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Poison (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Poison type** (Japanese: どくタイプ *Poison type*) is one of the eighteen types. Notable Trainers who specialize in Poison-type Pokémon include Janine of Fuchsia City, her father Koga of the Indigo Plateau Elite Four, Roxie of Virbank City, and Team Skull Admin Plumeria. Some villainous teams, such as Team Rocket, also frequently use Poison-type Pokémon. Prior to changes in Generation IV, all damaging Poison-type moves were physical, but they may now also be special depending on the attack.

Types

Normal

Fire

Fighting

Water

Flying

Grass

Poison

Electric

Ground

Psychic

Rock

Ice

Bug

Dragon

Ghost

Dark

Steel

Fairy

???

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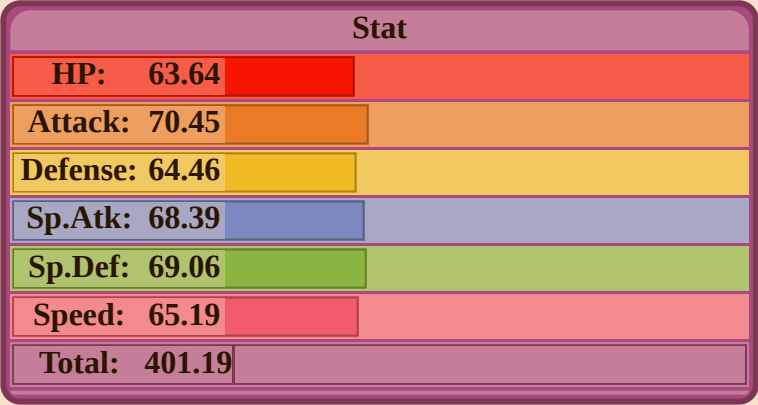
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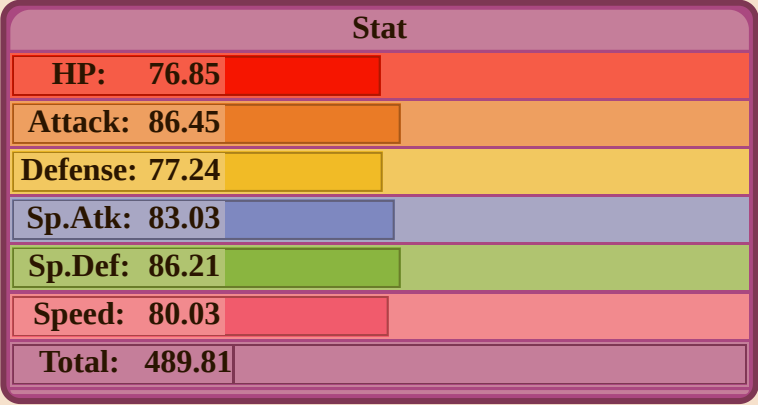


Statistical averages

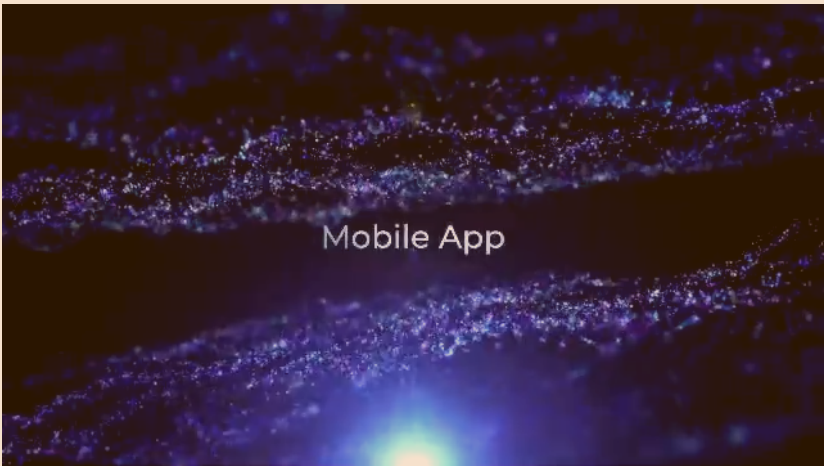
Overall



Fully evolved



Battle properties



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Generation I

Poison-type Pokémon cannot be poisoned.

Offensive		POISON	Defensive	
Power	Types		Power	Types
2×	BUG GRASS		1/2×	FIGHT POISON GRASS
1/2×	POISON GROUND ROCK GHOST		2×	GROUND BUG PSYCHC
0×	None		0×	None

Generations II to V

In Generation II, Poison-type Pokémon cannot be poisoned by Poison-type moves. Starting in Generation III, Poison-type Pokémon cannot be poisoned.

A grounded Poison-type Pokémon will remove Toxic Spikes from its side when it switches in.

Offensive		POISON	Defensive	
Power	Types		Power	Types
2×	GRASS		1/2×	FIGHT POISON BUG GRASS
1/2×	POISON GROUND ROCK GHOST		2×	GROUND PSYCHC

0×	STEEL	0×	None
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Generation VI onwards

Poison-type Pokémon cannot be poisoned, except by a Pokémon with Corrosion.

A grounded Poison-type Pokémon will remove Toxic Spikes from its side when it switches in.

Offensive		POISON	Defensive	
Power	Types		Power	Types
2×			1/2×	FIGHT
	FAIRY			POISON
	GRASS			BUG
1/2×				GRASS
	POISON		2×	FAIRY
	GROUND			
	ROCK			GROUND
	GHOST			PSYCHC
0×	STEEL		0×	None

Characteristics

Defense

Poison-type Pokémon are immune to being poisoned, and a grounded Poison-type Pokémon automatically removes Toxic Spikes on its side when it switches in. Although the majority of non-Poison types are able to learn Toxic, as of Generation VI, when a Poison-type uses the move, it cannot miss, bypassing accuracy checks and semi-invulnerable turns from moves such as Fly and Dig.

Offense

Poison-type moves, including the damaging moves, usually are capable of inflicting poison or bad poison. Poison-type attacks pair well with Ground, which covers Rock, Poison and Steel-type Pokémon while Poison covers Grass.


Contest properties


In Contests, Poison-type moves typically become Clever moves. None of them are considered Cute.

Pokémon

As of Generation VII, there are 66 Poison-type Pokémon or 8.2% of all Pokémon, making it the 8th most common type.

Pure Poison-type Pokémon

#		Name
023		Ekans

#		Name
024		Arbok
029		Nidoran ♀
030		Nidorina
032		Nidoran ♂
033		Nidorino
088		Grimer
089		Muk
109		Koffing
110		Weezing
316		Gulpin
317		Swalot
336		Seviper
568		Trubbish
569		Garbodor
803		Poipole







Half Poison-type Pokémon

Primary Poison-type Pokémon







#		Name	Type 1	Type 2
031		Nidoqueen	Poison	Ground
034		Nidoking	Poison	Ground
041		Zubat	Poison	Flying
042		Golbat	Poison	Flying
088		Grimer Alola Form	Poison	Dark

#		Name	Type 1	Type 2
089		Muk Alola Form	Poison	Dark
169		Crobat	Poison	Flying
434		Stunky	Poison	Dark
435		Skuntank	Poison	Dark
451		Skorupi	Poison	Bug
452		Drapion	Poison	Dark
453		Croagunk	Poison	Fighting
454		Toxicroak	Poison	Fighting
690		Skrelep	Poison	Water
691		Dragalge	Poison	Dragon
747		Mareanie	Poison	Water
748		Toxapex	Poison	Water
757		Salandit	Poison	Fire
758		Salazzle	Poison	Fire
804		Naganadel	Poison	Dragon

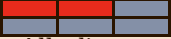
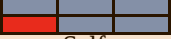

Secondary Poison-type Pokémon

#		Name	Type 1	Type 2
001		Bulbasaur	Grass	Poison
002		Ivysaur	Grass	Poison
003		Venusaur	Grass	Poison
		Mega Venusaur	Grass	Poison
013		Weedle	Bug	Poison
014		Kakuna	Bug	Poison



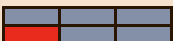


#		Name	Type 1	Type 2
015		Beedrill	Bug	Poison
		Mega Beedrill	Bug	Poison
043		Oddish	Grass	Poison
044		Gloom	Grass	Poison
045		Vileplume	Grass	Poison
048		Venonat	Bug	Poison
049		Venomoth	Bug	Poison
069		Bellsprout	Grass	Poison
070		Weepinbell	Grass	Poison
071		Victreebel	Grass	Poison
072		Tentacool	Water	Poison
073		Tentacruel	Water	Poison
092		Gastly	Ghost	Poison
093		Haunter	Ghost	Poison
094		Gengar	Ghost	Poison
		Mega Gengar	Ghost	Poison
167		Spinarak	Bug	Poison
168		Ariados	Bug	Poison
211		Qwilfish	Water	Poison
269		Dustox	Bug	Poison
315		Roselia	Grass	Poison
406		Budew	Grass	Poison
407		Roserade	Grass	Poison

#		Name	Type 1	Type 2
543		Venipede	Bug	Poison
544		Whirlipede	Bug	Poison
545		Scolipede	Bug	Poison
590		Foongus	Grass	Poison
591		Amoonguss	Grass	Poison
793		Nihilego	Rock	Poison






Moves

Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
I	Acid	Special	Clever	40	100%	30 (max 48)	 All adjacent foes	The opposing Pokémon are attacked with a spray of harsh acid. This may also lower their Sp. Def stat.
I	Acid Armor	Status	Tough	—	—%	20 (max 32)	 Self	The user alters its cellular structure to liquefy itself, sharply raising its Defense stat.
VII	Acid Downpour	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user creates a poisonous swamp using its Z-Power and sinks the target into it at full force. The power varies, depending on the original move.

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	Acid Downpour	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user creates a poisonous swamp using its Z-Power and sinks the target into it at full force. The power varies, depending on the original move.
V	Acid Spray	Special	Beautiful	40	100%	20 (max 32)	 Any adjacent Pokémon	The user spits fluid that works to melt the target. This harshly lowers the target's Sp. Def stat.
VII	Baneful Bunker	Status		—	—%	10 (max 16)	 Self	In addition to protecting the user from attacks, this move also poisons any attacker that makes direct contact.
VI	Belch	Special	Tough	120	90%	10 (max 16)	 Any adjacent Pokémon	The user lets out a damaging belch at the target. The user must eat a held Berry to use this move.
V	Clear Smog	Special	Beautiful	50	—%	15 (max 24)	 Any adjacent Pokémon	The user attacks by throwing a clump of special mud. All stat changes are returned to normal.






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	Coil	Status	Tough	—	—%	20 (max 32)	 Self	The user coils up and concentrates. This raises its Attack and Defense stats as well as its accuracy.
IV	Cross Poison	Physical	Cool	70	100%	20 (max 32)	 Any adjacent Pokémon	A slashing attack with a poisonous blade that may also poison the target. Critical hits land more easily.
IV	Gastro Acid	Status	Tough	—	100%	10 (max 16)	 Any adjacent Pokémon	The user hurls up its stomach acids on the target. The fluid eliminates the effect of the target's Ability.
IV	Gunk Shot	Physical	Tough	120	80%	5 (max 8)	 Any adjacent Pokémon	The user shoots filthy garbage at the target to attack. This may also poison the target.
III	Poison Fang	Physical	Clever	50	100%	15 (max 24)	 Any adjacent Pokémon	The user bites the target with toxic fangs. This may also leave the target badly poisoned.





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
I	Poison Gas	Status	Clever	—	90%	40 (max 64)	 All adjacent foes	A cloud of poison gas is sprayed in the face of opposing Pokémon, poisoning those hit.
IV	Poison Jab	Physical	Tough	80	100%	20 (max 32)	 Any adjacent Pokémon	The target is stabbed with a tentacle or arm steeped in poison. This may also poison the target.
I	Poison Powder	Status	Clever	—	75%	35 (max 56)	 Any adjacent Pokémon	The user scatters a cloud of poisonous dust that poisons the target.
I	Poison Sting	Physical	Clever	15	100%	35 (max 56)	 Any adjacent Pokémon	The user stabs the target with a poisonous stinger. This may also poison the target.
III	Poison Tail	Physical	Clever	50	100%	25 (max 40)	 Any adjacent Pokémon	The user hits the target with its tail. This may also poison the target. Critical hits land more easily.
VII	Purify	Status		—	—%	20 (max 32)	 Any adjacent Pokémon	The user heals the target's status condition. If the move succeeds, it also restores the user's own HP.

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
I	Sludge	Special	Tough	65	100%	20 (max 32)	 Any adjacent Pokémon	Unsanitary sludge is hurled at the target. This may also poison the target.
II	Sludge Bomb	Special	Tough	90	100%	10 (max 16)	 Any adjacent Pokémon	Unsanitary sludge is hurled at the target. This may also poison the target.
V	Sludge Wave	Special	Tough	95	100%	10 (max 16)	 All adjacent Pokémon	The user strikes everything around it by swamping the area with a giant sludge wave. This may also poison those hit.
I	Smog	Special	Tough	30	70%	20 (max 32)	 Any adjacent Pokémon	The target is attacked with a discharge of filthy gases. This may also poison the target.
I	Toxic	Status	Clever	—	90%	10 (max 16)	 Any adjacent Pokémon	A move that leaves the target badly poisoned. Its poison damage worsens every 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
IV	Toxic Spikes	Status	Clever	—	—%	20 (max 32)	 All foes	The user lays a trap of poison spikes at the feet of the opposing team. The spikes will poison opposing Pokémon that switch into battle.
VII	Toxic Thread	Status		—	100%	20 (max 32)	 Any adjacent Pokémon	The user shoots poisonous threads to poison the target and lower the target's Speed stat.
VI	Venom Drench	Status	Clever	—	100%	20 (max 32)	 All adjacent foes	Opposing Pokémon are drenched in an odd poisonous liquid. This lowers the Attack, Sp. Atk, and Speed stats of a poisoned target.
V	Venoshock	Special	Beautiful	65	100%	10 (max 16)	 Any adjacent Pokémon	The user drenches the target in a special poisonous liquid. This move's power is doubled if the target is poisoned.
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 Poison type

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

Poison-type Pokémon are also immune to becoming poisoned from the Abilities Poison Point, Poison Touch, Synchronize, or Effect Spore.








Gen	Ability	Description
VII	Corrosion	Allows Poison-type and Steel-type Pokémon to be poisoned.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

Exclusive Abilities

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

Gen	Ability	Description
III	Liquid Ooze	Damages attackers using any draining move.
III	Stench	The stench may cause the target to flinch. It can also repel wild Pokémon if the user is leading the party.
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
	Black Sludge	An item to be held by a Pokémon. It gradually restores HP to Poison-type Pokémon. It damages any other type.
	Kebia Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Poison-type attack.
	Poison Barb	An item to be held by a Pokémon. This small, poisonous barb boosts the power of Poison-type moves.
	Poison Gem	A gem with an ordinary essence. When held, it strengthens the power of a Poison-type move one time.
	Poison Memory	A memory disc that contains Poison-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Poisonium Z	It converts Z-Power into crystals that upgrade Poison-type moves to Poison-type Z-Moves.
	Toxic Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Poison-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

See also: Grass (TCG) or Psychic (TCG)

Due to the decreased amount of types in the TCG, Poison-type Pokémon were generally listed as Grass Pokémon until the Diamond & Pearl set, but they have since been moved to being a part of the Psychic-type.

Poison-type Pokémon in the TCG are generally weak to Psychic Pokémon and they have no resistances. They were strong against Fighting and Water Pokémon prior to Diamond & Pearl, now however they are strong against the Grass, Fighting and Psychic types. They can be resisted by Colorless and Darkness, as well as Metal Pokémon since the Diamond and Pearl expansion set.

Trivia

- Generation I introduced the most Poison-type Pokémon of any generation, with 33, and Generation VI introduced the fewest Poison-type Pokémon, with two.
 - As of Generation VII, half of the Pokémon that have the Poison-type were introduced in Generation I.
- Generation I introduced the most Poison-type moves of any generation, with eight, and Generation II introduced the fewest Poison-type moves, with only one.
- In Generation I, the Poison type is super effective against Bug-type Pokémon, while the Bug type is super effective against Poison-type Pokémon. As such, this was the only pair of types to ever be super effective against each other.
- A Pokémon of every type except Poison was added to the Sinnoh Pokédex in Pokémon Platinum.
- The Poison type is the only one of the original 15 types not mentioned in the song 2.B.A. Master. Instead, the "Flame type" (which doesn't exist) is mentioned.

In other languages

Language		Title
 Japanese		どく (毒) <i>Doku</i>
Chinese	Cantonese	毒 <i>Duhk</i>
	Mandarin	毒 <i>Dú</i>
 Czech		Jedovatý
 Danish		Gift
 Dutch		Gif
 Finnish		Myrkky
 French		Poison
 German		Gift
 Greek		Διλητηρίου <i>Dilitiríou</i>
 Hebrew		רעל <i>Ra'al</i>
 Hungarian		Méreg
 Indonesian		Beracun Racun
 Italian		Veleno
 Korean		독 <i>Dok</i>
 Norwegian		Gift
 Malaysian		Racun
 Polish		Trujący
Portuguese	 Brazil	Venenoso Veneno
	 Portugal	Veneno
 Romanian		Otravă
 Russian		Яд <i>Yad</i>

 Spanish	Veneno
 Swedish	Gift Giftig*
 Thai	พิษ <i>Phit</i>
 Turkish	Zehir
 Vietnamese	Độc

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