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Ghost (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Ghost type** (Japanese: $\vec{\exists} - \lambda \land \beta \land \beta$) is one of the eighteen types. Notable Trainers who specialize in Ghost-type Pokémon are Agatha of the Indigo Plateau Elite Four, Morty of Ecruteak City, Phoebe of the Hoenn Elite Four, Fantina of Hearthome City, Shauntal of the Unova Elite Four, and Acerola of the Alola Elite Four. Prior to changes in Generation IV, all damaging Ghost-type moves were physical, but they may now also be special depending on the attack.

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Statistical averages

Overall

HP: 65.36 Attack: 77.91 Defense: 84.44 Sp.Atk: 77.18 Sp.Def: 80.04 Speed: 62.35 Total: 447.28		Stat
Defense: 84.44 Sp.Atk: 77.18 Sp.Def: 80.04 Speed: 62.35	HP: 65.36	
Sp.Atk: 77.18 Sp.Def: 80.04 Speed: 62.35	Attack: 77.91	
Sp.Def: 80.04 Speed: 62.35	Defense: 84.44	
Speed: 62.35	Sp.Atk: 77.18	
	Sp.Def: 80.04	
Total: 447 28	Speed: 62.35	
10(41, 447,40	Total: 447.28	

Fully evolved

	Stat
HP: 74.17	
Attack: 88.91	
Defense: 93.20	
Sp.Atk: 86.89	
Sp.Def: 91.54	
Speed: 71.83	
Total: 506.54	

Battle properties

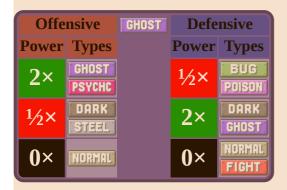




Generation I

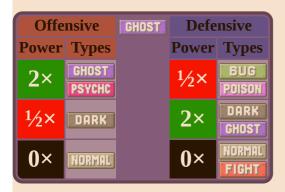


Generations II to V



Generation VI onwards

Ghost-type Pokémon are now immune to effects that prevent recall or escape (such as Mean Look and Shadow Tag), and they are also guaranteed to flee from any wild battle regardless of Speed.



Characteristics

Defense

Ghost is the only type with more than one immunity. However, these immunities can be removed by Foresight, Odor Sleuth, or Scrappy. As of Generation VI, Ghost-type Pokémon are immune to being trapped by all trapping moves and Abilities, including the binding effect of moves such as Infestation. Ghost types are also guaranteed to run from wild battles regardless of Speed. Most Ghost-type Pokémon can learn Will-O-Wisp and other status ailment moves.

Ghost types are also unique in the fact that they have a type-specific attack: Curse, which works differently for Ghost-type Pokémon than it does for other Pokémon. The move Trick-or-Treat adds the Ghost type to the target's types.

Offense

While Ghost is ineffective against Normal, this immunity can be ignored by Foresight or Odor Sleuth.

Since Steel-type Pokémon no longer resist Ghost-type attacks in Generation VI, Ghost is tied with Dragon for the least resisted type. No Pokémon resists a combination of Fighting and Ghost-type attacks, as the only combination capable of this (Normal/Ghost) has never materialized (except when Trick-or-Treat is considered).

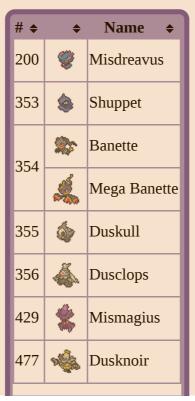
Contest properties

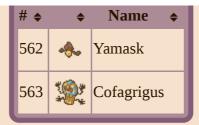
In Contests, Ghost-type moves are typically Clever moves, but some may be any of the other Contest conditions.

Pokémon

As of Generation VII, there are 46 Ghost-type Pokémon or 5.7% of all Pokémon (counting those that are Ghost-type in at least one of their forms, including Alola Forms), making it the 2nd rarest of the eighteen types, only above Ice.

Pure Ghost-type Pokémon

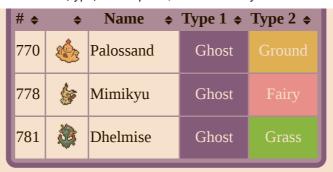




Half Ghost-type Pokémon

Primary Ghost-type Pokémon

# \$	\$	Name \$	Type 1 \$	Type 2 \$
092	*	Gastly	Ghost	Poison
093	4	Haunter	Ghost	Poison
094	*	Gengar	Ghost	Poison
034	A STATE OF THE STA	Mega Gengar	Ghost	Poison
425	<u>ģ</u>	Drifloon	Ghost	Flying
426	À	Drifblim	Ghost	Flying
442	©	Spiritomb	Ghost	Dark
487	%	Giratina	Ghost	Dragon
407	&	Giratilia	Ghost	Dragon
607	٨	Litwick	Ghost	Fire
608	*	Lampent	Ghost	Fire
609	udgu	Chandelure	Ghost	Fire
708	*	Phantump	Ghost	Grass
709	*	Trevenant	Ghost	Grass
710	•	Pumpkaboo	Ghost	Grass
711	\$	Gourgeist	Ghost	Grass
741		Oricorio Sensu Style	Ghost	Flying
769		Sandygast	Ghost	Ground
	ost (typ			

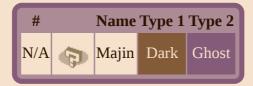


Secondary Ghost-type Pokémon

# \$	+	Name \$	Type 1 ♦	Tyne 2 ≜
105	##	Marowak Alola Form	Fire	Ghost
292	%	Shedinja	Bug	Ghost
302	4	Sableye	Dark	Ghost
502	*	Mega Sableye	Dark	Ghost
478	\$	Froslass	Ice	Ghost
479	A.	Rotom		Ghost
592	<u></u>	Frillish	Water	Ghost
593		Jellicent	Water	Ghost
622	•	Golett	Ground	Ghost
623		Golurk	Ground	Ghost
679	A	Honedge		Ghost
680	(M)	Doublade		Ghost
681		Aegislash		Ghost
720	1	Ноора	Psychic	Ghost
724		Decidueye	Grass	Ghost
792		Lunala	Psychic	Ghost
800		Dawn Wings Necrozma	Psychic	Ghost
802	%	Marshadow	Fighting	Ghost



Pokéstar Studios opponents



Moves

Gen \$	Move \$	Category \$	Contest \$	Power \$	Accuracy \$	PP \$	Target \$	Description
Ш	Astonish	Physical	Cute	30	100%	15 (max 24)	Any adjacent Pokémon	The user attacks the target while shouting in a startling fashion. This may also make the target flinch.
I	Confuse Ray	Status	Clever	_	100%	10 (max 16)	Any adjacent Pokémon	The target is exposed to a sinister ray that triggers confusion.
п	Curse	Status	Tough	_	—%	10 (max 16)	Self	A move that works differently for the Ghost type than for all other types.
п	Destiny Bond	Status	Clever	_	— %	5 (max 8)	Self	After using this move, if the user faints, the Pokémon that landed the knockout hit also faints. Its chance of failing rises if it is used in succession.

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
Ш	Grudge	Status	Tough	_	—%	5 (max 8)	Self	If the user faints, the user's grudge fully depletes the PP of the opponent's move that knocked it out.
V	Hex	Special	Clever	65	100%	10 (max 16)	Any adjacent Pokémon	This relentless attack does massive damage to a target affected by status conditions.
I	Lick	Physical	Cute	30	100%	30 (max 48)	Any adjacent Pokémon	The target is licked with a long tongue, causing damage. This may also leave the target with paralysis.
VII	Menacing Moonraze Maelstrom	Special		200	—%	1 (max 1)	Any adjacent Pokémon	After obtaining Z-Power, the user, Lunala, attacks the target with full force. This move can ignore the effect of the target's Ability.
VII	Moongeist Beam	Special		100	100%	5 (max 8)	Any adjacent Pokémon	The user emits a sinister ray to attack the target. This move can be used on the target regardless of its Abilities.

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	Never- Ending Nightmare	Physical		_	— %	1 (max 1)	Any adjacent Pokémon	Deep-seated grudges summoned by the user's Z-Power trap the target. The power varies, depending on the original move.
VII	Never- Ending Nightmare	Special		_	— %	1 (max 1)	Any adjacent Pokemon	Deep-seated grudges summoned by the user's Z-Power trap the target. The power varies, depending on the original move.
I	Night Shade	Special	Clever	Varies	100%	15 (max 24)	Any adjacent Pokémon	The user makes the target see a frightening mirage. It inflicts damage equal to the user's level.
II	Nightmare	Status	Clever	_	100%	15 (max 24)	Any adjacent Pokémon	A sleeping target sees a nightmare that inflicts some damage every turn.
IV	Ominous Wind	Special	Beautiful	60	100%	5 (max 8)	Any adjacent Pokémon	The user blasts the target with a gust of repulsive wind. This may also raise all the user's stats at once.
VI	Phantom Force	Physical	Cool	90	100%	10 (max 16)	Any adjacent Pokémon	The user vanishes somewhere, then strikes the target on the next turn. This move hits even if the target protects itself.
All de	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 \$			Accuracy \$	PP \$	Target \$	Description
п	Shadow Ball	Special	Clever	80	100%	15 (max 24)	Any adjacent Pokemon	The user hurls a shadowy blob at the target. This may also lower the target's Sp. Def stat.
VII	Shadow Bone	Physical		85	100%	10 (max 16)	Any adjacent Pokémon	The user attacks by beating the target with a bone that contains a spirit. This may also lower the target's Defense stat.
IV	Shadow Claw	Physical	Cool	70	100%	15 (max 24)	Any adjacent Pokémon	The user slashes with a sharp claw made from shadows. Critical hits land more easily.
IV	Shadow Force	Physical	Cool	120	100%	5 (max 8)	Any adjacent Pokémon	The user disappears, then strikes the target on the next turn. This move hits even if the target protects itself.
ш	Shadow Punch	Physical	Clever	60	—%	20 (max 32)	Any adjacent Pokemon	The user throws a punch from the shadows. This attack never misses.
IV	Shadow Sneak	Physical	Clever	40	100%	30 (max 48)	Any adjacent Pokémon	The user extends its shadow and attacks the target from behind. 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 \$	• •	·	Accuracy \$	PP \$	Target \$	Description
VII	Sinister Arrow Raid	Physical		180	— %	1 (max 1)	Any adjacent Pokémon	The user, Decidueye, creates countless arrows using its Z-Power and shoots the target with full force.
VII	Soul- Stealing 7- Star Strike	Physical		195	—%	1 (max 1)	Any adjacent Pokémon	After obtaining Z- Power, the user, Marshadow, punches and kicks the target consecutively with full force.
VII	Spectral Thief	Physical		90	100%	10 (max 16)	Any adjacent Pokémon	The user hides in the target's shadow, steals the target's stat boosts, and then attacks.
VII	Spirit Shackle	Physical		80	100%	10 (max 16)	Any adjacent Pokemon	The user attacks while simultaneously stitching the target's shadow to the ground to prevent the target from escaping.
II	Spite	Status	Tough	_	100%	10 (max 16)	Any adjacent Pokémon	The user unleashes its grudge on the move last used by the target by cutting 4 PP from it.
VI	Trick-or- Treat	Status	Cute	-	100%	20 (max 32)	Any adjacent Pokémon	The user takes the target trick-or-treating. This adds Ghost type to the target's type.
All de	etails are accur	rate to Generati	on VII games	. For details	that have chang	ged betwe	een generations	<u> </u>

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

Abilities

Interacting with the Ghost type

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

Since Generation VI, Ghost-type Pokémon are also immune to Magnet Pull, Arena Trap, and Shadow Tag.

Gen	Ability	Description				
V	Rattled	Raises Speed one stage upon being hit by a Dark, Ghost, or Bug move.				
IV	Scrappy	Enables Normal- and Fighting-type moves to hit Ghost-type Pokémon.				
All det	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 Ghost-type Pokémon can have these Abilities. This does not include signature Abilities.

Gen	Ability Description					
V	Cursed Body	Has a 30% chance of disabling any move that hits the Pokémon.				
All de	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					
~	Ghost Gem	A gem with an ordinary essence. When held, it strengthens the power of a Ghost-type move one time.					
9	Ghost Memory	A memory disc that contains Ghost-type data. It changes the type of the holder if held by a certain species of Pokémon.					
~	Ghostium Z	It converts Z-Power into crystals that upgrade Ghost-type moves to Ghost-type Z-Moves.					
	Griseous Orb	A glowing orb to be held by Giratina. It boosts the power of Dragon- and Ghost-type moves when it is held.					
Ø	Kasib If held by a Pokémon, this Berry will lessen the damag Berry taken from one supereffective Ghost-type attack.						
ð	Spell Tag	An item to be held by a Pokémon. It's a sinister, eerie tag that boosts the power of Ghost-type moves.					
	Spooky Plate An item to be held by a Pokémon. It's a stone tablet that boosts the power of Ghost-type moves.						
A	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: Psychic (TCG)

Due to the decreased amount of types in the TCG compared to game series, Ghost Pokémon fall under the Psychic-type.

Psychic-type Pokémon in the TCG are generally weak to Darkness and other Psychic Pokémon, with resistances to Colorless and Fighting. Psychic-type Pokémon are strong against Grass (until Diamond & Pearl), Fighting and Psychic Pokémon, whilst Colorless, Darkness and Metal Pokémon can resist this type.

Trivia

- Generation VII introduced the most Ghost-type Pokémon of any generation, with eleven, and Generation II introduced the fewest Ghost-type Pokémon, with only one.
- Generation VII introduced the most Ghost-type moves of any generation, with eight, and Generation V introduced the fewest Ghost-type moves, with only one.
- In Generation I, Ghost-type moves have no effect on Psychic-type Pokémon, though an abundance of evidence suggests that this may have been an error. Multiple sources mention that Ghost-type moves are super effective on Psychic-type Pokémon: official strategy guides published by Nintendo, two episodes of the anime (*The Tower of Terror* and *Haunter versus Kadabra*), and even the games themselves, where a Trainer in the Saffron Gym mentions that Psychic-type Pokémon "only fear Bugs and Ghosts" (though the reference to Ghost-type Pokémon was removed in Pokémon Yellow). This was corrected in Generation II to make Ghost moves actually be super effective against Psychic-type Pokémon.
- There are no Ghost-type moves with an accuracy lower than 100%.
- While the Ghost type has an immunity to Normal-type moves, several damaging moves that display as Normal can affect them, including Hidden Power (whose actual type varies) and Struggle (Generation II onwards).
- From Generation VI onward, it is not possible for any Pokémon to possess a double resistance to Ghost. The only Pokémon to possess a double resistance in previous generations are Pawniard and Bisharp, both of which are Dark/Steel.
- The Ghost type is the only type immune to two types: Normal and Fighting.
 - It is also the only type to have ever been ineffective against two types: Normal and Psychic in Generation I.
 - Ghost and Normal are the only two types to be ineffective against each other.
- Kalos is the only region without a notable Ghost-type specialist.
- In Pokémon Conquest, Ghost-type Pokémon which are not part-Flying or have Levitate are shown with an animation of physically passing through enemies, referencing the common belief that real life ghosts can pass through solid objects. They cannot, however, pass through any other obstacle on the field in-game.
- Ghost and Dark are super effective against the same types. As of Generation VI, the only differences between them is that Dark-type moves are not very effective on Fighting or Fairy while Ghost-type moves do not affect Normal Pokémon.

In other languages

Language		Title
Japanese		ゴースト Ghost
B ulgarian		Призрачни Prizrachni
Chinese	Cantonese	幽靈 Yāulìhng
		幽靈 / 幽灵 Yōulíng
Czech		Duchový
Danish		Spøgelse
Dutch		Geest Spook
+- Finnish		Kummitus

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	Aave
	Haamu
■ French	Spectre
German	Geist
Greek	Φάντασμα Fántasma
E Hebrew	רוח Ruach
Hungarian	Szellem
Indonesian	Hantu
■ Italian	Spettro
:: Korean	고스트 Ghost
Norwegian	Spøkelse
Malaysian	Hantu
Polish	Duch
Portuguese	Fantasma
Romanian	Fantomă
Russian	Привидение Privideniye Призрак Prizrak
Spanish	Fantasma
Swedish	Spöke
T hai	ผี Phi
	วิญญาณ Winyan
• Turkish	Hayalet
▼ Vietnamese	Ma

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- Oct 4 HORI to release accessories for the Poké Ball Plus: Will be available from Novem...
- Oct 3 Many new DVDs, Blu-rays to be released in Australia Nov, Dec: The Power of Us, U...
- Oct 1 Pokémon GO
 Safari Zone Event
 announced for Taiwan:
 Starts November 1, ends
 Novem...



- Sep 26
 Beldum
 announced
 for October
 Pokémon
 GO
 Community
 Day: Takes
 place
 October
 21...
- Sep 25
 Meltan
 announced
 as a new
 Mythical
 Pokémon:
 Upcoming
 Special
 Research
 for
 Meltan...

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