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 TRACK

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Grass (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Grass type** (Japanese: くさタイプ *Grass type*) is one of the eighteen types. Notable Trainers who specialize in Grass-type Pokémon are Erika of Celadon City, Gardenia of Eterna City, Cilan of Striaton City, Ramos of Coumarine City, and Trial Captain Mallow of Lush Jungle. Prior to changes in Generation IV, all damaging Grass-type moves were special, but they may now also be physical depending on the attack.

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Types

Normal

Fire

Fighting

Water

Flying

Grass

Poison

Electric

Ground

Psychic

Rock

Ice

Bug

Dragon

Ghost

Dark

Steel

Fairy

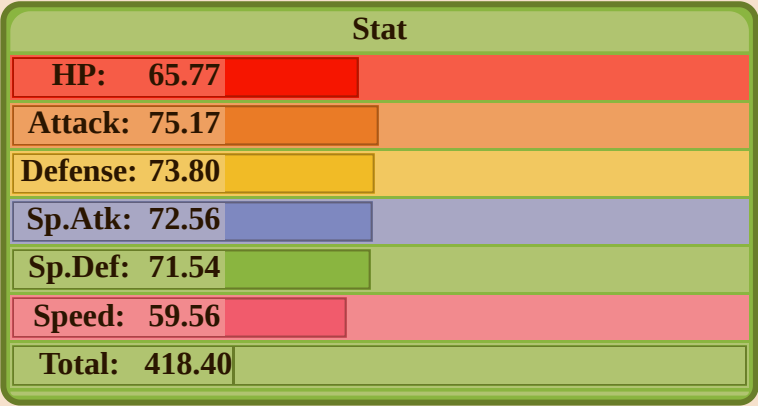
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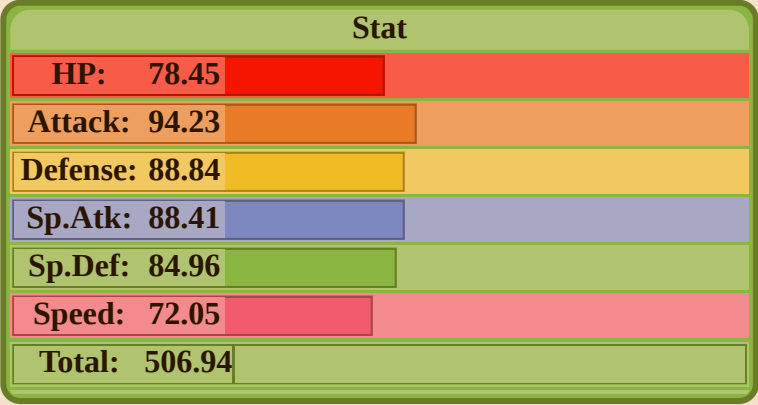


Statistical averages

Overall



Fully evolved



Battle properties

Generation I



Buy, mine and sell Bitcoin at one place!

Grass-type Pokémon are immune to Leech Seed.

| Offensive | | GRASS | Defensive | |
|-----------|--------|-------|-----------|--------|
| Power | Types | | Power | Types |
| 2× | GROUND | | 1/2× | ELECTR |
| | ROCK | | | GRASS |
| | WATER | | | GROUND |
| 1/2× | BUG | | 2× | WATER |
| | DRAGON | | | BUG |
| | FIRE | | | FIRE |
| | FLYING | | | FLYING |
| | GRASS | | | ICE |
| | POISON | | | POISON |
| 0× | None | | 0× | None |

Generation II onwards

Starting in Generation VI, Grass-type Pokémon are immune to powder and spore moves and Effect Spore.

| Offensive | | GRASS | Defensive | |
|-----------|--------|-------|-----------|--------|
| Power | Types | | Power | Types |
| 2× | GROUND | | 1/2× | ELECTR |
| | ROCK | | | GRASS |
| | WATER | | | GROUND |
| 1/2× | BUG | | 2× | WATER |
| | DRAGON | | | BUG |
| | FIRE | | | FIRE |
| | FLYING | | | FLYING |
| | GRASS | | | ICE |
| | POISON | | | POISON |
| | STEEL | | | |

0x

None

0x

None

Characteristics

Defense

Grass types are tied with Rock in having the most weaknesses out of all types with five.

Since Generation I, a particular asset of Grass types is being the only type that is immune to Leech Seed. As of Generation VI, Grass-type Pokémon are also immune to powder and spore moves, such as Sleep Powder and Stun Spore. Additionally, Grass Pokémon are the only ones affected by Rototiller and Flower Shield. Those moves raise both attack stats or the physical Defense stat, respectively, when used.

Forest's Curse adds the Grass type to the target's types.

Offense

Grass-type attacks are resisted by seven types, so they're tied with Bug as the most resisted type. Those resistant types are best covered by Rock.

When Grassy Terrain is in the effect, the power of Grass-type moves is increased by 50% if the user is on the ground.


Contest properties

In contests, Grass-type moves are typically Clever moves, but can also be any of the other four contest conditions.


Pokémon

As of Generation VII, there are 98 Grass-type Pokémon or 12.1% of all Pokémon (counting those that are Grass-type in at least one of their forms), making it the fourth most common type.

Pure Grass-type Pokémon

| # | | Name |
|-----|---|-----------|
| 114 |  | Tangela |
| 152 |  | Chikorita |
| 153 |  | Bayleef |
| 154 |  | Meganium |
| 182 |  | Bellossom |
| 191 |  | Sunkern |
| 192 |  | Sunflora |

| # | | Name |
|-----|---|-----------------------|
| 252 |  | Treecko |
| 253 |  | Grovyle |
| 254 |  | Sceptile |
| 273 |  | Seedot |
| 285 |  | Shroomish |
| 331 |  | Cacnea |
| 387 |  | Turtwig |
| 388 |  | Grotle |
| 420 |  | Cherubi |
| 421 |  | Cherrim |
| 455 |  | Carnivine |
| 465 |  | Tangrowth |
| 470 |  | Leafeon |
| 492 |  | Shaymin Land Forme |
| 495 |  | Snivy |
| 496 |  | Servine |
| 497 |  | Serperior |
| 511 |  | Pansage |
| 512 |  | Simisage |
| 548 |  | Petilil |
| 549 |  | Lilligant |
| 556 |  | Maractus |
| 650 |  | Chespin |

| # | | Name |
|-----|---|-----------|
| 651 |  | Quilladin |
| 672 |  | Skiddo |
| 673 |  | Gogoat |
| 753 |  | Fomantis |
| 754 |  | Lurantis |
| 761 |  | Bounsweet |
| 762 |  | Steenee |
| 763 |  | Tsareena |

Pokéstar Studios opponents

| # | | Name |
|-----|---|------------|
| N/A |  | Black Door |

Half Grass-type Pokémon








Primary Grass-type Pokémon













| # | | Name | Type 1 | Type 2 |
|-----|---|---------------|--------|--------|
| 001 |  | Bulbasaur | Grass | Poison |
| 002 |  | Ivysaur | Grass | Poison |
| 003 |  | Venusaur | Grass | Poison |
| |  | Mega Venusaur | Grass | Poison |
| 043 |  | Oddish | Grass | Poison |
| 044 |  | Gloom | Grass | Poison |
| 045 |  | Vileplume | Grass | Poison |
| 069 |  | Bellsprout | Grass | Poison |
| 070 |  | Weepinbell | Grass | Poison |

| # | | Name | Type 1 | Type 2 |
|-----|---|-------------------------|--------|----------|
| 071 |  | Victreebel | Grass | Poison |
| 102 |  | Exeggcute | Grass | Psychic |
| 103 |  | Exeggutor | Grass | Psychic |
| |  | Exeggutor Alola Form | Grass | Dragon |
| 187 |  | Hoppip | Grass | Flying |
| 188 |  | Skiploom | Grass | Flying |
| 189 |  | Jumpluff | Grass | Flying |
| 254 |  | Mega Sceptile | Grass | Dragon |
| 274 |  | Nuzleaf | Grass | Dark |
| 275 |  | Shiftry | Grass | Dark |
| 286 |  | Breloom | Grass | Fighting |
| 315 |  | Roselia | Grass | Poison |
| 332 |  | Cacturne | Grass | Dark |
| 357 |  | Tropius | Grass | Flying |
| 389 |  | Torterra | Grass | Ground |
| 406 |  | Budew | Grass | Poison |
| 407 |  | Roserade | Grass | Poison |
| 459 |  | Snover | Grass | Ice |
| 460 |  | Abomasnow | Grass | Ice |
| |  | Mega Abomasnow | Grass | Ice |
| 492 |  | Shaymin Sky Forme | Grass | Flying |
| 546 |  | Cottonee* | Grass | Fairy |
| 547 |  | Whimsicott* | Grass | Fairy |

| # | | Name | Type 1 | Type 2 |
|-----|---|------------|--------|----------|
| 590 |  | Foongus | Grass | Poison |
| 591 |  | Amoonguss | Grass | Poison |
| 597 |  | Ferroseed | Grass | Steel |
| 598 |  | Ferrothorn | Grass | Steel |
| 640 |  | Virizion | Grass | Fighting |
| 652 |  | Chesnaught | Grass | Fighting |
| 722 |  | Rowlet | Grass | Flying |
| 723 |  | Dartrix | Grass | Flying |
| 724 |  | Decidueye | Grass | Ghost |
| 755 |  | Morelull | Grass | Fairy |
| 756 |  | Shiinotic | Grass | Fairy |
| 787 |  | Tapu Bulu | Grass | Fairy |
| 798 |  | Kartana | Grass | Steel |

Secondary Grass-type Pokémon



| # | | Name | Type 1 | Type 2 |
|-----|---|----------|---------|--------|
| 046 |  | Paras | Bug | Grass |
| 047 |  | Parasect | Bug | Grass |
| 251 |  | Celebi | Psychic | Grass |
| 270 |  | Lotad | Water | Grass |
| 271 |  | Lombre | Water | Grass |
| 272 |  | Ludicolo | Water | Grass |
| 345 |  | Lileep | Rock | Grass |
| 346 |  | Cradily | Rock | Grass |






| # | | Name | Type 1 | Type 2 |
|-----|---|-------------------------|----------|--------|
| 413 |  | Wormadam Plant Cloak | Bug | Grass |
| 479 |  | Mow Rotom* | Electric | Grass |
| 540 |  | Sewaddle | Bug | Grass |
| 541 |  | Swadloon | Bug | Grass |
| 542 |  | Leavanny | Bug | Grass |
| 585 |  | Deerling | Normal | Grass |
| 586 |  | Sawsbuck | Normal | Grass |
| 708 |  | Phantump | Ghost | Grass |
| 709 |  | Trevenant | Ghost | Grass |
| 710 |  | Pumpkaboo | Ghost | Grass |
| 711 |  | Gourgeist | Ghost | Grass |
| 781 |  | Dhelmise | Ghost | Grass |

Moves





| Gen | Move | Category | Contest | Power | Accuracy | PP | Target | Description |
|-----|--------------|----------|---------|-------|----------|----------------|--|---|
| I | Absorb | Special | Clever | 20 | 100% | 25 (max 40) |  Any adjacent Pokémon | A nutrient-draining attack. The user's HP is restored by half the damage taken by the target. |
| III | Aromatherapy | Status | Clever | — | —% | 5 (max 8) |  All allies | The user releases a soothing scent that heals all status conditions affecting the user's party. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.




| Gen ♦ | Move ♦ | Category ♦ | Contest ♦ | Power ♦ | Accuracy ♦ | PP ♦ | Target ♦ | Description |
|---|--------------|------------|-----------|---------|------------|-------------|--|--|
| VII | Bloom Doom | Physical | | — | —% | 1 (max 1) |  Any adjacent Pokémon | The user collects energy from plants using its Z-Power and attacks the target with full force. The power varies, depending on the original move. |
| VII | Bloom Doom | Special | | — | —% | 1 (max 1) |  Any adjacent Pokémon | The user collects energy from plants using its Z-Power and attacks the target with full force. The power varies, depending on the original move. |
| III | Bullet Seed | Physical | Cool | 25 | 100% | 30 (max 48) |  Any adjacent Pokémon | The user forcefully shoots seeds at the target two to five times in a row. |
| V | Cotton Guard | Status | Cute | — | —% | 10 (max 16) |  Self | The user protects itself by wrapping its body in soft cotton, which drastically raises the user's Defense stat. |
| All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left. | | | | | | | | |







| Gen ♦ | Move ♦ | Category ♦ | Contest ♦ | Power ♦ | Accuracy ♦ | PP ♦ | Target ♦ | Description |
|-------|----------------|------------|-----------|---------|------------|----------------|--|---|
| II | Cotton Spore | Status | Beautiful | — | 100% | 40 (max 64) |  All adjacent foes | The user releases cotton-like spores that cling to the opposing Pokémon, which harshly lowers their Speed stat. |
| IV | Energy Ball | Special | Beautiful | 90 | 100% | 10 (max 16) |  Any adjacent Pokémon | The user draws power from nature and fires it at the target. This may also lower the target's Sp. Def stat. |
| VI | Forest's Curse | Status | Clever | — | 100% | 20 (max 32) |  Any adjacent Pokémon | The user puts a forest curse on the target. The target is now Grass type as well. |
| III | Frenzy Plant | Special | Cool | 150 | 90% | 5 (max 8) |  Any adjacent Pokémon | The user slams the target with an enormous tree. The user can't move on the next turn. |
| II | Giga Drain | Special | Clever | 75 | 100% | 10 (max 16) |  Any adjacent Pokémon | A nutrient-draining attack. The user's HP is restored by half the damage taken by the target. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.






| Gen ♦ | Move ♦ | Category ♦ | Contest ♦ | Power ♦ | Accuracy ♦ | PP ♦ | Target ♦ | Description |
|-------|----------------|------------|-----------|---------|------------|----------------|---|--|
| IV | Grass Knot | Special | Cute | Varies | 100% | 20 (max 32) |  Any adjacent Pokémon | The user snares the target with grass and trips it. The heavier the target, the greater the move's power. |
| V | Grass Pledge | Special | Beautiful | 80 | 100% | 10 (max 16) |  Any adjacent Pokémon | A column of grass hits the target. When used with its water equivalent, its power increases and a vast swamp appears. |
| III | Grass Whistle | Status | Clever | — | 55% | 15 (max 24) |  Any adjacent Pokémon | The user plays a pleasant melody that lulls the target into a deep sleep. |
| VI | Grassy Terrain | Status | Beautiful | — | —% | 10 (max 16) |  All Pokémon | The user turns the ground to grass for five turns. This restores the HP of Pokémon on the ground a little every turn and powers up Grass type-moves. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.





| Gen ♦ | Move ♦ | Category ♦ | Contest ♦ | Power ♦ | Accuracy ♦ | PP ♦ | Target ♦ | Description |
|---|------------|------------|-----------|---------|------------|----------------|--|---|
| V | Horn Leech | Physical | Tough | 75 | 100% | 10 (max 16) |  Any adjacent Pokémon | The user drains the target's energy with its horns. The user's HP is restored by half the damage taken by the target. |
| III | Ingrain | Status | Clever | — | —% | 20 (max 32) |  Self | The user lays roots that restore its HP on every turn. Because it's rooted, it can't switch out. |
| III | Leaf Blade | Physical | Cool | 90 | 100% | 15 (max 24) |  Any adjacent Pokémon | The user handles a sharp leaf like a sword and attacks by cutting its target. Critical hits land more easily. |
| IV | Leaf Storm | Special | Beautiful | 130 | 90% | 5 (max 8) |  Any adjacent Pokémon | The user whips up a storm of leaves around the target. The attack's recoil harshly lowers the user's Sp. Atk stat. |
| All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left. | | | | | | | | |

| Gen ↕ | Move ↕ | Category ↕ | Contest ↕ | Power ↕ | Accuracy ↕ | PP ↕ | Target ↕ | Description |
|-------|--------------|------------|-----------|---------|------------|----------------|--|---|
| V | Leaf Tornado | Special | Cool | 65 | 90% | 10 (max 16) |  Any adjacent Pokémon | The user attacks its target by encircling it in sharp leaves. This attack may also lower the target's accuracy. |
| VII | Leafage | Physical | | 40 | 100% | 40 (max 64) |  Any adjacent Pokémon | The user attacks by pelting the target with leaves. |
| I | Leech Seed | Status | Clever | — | 90% | 10 (max 16) |  Any adjacent Pokémon | A seed is planted on the target. It steals some HP from the target every turn. |
| III | Magical Leaf | Special | Beautiful | 60 | —% | 20 (max 32) |  Any adjacent Pokémon | The user scatters curious leaves that chase the target. This attack never misses. |
| I | Mega Drain | Special | Clever | 40 | 100% | 15 (max 24) |  Any adjacent Pokémon | A nutrient-draining attack. The user's HP is restored by half the damage taken by the target. |
| III | Needle Arm | Physical | Clever | 60 | 100% | 15 (max 24) |  Any adjacent Pokémon | The user attacks by wildly swinging its thorny arms. This may also make the target flinch. |






All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

| Gen ↕ | Move ↕ | Category ↕ | Contest ↕ | Power ↕ | Accuracy ↕ | PP ↕ | Target ↕ | Description |
|-------|----------------|------------|-----------|---------|------------|----------------|---|--|
| VI | Petal Blizzard | Physical | Beautiful | 90 | 100% | 15 (max 24) |  All adjacent Pokémon | The user stirs up a violent petal blizzard and attacks everything around it. |
| I | Petal Dance | Special | Beautiful | 120 | 100% | 10 (max 16) |  Self | The user attacks the target by scattering petals for two to three turns. The user then becomes confused. |
| IV | Power Whip | Physical | Tough | 120 | 85% | 10 (max 16) |  Any adjacent Pokémon | The user violently whirls its vines, tentacles, or the like to harshly lash the target. |
| I | Razor Leaf | Physical | Cool | 55 | 95% | 25 (max 40) |  All adjacent foes | Sharp-edged leaves are launched to slash at the opposing Pokémon. Critical hits land more easily. |
| IV | Seed Bomb | Physical | Tough | 80 | 100% | 15 (max 24) |  Any adjacent Pokémon | The user slams a barrage of hard-shelled seeds down on the target from above. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

| Gen ↕ | Move ↕ | Category ↕ | Contest ↕ | Power ↕ | Accuracy ↕ | PP ↕ | Target ↕ | Description |
|-------|--------------|------------|-----------|---------|------------|-------------|---|---|
| IV | Seed Flare | Special | Beautiful | 120 | 85% | 5 (max 8) |  Any adjacent Pokémon | The user emits a shock wave from its body to attack its target. This may also harshly lower the target's Sp. Def stat. |
| I | Sleep Powder | Status | Clever | — | 75% | 15 (max 24) |  Any adjacent Pokémon | The user scatters a big cloud of sleep-inducing dust around the target. |
| I | Solar Beam | Special | Cool | 120 | 100% | 10 (max 16) |  Any adjacent Pokémon | In this two-turn attack, the user gathers light, then blasts a bundled beam on the next turn. |
| VII | Solar Blade | Physical | | 125 | 100% | 10 (max 16) |  Any adjacent Pokémon | In this two-turn attack, the user gathers light and fills a blade with the light's energy, attacking the target on the next turn. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

| Gen ↕ | Move ↕ | Category ↕ | Contest ↕ | Power ↕ | Accuracy ↕ | PP ↕ | Target ↕ | Description |
|------------|--------------|------------|-----------|---------|------------|----------------|--|---|
| VI | Spiky Shield | Status | Tough | — | —% | 10 (max 16) |  Self | In addition to protecting the user from attacks, this move also damages any attacker who makes direct contact. |
| I | Spore | Status | Beautiful | — | 100% | 15 (max 24) |  Any adjacent Pokémon | The user scatters bursts of spores that induce sleep. |
| VII | Strength Sap | Status | | — | 100% | 10 (max 16) |  Any adjacent Pokémon | The user restores its HP by the same amount as the target's Attack stat. It also lowers the target's Attack stat. |
| I | Stun Spore | Status | Clever | — | 75% | 30 (max 48) |  Any adjacent Pokémon | The user scatters a cloud of numbing powder that paralyzes the target. |
| II | Synthesis | Status | Clever | — | —% | 5 (max 8) |  Self | The user restores its own HP. The amount of HP regained varies with the weather. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

| Gen ↕ | Move ↕ | Category ↕ | Contest ↕ | Power ↕ | Accuracy ↕ | PP ↕ | Target ↕ | Description |
|-------|-------------|------------|-----------|---------|------------|----------------|--|---|
| VII | Trop Kick | Physical | | 70 | 100% | 15 (max 24) | <div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div> | The user lands an intense kick of tropical origins on the target. This also lowers the target's Attack stat. |
| I | Vine Whip | Physical | Cool | 45 | 100% | 25 (max 40) | <div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div> | The target is struck with slender, whiplike vines to inflict damage. |
| IV | Wood Hammer | Physical | Tough | 120 | 100% | 15 (max 24) | <div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div> | The user slams its rugged body into the target to attack. This also damages the user quite a lot. |
| IV | Worry Seed | Status | Clever | — | 100% | 10 (max 16) | <div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div> | A seed that causes worry is planted on the target. It prevents sleep by making the target's Ability Insomnia. |

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Abilities

Interacting with the Grass type

A Pokémon with Color Change, Protean, Imposter, RKS System, or Multitype will become a Grass-type Pokémon if (respectively) it is hit with a Grass-type move, uses a Grass-type move, is sent out against a Grass-type opponent, is holding a Grass Memory, or is holding a Meadow Plate or Grassium Z.

Since Generation VI, Grass-type Pokémon are also immune to Effect Spore.

| Gen | Ability | Description |
|-----|---------|-------------|
|-----|---------|-------------|








| Gen | Ability | Description |
|--|-------------|--|
| VI | Flower Veil | Prevents lowering of ally Grass-type Pokémon's stats. |
| III | Overgrow | Powers up Grass-type moves when the Pokémon is in trouble. |
| V | Sap Sipper | Boosts the Attack stat when hit by a Grass-type move. |
| All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page. | | |

Exclusive Abilities

Only Grass-type Pokémon can have these Abilities. This does not include signature Abilities.

| Gen | Ability | Description |
|--|--------------|--|
| III | Chlorophyll | Boosts the Pokémon's Speed stat in sunshine. |
| III | Effect Spore | Contact may poison or cause paralysis or sleep. |
| V | Harvest | May create another Berry after one is used. |
| IV | Leaf Guard | Prevents status conditions in sunny weather. |
| III | Overgrow | Powers up Grass-type moves when the Pokémon is in trouble. |
| All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page. | | |

Items

| | Name | Description |
|--|--------------|---|
|  | Grass Gem | A gem with an ordinary essence. When held, it strengthens the power of a Grass-type move one time. |
|  | Grass Memory | A memory disc that contains Grass-type data. It changes the type of the holder if held by a certain species of Pokémon. |
|  | Grassium Z | It converts Z-Power into crystals that upgrade Grass-type moves to Grass-type Z-Moves. |
|  | Meadow Plate | An item to be held by a Pokémon. It's a stone tablet that boosts the power of Grass-type moves. |
|  | Miracle Seed | An item to be held by a Pokémon. It's a seed imbued with life force that boosts the power of Grass-type moves. |
|  | Rindo Berry | If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Grass-type attack. |
|  | Rose Incense | An item to be held by a Pokémon. This exotic-smelling incense boosts the power of Grass-type moves. |
| All details are accurate to Generation VII games. For details that have changed between generations, please see an individual item's page. | | |

In the TCG

Main article: Grass (TCG)

Due to the decreased amount of types in the TCG, Grass generally adopts all Bug-type Pokémon under its typing. It also adopted Poison-type Pokémon prior to the Diamond & Pearl set, after which they were moved to Psychic.

















Similar to the games, Grass-type Pokémon in the TCG are generally weak to Fire and resist Water. Grass-type Pokémon are strong against Fighting and Water Pokémon, whilst Metal Pokémon resisted it until the EX Power Keepers expansion set.

Trivia

- Generation V introduced the most Grass-type Pokémon of any generation, with 21 (including Rotom's Mow form), and Generation VI introduced the fewest Grass-type Pokémon, with nine.
- Generation I introduced the most Grass-type moves of any generation, with 10, and Generation II introduced the fewest Grass-type moves, with three.
- The Grass type and/or Pokémon of the type have been referred to using the term "plant" instead on some occasions:
 - In the English Generation I games, the Gym guide in Cerulean Gym refers to Pokémon of the Grass type as "plant Pokémon". In the English versions of Pokémon FireRed and LeafGreen, he instead mentions "Grass-type Pokémon". In the Japanese versions of the Generation I games and FireRed and LeafGreen, he mentions the Grass type itself, calling it the "Plant type" (Japanese: しょくぶつタイプ).
 - Another reference to "plant Pokémon" (Japanese: しょくぶつポケモン) is made by Professor Oak in the Japanese Pokémon Red, Green, and Blue, and international Pokémon Red and Blue, classifying Bulbasaur as such when the player is about to choose it as their starter. This is also the case in the Japanese versions of Pokémon FireRed and LeafGreen; in contrast, he calls it the "grass Pokémon" in the English versions.
 - This same reference is also used in the first episode of Pokémon Origins.
 - The Turkish dub of the anime occasionally refers to "Grass type" as "Plant type".
- The Grass type has the most Pokémon that evolve by evolutionary stones, with a total of 11. It is also the type that can utilize the most stones, having at least one Pokémon that can evolve via the Leaf Stone, Sun Stone, Water Stone, and Shiny Stone.
- Grass is the only type to have more than one HP-draining move, having five of them.
- Grass-type attacks deal 4× super effective damage to more Pokémon than any other type does.

In other languages

| Language | | Title |
|--------------------------------------|-----------------------------------|------------------------------|
| Japanese | | くさ (草) <i>Kusa</i> |
| Bulgarian | | Растителни <i>Rastitelni</i> |
| Chinese | Cantonese | 草 <i>Chóu</i> |
| | Mandarin | 草 <i>Cǎo</i> |
| Czech | | Travní |
| Danish | | Græs |
| Dutch | | Gras |
| Finnish | | Ruoho |
| French | Canada | Herbe* |
| | Europe | Plante |
| German | | Pflanze |
| Greek | | Φυτού <i>Fytoú</i> |
| Hebrew | | עשב <i>Esev</i> |
| Hungarian | | Fű |

| | | |
|--|---|--|
|  | Indonesian | Rumput Tanaman |
|  | Italian | Erba |
|  | Korean | 풀 <i>Pul</i> |
|  | Norwegian | Gress |
|  | Malaysian | Rumput |
|  | Polish | Trawiasty |
| Portuguese |  Brazil | Planta Grama Vegetal |
| |  Portugal | Erva |
|  | Romanian | Iarbă |
|  | Russian | Трава <i>Trava</i> |
| Spanish |  Latin America | Hierba (season 1-10) Planta (S11-present) |
| |  Spain | Planta |
|  | Swedish | Gräs |
|  | Thai | พืช <i>Phuet</i> |
| | | หญ้า <i>Ya</i> |
|  | Turkish | Çimen |
|  | Vietnamese | Cỏ |

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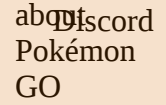
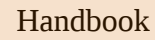
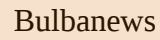
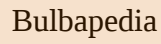
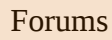
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