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# Fairy (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

*Fairy redirects here. For the Egg Group, see Fairy (Egg Group).*

The **Fairy type** (Japanese: フェアリータイプ *Fairy type*) is one of the eighteen types. Notable Trainers who specialize in Fairy-type Pokémon include Gym Leader Valerie of Laverre City, Trial Captain Mina of Poni Island, and Lillie.

The Fairy type was introduced in Generation VI. As well as introducing new Pokémon with the Fairy type, 22 Pokémon and three moves were changed to be of the Fairy type.

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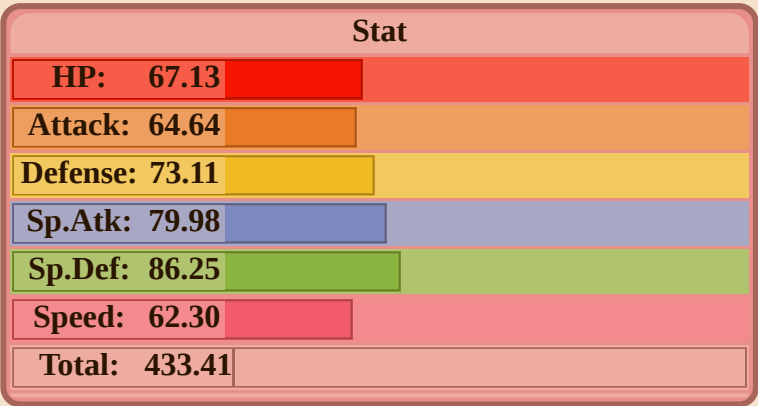
**Types**

Normal	Fire
Fighting	Water
Flying	Grass
Poison	Electric
Ground	Psychic
Rock	Ice
Bug	Dragon
Ghost	Dark
Steel	Fairy
???	

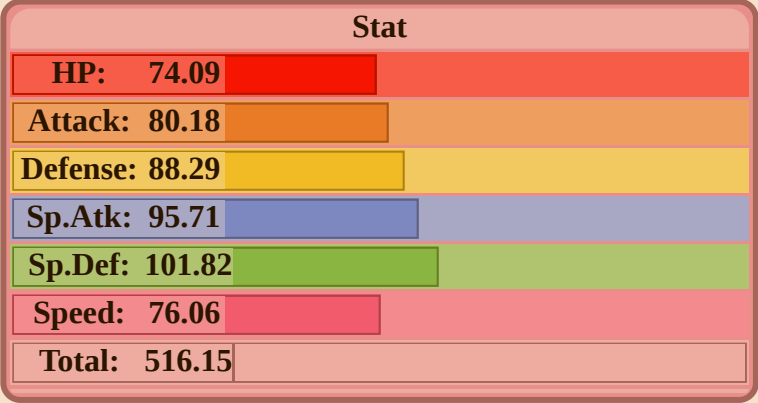
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Statistical averages

Overall



Fully evolved



Battle properties

Offensive		FAIRY	Defensive	
Power	Types		Power	Types



#	◆	Pokémon	◆
035		Clefairy*	
036		Clefable*	
173		Cleflea*	
175		Togepi*	
209		Snubbull*	
210		Granbull*	
669		Flabébé	
670		Floette	
671		Florges	
682		Spritzee	
683		Aromatisse	
684		Swirlix	
685		Slurpuff	
700		Sylveon	
716		Xerneas	
764		Comfey	












Half Fairy-type Pokémon

Primary Fairy-type Pokémon

#	◆	Pokémon	◆	Type 1	◆	Type 2	◆
176		Togetic*		Fairy		Flying	
468		Togekiss*		Fairy		Flying	

Secondary Fairy-type Pokémon

#	◆	Pokémon	◆	Type 1	◆	Type 2	◆
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#	◆	Pokémon	◆	Type 1	◆	Type 2	◆
038		Ninetales Alola Form		Ice		Fairy	
039		Jigglypuff*		Normal		Fairy	
040		Wigglytuff*		Normal		Fairy	
122		Mr. Mime*		Psychic		Fairy	
174		Igglybuff*		Normal		Fairy	
183		Marill*		Water		Fairy	
184		Azumarill*		Water		Fairy	
280		Ralts*		Psychic		Fairy	
281		Kirlia*		Psychic		Fairy	
282		Gardevoir*		Psychic		Fairy	
		Mega Gardevoir		Psychic		Fairy	
298		Azurill*		Normal		Fairy	
303		Mawile*		Steel		Fairy	
		Mega Mawile		Steel		Fairy	
334		Mega Altaria		Dragon		Fairy	
439		Mime Jr.*		Psychic		Fairy	
531		Mega Audino		Normal		Fairy	
546		Cottonee*		Grass		Fairy	
547		Whimsicott*		Grass		Fairy	
702		Dedenne		Electric		Fairy	
703		Carbink		Rock		Fairy	
707		Klefki		Steel		Fairy	
719		Diancie		Rock		Fairy	

#	Pokémon	Type 1	Type 2
	 Mega Diancie	Rock	Fairy
730	 Primarina	Water	Fairy
742	 Cutiefly	Bug	Fairy
743	 Ribombee	Bug	Fairy
755	 Morelull	Grass	Fairy
756	 Shiinotic	Grass	Fairy
778	 Mimikyu	Ghost	Fairy
785	 Tapu Koko	Electric	Fairy
786	 Tapu Lele	Psychic	Fairy
787	 Tapu Bulu	Grass	Fairy
788	 Tapu Fini	Water	Fairy
801	 Magearna	Steel	Fairy

Moves

Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
VI	Aromatic Mist	Status	Beautiful	—	—%	20 (max 32)	 Adjacent ally	The user raises the Sp. Def stat of an ally Pokémon by using a mysterious aroma.
VI	Baby-Doll Eyes	Status	Cute	—	100%	30 (max 48)	 Any adjacent Pokémon	The user stares at the target with its baby-doll eyes, which lowers its Attack stat. This move always goes first.

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	Charm	Status	Cute	—	100%	20 (max 32)	 Any adjacent Pokémon	The user gazes at the target rather charmingly, making it less wary. This harshly lowers its Attack stat.
VI	Crafty Shield	Status	Clever	—	—%	10 (max 16)	 All allies	The user protects itself and its allies from status moves with a mysterious power. This does not stop moves that do damage.
VI	Dazzling Gleam	Special	Beautiful	80	100%	10 (max 16)	 All adjacent foes	The user damages opposing Pokémon by emitting a powerful flash.
VI	Disarming Voice	Special	Cute	40	—%	15 (max 24)	 All adjacent foes	Letting out a charming cry, the user does emotional damage to opposing Pokémon. This attack never misses.
VI	Draining Kiss	Special	Cute	50	100%	10 (max 16)	 Any adjacent Pokémon	The user steals the target's HP with a kiss. The user's HP is restored by over half of 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
VI	Fairy Lock	Status	Clever	—	—%	10 (max 16)	 All Pokémon	By locking down the battlefield, the user keeps all Pokémon from fleeing during the next turn.
VI	Fairy Wind	Special	Beautiful	40	100%	30 (max 48)	 Any adjacent Pokémon	The user stirs up a fairy wind and strikes the target with it.
VII	Fleur Cannon	Special		130	90%	5 (max 8)	 Any adjacent Pokémon	The user unleashes a strong beam. The attack's recoil harshly lowers the user's Sp. Atk stat.
VII	Floral Healing	Status		—	—%	10 (max 16)	 Any adjacent Pokémon	The user restores the target's HP by up to half of its max HP. It restores more HP when the terrain is grass.
VI	Flower Shield	Status	Beautiful	—	—%	10 (max 16)	 All Pokémon	The user raises the Defense stat of all Grass-type Pokémon in battle with a mysterious power.



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	Geomancy	Status	Beautiful	—	—%	10 (max 16)	 Self	The user absorbs energy and sharply raises its Sp. Atk, Sp. Def, and Speed stats on the next turn.
VII	Guardian of Alola	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user, the Land Spirit Pokémon, obtains Alola's energy using its Z-Power and attacks the target with full force. This reduces the target's HP greatly.
VII	Let's Snuggle Forever	Physical		190	—%	1 (max 1)	 Any adjacent Pokémon	After obtaining Z-Power, the user, Mimikyu, punches the target with full force.
VI	Light of Ruin	Special	Beautiful	140	90%	5 (max 8)	 Any adjacent Pokémon	Drawing power from the Eternal Flower, the user fires a powerful beam of light. This also damages the user quite a lot.
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	Misty Terrain	Status	Beautiful	—	—%	10 (max 16)	 All Pokémon	This protects Pokémon on the ground from status conditions and halves damage from Dragon-type moves for five turns.
VI	Moonblast	Special	Beautiful	95	100%	15 (max 24)	 Any adjacent Pokémon	Borrowing the power of the moon, the user attacks the target. This may also lower the target's Sp. Atk stat.
II	Moonlight	Status	Beautiful	—	—%	5 (max 8)	 Self	The user restores its own HP. The amount of HP regained varies with the weather.
VII	Nature's Madness	Special		—	90%	10 (max 16)	 Any adjacent Pokémon	The user hits the target with the force of nature. It halves the target's HP.
VI	Play Rough	Physical	Cute	90	90%	10 (max 16)	 Any adjacent Pokémon	The user plays rough with the target and attacks it. This may also lower the target's Attack 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	Sweet Kiss	Status	Cute	—	75%	10 (max 16)	 Any adjacent Pokémon	The user kisses the target with a sweet, angelic cuteness that causes confusion.
VII	Twinkle Tackle	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user creates a very charming space using its Z-Power and totally toys with the target. The power varies, depending on the original move.
VII	Twinkle Tackle	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user creates a very charming space using its Z-Power and totally toys with the target. 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.

Abilities

Interacting with the Fairy type

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

Gen ♦	Ability ♦	Description
VI	Fairy Aura	Powers up each Pokémon's Fairy-type moves.

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.






Gen ↕	Ability ↕	Description
VI	Pixilate	Normal-type moves become Fairy-type moves.
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 Fairy-type Pokémon can have these Abilities. This does not include signature Abilities.

Gen ↕	Ability ↕	Description
VI	Flower Veil	Ally Grass-type Pokémon are protected from status conditions and the lowering of their stats.
VI	Pixilate	Normal-type moves become Fairy-type moves.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

Items

	Name	Description
	Fairy Gem	A gem with an ordinary essence. When held, it strengthens the power of a Fairy-type move one time.
	Fairy Memory	A memory disc that contains Fairy-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Fairium Z	It converts Z-Power into crystals that upgrade Fairy-type moves to Fairy-type Z-Moves.
	Pixie Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Fairy-type moves.
	Roseli Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Fairy-type attack.
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: Fairy (TCG)*

Introduced in the Kalos Starter Set set, Fairy-type Pokémon in the TCG are generally weak to Metal with resistances to Darkness. Fairy-type Pokémon can be strong against Dragon, whilst no Pokémon can resist this type.

Trivia

- More Pokémon were changed to Fairy than either of the other types added since Generation I (the other two being Dark and Steel in Generation II), with 22. Also, more moves were changed to Fairy, with three. All three of them were Status moves introduced in Generation II and were previously Normal-type.
  - It is also the only one out of the three types to completely change the types of Pokémon from previous generations, changing several previously pure Normal-type Pokémon, such as Snubbull, to pure Fairy.
- The Fairy type is the only type without any Pokémon with gender differences.
- Every type that resists Fairy also resists Grass and Bug and is weak to Ground.

- The types that resist Fairy are the three types with the most resistances.
- The Fairy-type is one of the two types that Hidden Power cannot become, the other being the Normal-type.
  - This, combined with the lack of any Fairy-type moves in Kecleon's and Greninja's movesets, prevents all Pokémon that naturally have Protean from becoming Fairy-type using it (although Kecleon can become Fairy-type with its other Ability, Color Change).
- The Fairy type has the fewest physical moves of all types.
- Dazzling Gleam is the only Fairy-type move that is available via a TM.
  - No Fairy-type moves are available via Move Tutors.

In other languages

Language		Title
 Japanese		フェアリー <i>Fairy</i>
 Chinese	Cantonese	妖精 <i>Yíujīng</i>
	Mandarin	妖精 <i>Yāojīng</i>
 Czech		Vílí
 Danish		Fe
 Dutch		Fairy
 Finnish		Keiju
 European French		Fée
 German		Fee
 Greek		Νεράιδα <i>Neráida</i>
 Hungarian		Tündér
 Indonesian		Peri
 Italian		Folletto
 Korean		페어리 <i>Fairy</i>
 Norwegian		Fe
 Malaysian		Pari Pari
 Polish		Wróżka
 Portuguese		Fada
 Romanian		Zână
 Russian		Фея <i>Feya</i>
 Spanish		Hada
 Swedish		Fe
		Älva
 Thai		ภูต <i>Phut</i>
		แฟรี่ <i>Fairy</i>
		แฟรี่ <i>Fairy</i>
 Turkish		Peri
 Vietnamese		Tiên

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