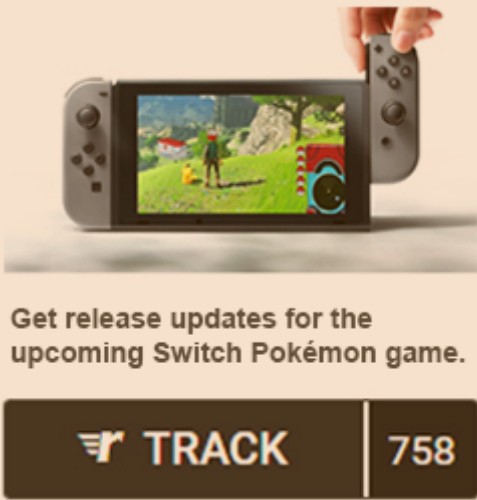


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Dark (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

If you were looking for the moves known as Dark moves in Japanese, see Shadow move.
If you were looking for the Pokémon surrounded by Dark Auras in Colosseum and XD: Gale of Darkness, see Shadow Pokémon.

The **Dark type** (Japanese: あくタイプ *Evil type*) is one of the eighteen types. Notable Trainers who specialize in Dark-type Pokémon are Karen of the Johto Elite Four, Sidney of the Hoenn Elite Four, Grimsley of the Unova Elite Four, and Island Kahuna Nanu of Ula'ula Island. Notably, the Dark type is the only type that has yet to have a Gym Leader specialize in it, although it is a recurrent type used by members of villainous teams and the Elite Four. Prior to changes in Generation IV, all damaging Dark-type moves were special, but they may now also be physical depending on the attack.

The Dark type was introduced in Generation II, along with the Steel type.

Contents

Types

Normal

Fighting

Flying

Poison

Ground

Rock

Bug

Ghost

Steel

Fire

Water

Grass

Electric

Psychic

Ice

Dragon

Dark

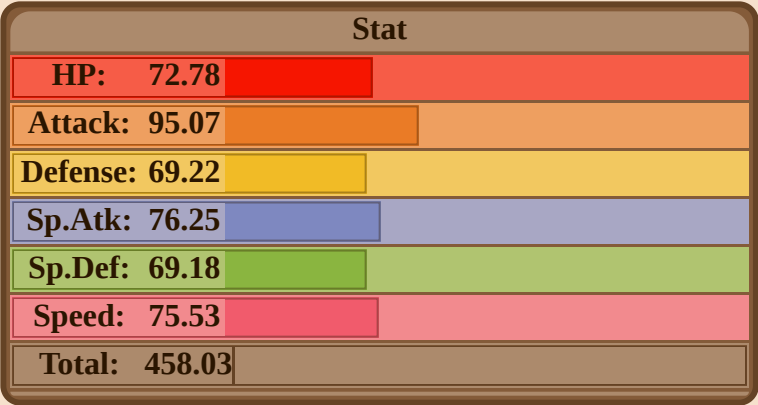
Fairy

???

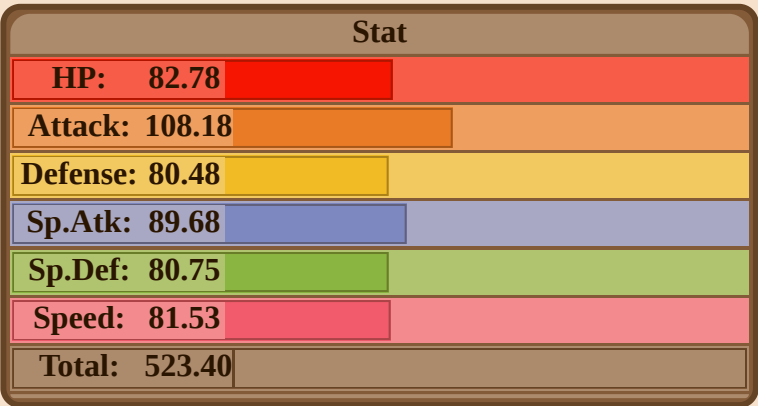
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Statistical averages

Overall



Fully evolved



Battle properties



Iconoclasts Out Now for Nintendo Switch!

Generations II to V

Offensive		DARK	Defensive	
Power	Types		Power	Types
2×	GHOST PSYCHC		1/2×	DARK GHOST
1/2×	DARK FIGHT STEEL		2×	BUG FIGHT
0×	None		0×	PSYCHC

Generation VI onwards

As of Generation VII, Dark-type Pokémon are immune to opposing Pokémon's moves that gain priority due to the Ability Prankster.

Offensive		DARK	Defensive	
Power	Types		Power	Types
2×	GHOST PSYCHC		1/2×	DARK GHOST
1/2×	DARK FAIRY FIGHT		2×	BUG FAIRY FIGHT
0×	None		0×	PSYCHC

Characteristics

Defense

The Dark type, along with the Steel type, was introduced in Generation II in order to balance against Psychic type, so it is immune to Psychic attacks. However, this immunity is nullified by Miracle Eye. Dark Pokémon have a single Ground weakness if their other type is Poison, which nullifies all of Dark type's weaknesses.

Offense

Dark-type attacks are resisted by Fighting and Dark, so using them along with Fairy attacks will optimize neutral coverage.




Contest properties

In Contests, Dark-type moves are typically categorized as Clever moves.

Pokémon


As of Generation VII, there are 54 Dark-type Pokémon or 6.7% of all Pokémon (counting those that are Dark-type in at least one of their forms, including Mega Evolutions and Alola Forms), making it the 7th rarest type.

Pure Dark-type Pokémon

#		Name
052		Meowth Alola Form
053		Persian Alola Form
197		Umbreon
261		Poochyena
262		Mightyena
359		Absol
		Mega Absol
491		Darkrai
509		Purrloin
510		Liepard
570		Zorua
571		Zoroark















Pokéstar Studios opponents

#Name

N/AMonster

Half Dark-type Pokémon


Primary Dark-type Pokémon

#		Name	Type 1	Type 2
019		Rattata Alola Form	Dark	Normal
020		Raticate Alola Form	Dark	Normal
198		Murkrow	Dark	Flying
215		Sneasel	Dark	Ice
228		Houndour	Dark	Fire
229		Houndoom	Dark	Fire
		Mega Houndoom	Dark	Fire
302		Sableye	Dark	Ghost
		Mega Sableye	Dark	Ghost
430		Honchkrow	Dark	Flying
461		Weavile	Dark	Ice
559		Scraggy	Dark	Fighting
560		Scrafty	Dark	Fighting
624		Pawniard	Dark	Steel
625		Bisharp	Dark	Steel
629		Vullaby	Dark	Flying
630		Mandibuzz	Dark	Flying
633		Deino	Dark	Dragon
634		Zweilous	Dark	Dragon


#		Name	Type 1	Type 2
635		Hydreigon	Dark	Dragon
686		Inkay	Dark	Psychic
687		Malamar	Dark	Psychic
717		Yveltal	Dark	Flying
799		Guzzlord	Dark	Dragon

Secondary Dark-type Pokémon



#		Name	Type 1	Type 2
088		Grimer Alola Form	Poison	Dark
089		Muk Alola Form	Poison	Dark
130		Mega Gyarados	Water	Dark
248		Tyranitar	Rock	Dark
		Mega Tyranitar	Rock	Dark
274		Nuzleaf	Grass	Dark
275		Shiftry	Grass	Dark
318		Carvanha	Water	Dark
319		Sharpedo	Water	Dark
		Mega Sharpedo	Water	Dark
332		Cacturne	Grass	Dark
342		Crawdaunt	Water	Dark
434		Stunky	Poison	Dark
435		Skuntank	Poison	Dark
442		Spiritomb	Ghost	Dark
452		Drapion	Poison	Dark

#		Name	Type 1	Type 2
551		Sandile	Ground	Dark
552		Krokorok	Ground	Dark
553		Krookodile	Ground	Dark
658		Greninja	Water	Dark
		Ash-Greninja	Water	Dark
675		Pangoro	Fighting	Dark
720		Hoopa Unbound	Psychic	Dark
727		Incineroar	Fire	Dark







Pokéstar Studios opponents

#		Name	Type 1	Type 2
N/A		Brycen-Man	Dark	Psychic
N/A		Majin	Dark	Ghost


Moves

Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
IV	Assurance	Physical	Clever	60	100%	10 (max 16)	 Any adjacent Pokémon	If the target has already taken some damage in the same turn, this attack's power is doubled.
II	Beat Up	Physical	Clever	Varies	100%	10 (max 16)	 Any adjacent Pokémon	The user gets all party Pokémon to attack the target. The more party Pokémon, the greater the number of attacks.


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	Bite	Physical	Tough	60	100%	25 (max 40)	 Any adjacent Pokémon	The target is bitten with viciously sharp fangs. This may also make the target flinch.
VII	Black Hole Eclipse	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user gathers dark energy using its Z-Power and sucks the target into it. The power varies, depending on the original move.
VII	Black Hole Eclipse	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user gathers dark energy using its Z-Power and sucks the target into it. The power varies, depending on the original move.
VII	Brutal Swing	Physical		60	100%	20 (max 32)	 All adjacent Pokémon	The user swings its body around violently to inflict damage on everything in its vicinity.
II	Crunch	Physical	Tough	80	100%	15 (max 24)	 Any adjacent Pokémon	The user crunches up the target with sharp fangs. This may also lower the target's Defense stat.
IV	Dark Pulse	Special	Cool	80	100%	15 (max 24)	 Anyone	The user releases a horrible aura imbued with dark thoughts. 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
IV	Dark Void	Status	Clever	—	50%	10 (max 16)	 All adjacent foes	Opposing Pokémon are dragged into a world of total darkness that makes them sleep.
VII	Darkest Lariat	Physical		85	100%	10 (max 16)	 Any adjacent Pokémon	The user swings both arms and hits the target. The target's stat changes don't affect this attack's damage.
IV	Embargo	Status	Clever	—	100%	15 (max 24)	 Any adjacent Pokémon	This move prevents the target from using its held item for five turns. Its Trainer is also prevented from using items on it.
III	Fake Tears	Status	Cute	—	100%	20 (max 32)	 Any adjacent Pokémon	The user feigns crying to fluster the target, harshly lowering its Sp. Def stat.
II	Feint Attack	Physical	Clever	60	—%	20 (max 32)	 Any adjacent Pokémon	The user approaches the target disarmingly, then throws a sucker punch. This attack never misses.
III	Flatter	Status	Clever	—	100%	15 (max 24)	 Any adjacent Pokémon	Flattery is used to confuse the target. However, this also raises the target'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
IV	Fling	Physical	Cute	Varies	100%	10 (max 16)	 Any adjacent Pokémon	The user flings its held item at the target to attack. This move's power and effects depend on the item.
V	Foul Play	Physical	Clever	95	100%	15 (max 24)	 Any adjacent Pokémon	The user turns the target's power against it. The higher the target's Attack stat, the greater the move's power.
V	Hone Claws	Status	Cute	—	—%	15 (max 24)	 Self	The user sharpens its claws to boost its Attack stat and accuracy.
VI	Hyperspace Fury	Physical	Tough	100	—%	5 (max 8)	 Any adjacent Pokémon	Using its many arms, the user unleashes a barrage of attacks that ignore the effects of moves like Protect and Detect. But the user's Defense stat falls.
III	Knock Off	Physical	Clever	65	100%	20 (max 32)	 Any adjacent Pokémon	The user slaps down the target's held item, and that item can't be used in that battle. The move does more damage if the target has a held item.
VII	Malicious Moonsault	Physical		180	—%	1 (max 1)	 Any adjacent Pokémon	The user, Incineroar, strengthens its body using its Z-Power and crashes into the target with full force.







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
III	Memento	Status	Tough	—	100%	10 (max 16)	 Any adjacent Pokémon	The user faints when using this move. In return, this harshly lowers the target's Attack and Sp. Atk stats.
IV	Nasty Plot	Status	Clever	—	—%	20 (max 32)	 Self	The user stimulates its brain by thinking bad thoughts. This sharply raises the user's Sp. Atk stat.
V	Night Daze	Special	Cool	85	95%	10 (max 16)	 Any adjacent Pokémon	The user lets loose a pitch-black shock wave at its target. This may also lower the target's accuracy.
IV	Night Slash	Physical	Cool	70	100%	15 (max 24)	 Any adjacent Pokémon	The user slashes the target the instant an opportunity arises. Critical hits land more easily.
VI	Parting Shot	Status	Cool	—	100%	20 (max 32)	 Any adjacent Pokémon	With a parting threat, the user lowers the target's Attack and Sp. Atk stats. Then it switches with a party Pokémon.
IV	Payback	Physical	Tough	50	100%	10 (max 16)	 Any adjacent Pokémon	The user stores power, then attacks. If the user moves after the target, this attack's power will be doubled.

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	Power Trip	Physical		20	100%	10 (max 16)	 Any adjacent Pokémon	The user boasts its strength and attacks the target. The more the user's stats are raised, the greater the move's power.
IV	Punishment	Physical	Cool	Varies	100%	5 (max 8)	 Any adjacent Pokémon	The more the target has powered up with stat changes, the greater the move's power.
II	Pursuit	Physical	Clever	40	100%	20 (max 32)	 Any adjacent Pokémon	The power of this attack move is doubled if it's used on a target that's switching out of battle.
V	Quash	Status	Clever	—	100%	15 (max 24)	 Any adjacent Pokémon	The user suppresses the target and makes its move go last.
V	Snarl	Special	Tough	55	95%	15 (max 24)	 All adjacent foes	The user yells as if it's ranting about something, which lowers the Sp. Atk stat of opposing Pokémon.
III	Snatch	Status	Clever	—	—%	10 (max 16)	 Self	The user steals the effects of any attempts to use a healing or stat-changing move.
IV	Sucker Punch	Physical	Clever	70	100%	5 (max 8)	 Any adjacent Pokémon	This move enables the user to attack first. This move fails if the target is not readying an attack.

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	Switcheroo	Status	Clever	—	100%	10 (max 16)	 Any adjacent Pokémon	The user trades held items with the target faster than the eye can follow.
III	Taunt	Status	Clever	—	100%	20 (max 32)	 Any adjacent Pokémon	The target is taunted into a rage that allows it to use only attack moves for three turns.
II	Thief	Physical	Tough	60	100%	25 (max 40)	 Any adjacent Pokémon	The user attacks and steals the target's held item simultaneously. The user can't steal anything if it already holds an item.
VII	Throat Chop	Physical		80	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks the target's throat, and the resultant suffering prevents the target from using moves that emit sound for two turns.
VI	Topsy-Turvy	Status	Clever	—	—%	20 (max 32)	 Any adjacent Pokémon	All stat changes affecting the target turn topsy-turvy and become the opposite of what they were.
III	Torment	Status	Tough	—	100%	15 (max 24)	 Any adjacent Pokémon	The user torments and enrages the target, making it incapable of using the same move twice in a row.

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 Dark type

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







Since Generation VII, Dark-type Pokémon are also immune to opposing Pokémon's moves that gain priority due to Prankster.

Gen	Ability	Description
VI	Dark Aura	Powers up each Pokémon's Dark-type moves.
V	Justified	Boosts the Attack stat when it's hit by a Dark-type move.
V	Rattled	Raises Speed one stage upon being hit by a Dark, Ghost, or Bug move.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

Exclusive Abilities

Currently, no Abilities are exclusive to Dark types. This does not include signature Abilities.

Items

	Name	Description
	Black Glasses	An item to be held by a Pokémon. A pair of shady-looking glasses that boost the power of Dark-type moves.
	Colbur Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Dark-type attack.
	Dark Gem	A gem with an essence of darkness. When held, it strengthens the power of a Dark-type move one time.
	Dark Memory	A memory disc that contains Dark-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Darkinium Z	It converts Z-Power into crystals that upgrade Dark-type moves to Dark-type Z-Moves.
	Dread Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Dark-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: *Darkness (TCG)*








Introduced in the Neo Genesis set, Darkness-type Pokémon in the TCG are generally weak to Fighting with resistances to Psychic. Darkness-type Pokémon can be strong against Psychic, whilst Fairy Pokémon can resist this type.

Trivia

- Generation V introduced the most Dark-type Pokémon of any generation, with 16, while Generation VII introduced the fewest, with only two.
- Generation IV introduced the most Dark-type moves of any generation, with 11, and Generation VI introduced the fewest (excluding Generation I) Dark-type moves, with three.
- In Generation II, the Dark type saw one type change in a move (Bite), but no change in a Pokémon. The opposite is true for the Steel type, which saw one type change in a Pokémon family (Magnemite and Magnetron), but no change in a move.
 - This makes the Dark type the only type added after Generation I not to have a previously introduced Pokémon have its type changed.
- The Dark type was the only type in Generation II to not have a type boost from a Badge.
- Despite Dark-type moves being special before Generation IV, every Dark-type move originating from before Generation IV was made into a physical move.
- The Dark-type and Ghost-types share their super effectiveness, with both types being only strong against Ghost and Psychic-types.
- More regional variants belong to the Dark-type than any other type, with six.
- Prior to Generation VI, Dark/Ghost-type Pokémon normally had no weaknesses (excluding Fighting under immunity-negating conditions such as Foresight or Scrappy), as the resistances of the Dark type cover the weaknesses of Ghost, and vice-versa. Introduced in Generation VI, the Fairy type is super effective against Dark and not resisted by Ghost.

In other languages

Language		Title
 Japanese		あく (悪) <i>Aku</i>
Chinese	Cantonese	惡 <i>Ok</i>
	Mandarin	惡 / 恶 <i>È</i>
 Czech		Temný
 Danish		Mørke Mørk
 Dutch		Duister Donker
 Finnish		Pimeys Pimeä
 French		Ténèbres
 German		Unlicht
 Greek		Σκοταδιού <i>Skotadiou</i>
 Hebrew		לפני <i>Offel</i>
 Hungarian		Sötét
 Indonesian		Jahat Kegelapan
 Italian		Buio
 Korean		악 <i>Ak</i>
 Norwegian		Mørk
 Malaysian		Gelap
 Polish		Mroczny
 Brazilian Portuguese		Sombrio Noturno
		Trevas
 Romanian		Întuneric

	Russian	Темнота <i>Temnota</i>
Spanish	 Latin America	Oscuridad
	 Spain	Siniestro
	Swedish	Mörker Mörk
	Thai	มืด <i>Muet</i>
		ความมืด <i>Khwammuet</i>
	Turkish	Karanlık
	Vietnamese	Bóng tối

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