outrage	Physical			
Bug	Pollen Puff	Special			
Bug	Pounce	Physical			
Normal	Protect	Status			

Hydrapple (#1019)

Sex Ratio: 50/50

Abilities:

Supersweet Syrup, Regenerator, Sticky Hold

Hydrapple		Grass	Dragon
Learnset: Level Up		Level	Category
Normal	Double Hit	Evolution	Physical
Dragon	Fickle Beam	Evolution	Special
Normal	Yawn	1	Status
Water	Withdraw	1	Status
Ghost	Astonish	1	Physical
Normal	Sweet Scent	1	Status
Normal	Recycle	1	Status
Bug	Infestation	1	Special
Dragon	Dragon Tail	4	Physical
Normal	Growth	8	Status
Dragon	Dragon Breath	12	Special
Normal	Protect	16	Status
Grass	Bullet Seed	20	Physical
Grass	Syrup Bomb	28	Special
Dragon	Dragon Pulse	32	Special
Normal	Recover	36	Status
Grass	Energy Ball	40	Special
Normal	Substitute	44	Status
Grass	Power Whip	54	

Hydrapple is the evolved form of Dipplin. It is a multi-individual species composed of seven “syrpents” (get it?) that are all clones of each other. The dominant syrpent is the long “head” that is always out and on guard, two syrpents form the powerful tails and seldom if ever reveal their heads, and the other four syrpents are the extra heads that emerge at-will from the apple. The apple that they used is now entirely made of syrup, and Evolution has caused the “apple” to expand in order to accommodate the seven syrponents inside it.

Hydrapple is about 5’11 feet (1.8 M) tall and 205 pounds (93 kg). It is the only Pokémon capable of learning Fickle Beam.

Habitat: Hydrapples are near-exclusively found under human care, or at least originate from them, since they can only evolve from a Dipplin. Unlike their pre-evolution, Hydrapples may actually be found at orchards now and again, as the terrifying hydra that guards the apple orchard from would-be predators.

Life Cycles: Hydrapples can live for about two or three decades, which is potentially several years longer than Flapples and Appletuns. Their

additional strength lends them to being favored in the courtship process, but not so much that the others of their family won’t mate with anyone else.

Behavior: Despite the seven syrponents being clones, they hardly ever get along! Their moods are fickle and rarely align, which prevents them from being as powerful as they could be. In relation to the rest of their herd, Hydrapples can be protective of their own, if finicky with them on an individual level. They are the most powerful in a herd and can dish out powerful attacks upon unsuspecting foes, but only if the syrponents cooperate.

Diet: They eat mostly apples but will eat other fruits and bugs, too. They have the strongest preference for bugs of all the Applin evolutions.

Conservation: Least Concern

Relationship with Humans: Hydrapples are seen as fickle Pokémon that can never seem to agree on anything. Each syrpent must be fed its own preference of meal and will each have their own needs and wants, but as long as a trainer is willing to humor them, they can be an excellent companion.

In children’s media, the hydra of old is often replaced with a Hydrapple for the cutesiness of them, and in *Library Littleos* the story of Hercules and the Hydra is explicitly portrayed by a fanciful version of a Hydrapple. As such, Hydrapples in play often take on the role of “the evil dragon” and they seem happy to play along with the kids.

Base Stats	
HP	106
Attack	80
Defense	110
Sp. Attack	120
Sp. Defense	80
Speed	44

They are one of the third-stage dragon types that are readily available to the masses.

Classification: Hydrapple's species epithet is "hydrakos" which is simply "hydra" and "drakos" combined.

Evolution: A Dipplin can only evolve into Hydrapple by learning Dragon Cheer. Upon Evolution, the two wyrms multiply again into the seven syrpsents. The memories of each syrpsent up until Evolution is dependent on which wyrm it was cloned from, which is part of the individualization process that leads to the seven clones having different temperaments and personalities.

Learnset: Tutoring/TMs								
Normal	Attract	Status	Steel	Gyro Ball	Physical	Normal	Uproar	Status
Normal	Body Slam	Physical	Steel	Heavy Slam	Physical			
Fighting	Body Press	Physical	Water	Hydro Pump	Special			
Dragon	Breaking Swipe	Physical	Normal	Hyper Beam	Special			
Bug	Bug Bite	Physical	Grass	Leaf Storm	Special			
Grass	Bullet Seed	Physical	Grass	Magical Leaf	Special			
Ghost	Curse	Status	Dark	Nasty Plot	Status			
Normal	Double-Edge	Physical	Dragon	Outrage	Physical			
Dragon	Draco Meteor	Special	Bug	Pollen Puff	Special			
Dragon	Dragon Cheer	Physical	Bug	Pounce	Physical			
Dragon	Dragon Pulse	Special	Normal	Protect	Status			
Dragon	Dragon Tail	Physical	Water	Rain Dance	Status			
Ground	Earth Power	Special	Psychic	Reflect	Status			
Normal	Endure	Status	Psychic	Rest	Status			
Grass	Energy Ball	Special	Grass	Seed Bomb	Physical			
Normal	Façade	Physical	Normal	Sleep Talk	Status			
Grass	Giga Drain	Special	Grass	Solar Beam	Special			
Normal	Giga Impact	Physical	Normal	Substitute	Status			
Grass	Grass Knot	Special	Fire	Sunny Day	Status			
Grass	Grassy Glide	Physical	Normal	Take Down	Physical			
Grass	Grassy Terrain	Status	Normal	Tera Blast	???			