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Dragon (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Dragon type** (Japanese: ドラゴンタイプ *Dragon type*) is one of the eighteen types. Notable Trainers who specialize in Dragon-type Pokémon are Lance, the current Champion of the Indigo Plateau, Clair of Blackthorn City, Drake of the Hoenn Elite Four, Drayden of Opelucid City, Iris, the current Champion of the Unova Pokémon League, Drasna of the Kalos Elite Four, Zinnia of the Draconid people, and Ryuki. Prior to changes in Generation IV, all damaging Dragon-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

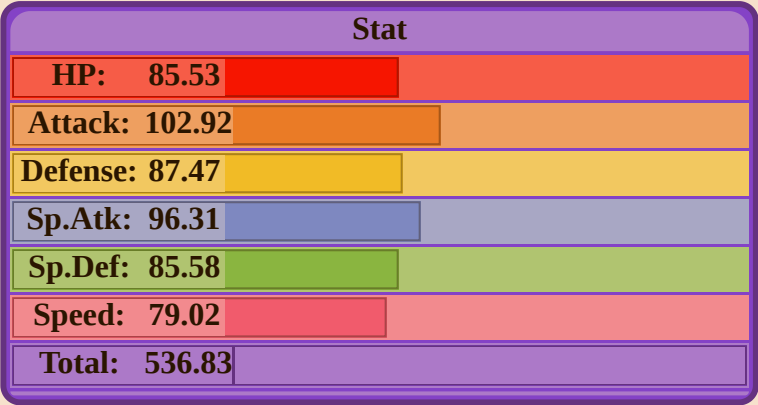
Fairy

???

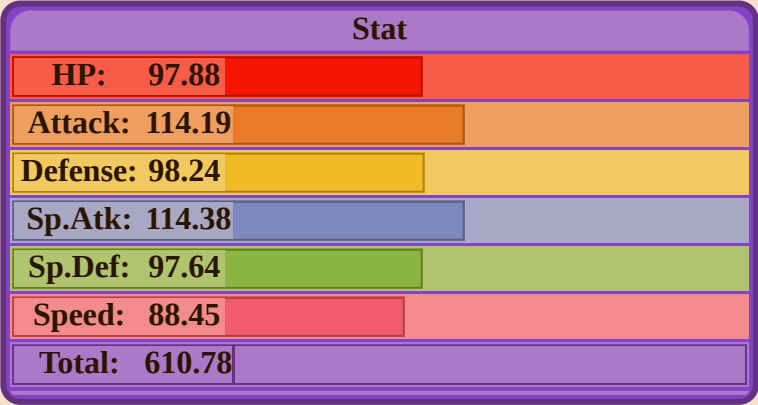
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Statistical averages

Overall



Fully evolved



Battle properties





Generation I

Offensive		DRAGON	Defensive	
Power	Types		Power	Types
2×	DRAGON		1/2×	ELECTR FIRE GRASS WATER
1/2×	None		2×	DRAGON ICE
0×	None		0×	None

Generations II to V

Offensive		DRAGON	Defensive	
Power	Types		Power	Types
2×	DRAGON		1/2×	ELECTR FIRE GRASS WATER
1/2×	STEEL		2×	DRAGON ICE
0×	None		0×	None

Generation VI onwards

Offensive		DRAGON	Defensive	
Power	Types		Power	Types
2×	DRAGON		1/2×	ELECTR FIRE GRASS WATER
1/2×	STEEL		2×	DRAGON FAIRY ICE
0×	FAIRY		0×	None

# Characteristics

## Defense

Many Dragon Pokémon are pseudo-legendary or Legendary Pokémon. Partly because of this, Dragon Pokémon have the highest average HP and base stat total of all types.

## Offense

In addition to HP, Dragon-type Pokémon have the highest average Special Attack of all types of Pokémon and fully-evolved Pokémon.

When Misty Terrain is in the effect, the power of Dragon-type moves are decreased by 50% if the target is on the ground.

## Contest properties


In Contests, Dragon-type moves are typically Cool moves, but some may be Beautiful or Tough. None of them are Cute or Clever moves.

# Pokémon

As of Generation VII, there are 50 Dragon-type Pokémon or 6.2% of all Pokémon (counting those that are Dragon-type in at least one of their forms, including Mega Evolutions and Alola Forms), making it the third rarest type, tying with Fairy, only behind Ice and Ghost.















## Pure Dragon-type Pokémon






#	◆	Pokémon	◆
147		Dratini	
148		Dragonair	
371		Bagon	
372		Shelgon	
610		Axew	
611		Fraxure	
612		Haxorus	
621		Druddigon	
704		Goomy	
705		Sliggoo	

#		Pokémon
706		Goodra
782		Jangmo-o

Half Dragon-type Pokémon

Primary Dragon-type Pokémon

#		Pokémon	Type 1	Type 2
149		Dragonite	Dragon	Flying
334		Altaria	Dragon	Flying
		Mega Altaria	Dragon	Fairy
373		Salamence	Dragon	Flying
		Mega Salamence	Dragon	Flying
380		Latias	Dragon	Psychic
		Mega Latias	Dragon	Psychic
381		Latios	Dragon	Psychic
		Mega Latios	Dragon	Psychic
384		Rayquaza	Dragon	Flying
		Mega Rayquaza	Dragon	Flying
443		Gible	Dragon	Ground
444		Gabite	Dragon	Ground
445		Garchomp	Dragon	Ground
		Mega Garchomp	Dragon	Ground
643		Reshiram	Dragon	Fire
644		Zekrom	Dragon	Electric
646		Kyurem	Dragon	Ice



#	Pokémon	Type 1	Type 2
	 White Kyurem	Dragon	Ice
	 Black Kyurem	Dragon	Ice
718	 Zygarde 10% Forme	Dragon	Ground
	 Zygarde 50% Forme	Dragon	Ground
	 Zygarde Complete Forme	Dragon	Ground
783	 Hakamo-o	Dragon	Fighting
784	 Kommo-o	Dragon	Fighting

## Secondary Dragon-type Pokémon





#	Pokémon	Type 1	Type 2
006	 Mega Charizard X	Fire	Dragon
103	 Exeggutor Alola Form	Grass	Dragon
181	 Mega Ampharos	Electric	Dragon
230	 Kingdra	Water	Dragon
254	 Mega Sceptile	Grass	Dragon
329	 Vibrava	Ground	Dragon
330	 Flygon	Ground	Dragon
483	 Dialga	Steel	Dragon
484	 Palkia	Water	Dragon
487	 Giratina	Ghost	Dragon
		Ghost	Dragon
633	 Deino	Dark	Dragon
634	 Zweilous	Dark	Dragon
635	 Hydreigon	Dark	Dragon

#	Pokémon	Type 1	Type 2
691	 Dragalge	Poison	Dragon
696	 Tyrunt	Rock	Dragon
697	 Tyrantrum	Rock	Dragon
714	 Noibat	Flying	Dragon
715	 Noivern	Flying	Dragon
776	 Turtonator	Fire	Dragon
780	 Drampa	Normal	Dragon
799	 Guzzlord	Dark	Dragon
800	 Ultra Necrozma	Psychic	Dragon
804	 Naganadel	Poison	Dragon

Moves







Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
VII	Clanging Scales	Special		110	100%	5 (max 8)	 All adjacent foes	The user rubs the scales on its entire body and makes a huge noise to attack the opposing Pokémon. The user's Defense stat goes down after the attack.
VII	Clangorous Soulblaze	Special		185	—%	1 (max 1)	 All adjacent foes	After obtaining Z-Power, the user, Kommo-o, attacks the opposing Pokémon with full force. This move boosts the user's stats.

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	Core Enforcer	Special		100	100%	10 (max 16)	 All adjacent foes	If the Pokémon the user has inflicted damage on have already used their moves, this move eliminates the effect of the target's Ability.
VII	Devastating Drake	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user materializes its aura using its Z-Power and attacks the target with full force. The power varies, depending on the original move.
VII	Devastating Drake	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user materializes its aura using its Z-Power and attacks the target with full force. The power varies, depending on the original move.
IV	Draco Meteor	Special	Beautiful	130	90%	5 (max 8)	 Any adjacent Pokémon	Comets are summoned down from the sky onto 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
II	Dragon Breath	Special	Cool	60	100%	20 (max 32)	 Any adjacent Pokémon	The user exhales a mighty gust that inflicts damage. This may also leave the target with paralysis.
III	Dragon Claw	Physical	Cool	80	100%	15 (max 24)	 Any adjacent Pokémon	The user slashes the target with huge sharp claws.
III	Dragon Dance	Status	Cool	—	—%	20 (max 32)	 Self	The user vigorously performs a mystic, powerful dance that raises its Attack and Speed stats.
VII	Dragon Hammer	Physical		90	100%	15 (max 24)	 Any adjacent Pokémon	The user uses its body like a hammer to attack the target and inflict damage.
IV	Dragon Pulse	Special	Beautiful	85	100%	10 (max 16)	 Anyone	The target is attacked with a shock wave generated by the user's gaping mouth.
I	Dragon Rage	Special	Cool	—	100%	10 (max 16)	 Any adjacent Pokémon	This attack hits the target with a shock wave of pure rage. This attack always inflicts 40 HP damage.

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	Dragon Rush	Physical	Tough	100	75%	10 (max 16)	 Any adjacent Pokémon	The user tackles the target while exhibiting overwhelming menace. This may also make the target flinch.
V	Dragon Tail	Physical	Tough	60	90%	10 (max 16)	 Any adjacent Pokémon	The target is knocked away, and a different Pokémon is dragged out. In the wild, this ends a battle against a single Pokémon.
V	Dual Chop	Physical	Tough	40	90%	15 (max 24)	 Any adjacent Pokémon	The user attacks its target by hitting it with brutal strikes. The target is hit twice in a row.
II	Outrage	Physical	Cool	120	100%	10 (max 16)	 Self	The user rampages and attacks for two to three turns. The user then becomes confused.
IV	Roar of Time	Special	Beautiful	150	90%	5 (max 8)	 Any adjacent Pokémon	The user blasts the target with power that distorts even time. The user can't move on the next turn.
IV	Spacial Rend	Special	Beautiful	100	95%	5 (max 8)	 Any adjacent Pokémon	The user tears the target along with the space around it. Critical hits land more easily.

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	Twister	Special	Cool	40	100%	20 (max 32)	<div><div></div><div></div><div></div></div> All adjacent foes	The user whips up a vicious tornado to tear at the opposing Pokémon. This may also make them 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.								

## Abilities










### Interacting with the Dragon type


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

### Exclusive Abilities

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

## Items

	Name	Description
	Adamant Orb	A brightly gleaming orb to be held by Dialga. It boosts the power of Dragon- and Steel-type moves when it is held.
	Draco Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Dragon-type moves.
	Dragon Fang	An item to be held by a Pokémon. This hard and sharp fang boosts the power of Dragon-type moves.
	Dragon Gem	A gem with an ordinary essence. When held, it strengthens the power of a Dragon-type move one time.
	Dragon Memory	A memory disc that contains Dragon-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Dragonium Z	It converts Z-Power into crystals that upgrade Dragon-type moves to Dragon-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.
	Haban Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Dragon-type attack.
	Lustrous Orb	A beautifully glowing orb to be held by Palkia. It boosts the power of Dragon- and Water-type moves when it is held.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual item's page.		

	Name	Description
	Soul Dew	A wondrous orb to be held by either Latios or Latias. It raises the power of Dragon- and Dragon-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: Dragon (TCG)*

Introduced in the Dragon Vault set, previously many Pokémon in this set were listed as Colorless-types. Dragon-type Pokémon in the TCG are generally weak to Dragon and Fairy with no resistances. Dragon-type Pokémon can be strong against other Dragon-types, and there are no types that resist them.

Trivia

- Generation V introduced the most Dragon-type Pokémon of any generation, with 10, and Generation II introduced the fewest Dragon-type Pokémon, with only one.
- Generation IV introduced the most Dragon-type moves of any generation, with five, while Generation VI introduced the fewest, with zero.
  - The Dragon type is the only type for which a move was not introduced in Generation VI. This is also the only instance of any generation not introducing a move for a type after that type's introduction.
  - There are only seventeen Dragon-type moves, the fewest of any type.
  - The Dragon type also has the fewest number of non-damaging moves out of all of the types, with only one.
- In Generation I, there was no way to do super-effective Dragon-type damage, since the then-only Dragon-type attack, Dragon Rage, always deals 40 HP of damage.
  - Also, for the same reasons, there was no way to get STAB from a Dragon-type move in Generation I.
- In Generation I, no type resisted or was immune to the Dragon type, making it the only type to have ever had this distinction. However, there were no Dragon-type moves that utilized the standard damage formula in Generation I, making this a moot point.
- It has never been possible for any Pokémon to have either a double weakness or a double resistance to Dragon.
- Sinnoh is the only region without a notable Dragon-type specialist.
- In Generation III, all Dragon-type moves were Cool moves.
- Dragon is the most common type to serve as version mascot, with seven Dragon-type Pokémon having served as mascots for eight games of the core series.
- Dragon-type moves have the most held items that boost their power: Draco Plate, Dragon Fang, Dragon Gem, all three timespace orbs, and the Soul Dew (as of Generation VII).
- The Dragon type resists all three of the traditional primary types of core series starter Pokémon: Grass, Fire, and Water. In addition, it resists Electric, which was the type of the player's starter in Pokémon Yellow.
- Currently, there are no Dragon-type Pokémon that evolve by a method other than leveling up.
- More Pokémon gain the Dragon type through Mega Evolution than any other type, with three.

In other languages

Language		Title
<span>●</span> Japanese		ドラゴン <i>Dragon</i>
Chinese	Cantonese	龍 <i>Lùhng</i>
	Mandarin	龍 / 龙 <i>Lóng</i>

 Czech	Dračí
 Danish	Drage
 Dutch	Draak
 Finnish	Lohikäärme
 French	Dragon
 German	Drache
 Greek	Δράκου <i>Drákou</i>
 Hebrew	דראקון <i>Dracon</i>
 Hungarian	Sárkány
 Indonesian	Naga Dragon
 Italian	Drago
 Korean	드래곤 <i>Dragon</i>
 Norwegian	Drage
 Malaysian	Naga
 Polish	Smok Smoczy
 Portuguese	Dragão
 Romanian	Dragon
 Russian	Дракон <i>Drakon</i>
 Spanish	Dragón
 Swedish	Drake
 Thai	มังกร <i>Mangkon</i>
 Turkish	Ejder
 Vietnamese	Rồng

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  - Oct 1 Pokémon GO Safari Zone Event announced for Taiwan: Starts November 1, ends Novem...
- # Rainbow Rocket Forums
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