BASIC **Abra** HP 50

NO. 0063 Psi Pokémon HT: 2'11" WT: 43 lbs.

**Teleportation Attack** 10
Switch this Pokémon with 1 of your Benched Pokémon.

weakness ×2 | resistance -30 | retreat

Illus. Orca
1 MEG EN 054/132 ●
Abra can teleport in its sleep. Apparently the more deeply Abra sleeps, the farther its teleportations go.

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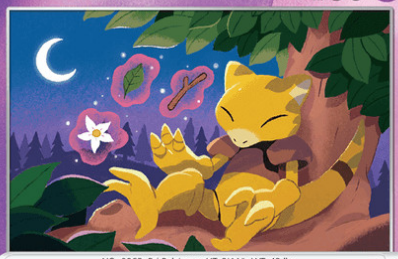
BASIC **Abra** HP 50



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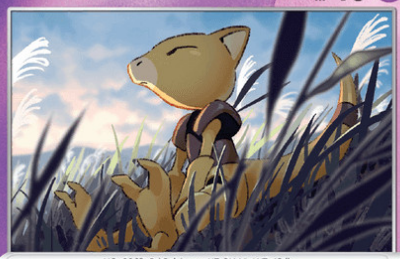
BASIC **Abra** HP 40



NO. 0063 Psi Pokémon HT: 2'11" WT: 43 lbs.

**Ability** **Teleporter**
Once during your turn, if this Pokémon is in the Active Spot, you may shuffle it and all attached cards into your deck.

**Beam** 10

weakness ×2 | resistance -30 | retreat

Illus. Kariya
H TWM EN 080/167 ●
This Pokémon uses its psychic powers while it sleeps. The contents of Abra's dreams affect the powers that the Pokémon wields.

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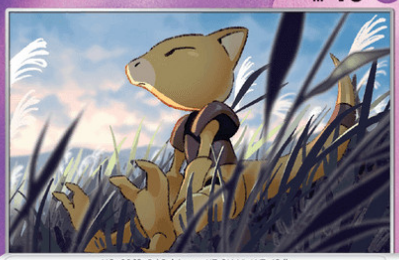
BASIC **Abra** HP 40



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This Pokémon uses its psychic powers while it sleeps. The contents of Abra's dreams affect the powers that the Pokémon wields.

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STAGE2 **Alakazam** HP 140
Evolves from Kadabra

NO. 0065 Psi Pokémon HT: 4'11" WT: 105.8 lbs.

**Ability** **Psychic Draw**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 3 cards.

**Powerful Hand**
Place 2 damage counters on your opponent's Active Pokémon for each card in your hand.

weakness ×2 | resistance -30 | retreat

Illus. Bun Toujo
1 MEG EN 056/132 ★
Alakazam wields potent psychic powers. It's said that this Pokémon used these powers to create the spoons it holds.

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Alakazam wields potent psychic powers. It's said that this Pokémon used these powers to create the spoons it holds.

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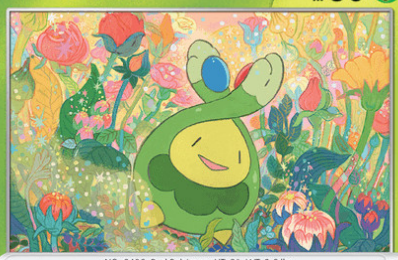
BASIC **Budew** HP 30



NO. 0406 Bud Pokémon HT: 8" WT: 2.6 lbs.

**Itchy Pollen** 10
During your opponent's next turn, they can't play any Item cards from their hand.

weakness ×2 | resistance | retreat

Illus. Yoriyuki Ikegami
H ASC EN 016/217 ●
The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

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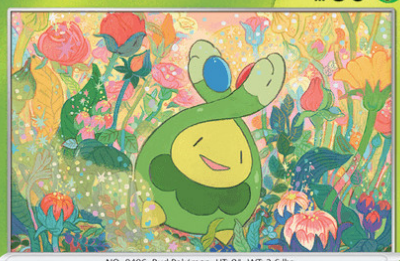
BASIC **Budew** HP 30



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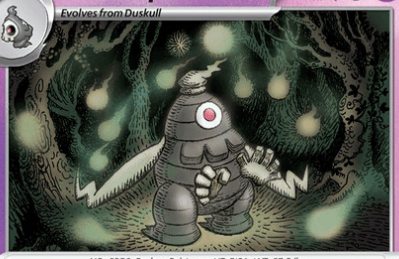
STAGE 1 **Dusclops** HP 90

Evolves from Duskull



NO. 0356 Beckon Pokémon HT: 5'3" WT: 67.5 lbs.

**Ability** **Cursed Blast**

Once during your turn, you may put 5 damage counters on 1 of your opponent's Pokémon. If you use this Ability, this Pokémon is Knocked Out.

**Will-O-Wisp** 50

weakness ×2 | resistance −30 | retreat

Illus. Aya Kusube

H PRE EN 036/131 ●

Dusclops's true form is said to be a bright red eye burning within its body, but no one has ever seen such a thing.

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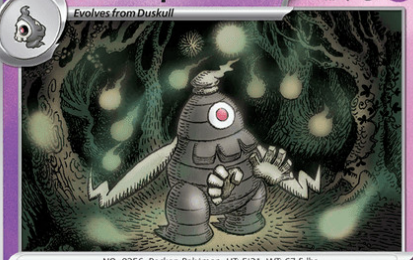
STAGE 1 **Dusclops** HP 90

Evolves from Duskull



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STAGE 2 **Dusknoir** HP 160

Evolves from Dusclops

NO. 0477 Gripper Pokémon HT: 7'3" WT: 235 lbs.

**Ability** **Cursed Blast**

Once during your turn, you may put 13 damage counters on 1 of your opponent's Pokémon. If you use this Ability, this Pokémon is Knocked Out.

**Shadow Bind** 150

During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ×2 | resistance −30 | retreat

Illus. danciao

H PRE EN 037/131 ★

It comes and goes between this world and the afterlife. People fear this Pokémon because it is said to suck in lost spirits and take them along.

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BASIC **Duskull** HP 60

NO. 0355 Requiem Pokémon HT: 2'7" WT: 33.1 lbs.

**Come and Get You**

Put up to 3 Duskull from your discard pile onto your Bench.

**Mumble** 30

weakness ×2 | resistance −30 | retreat

Illus. IKEDA Saki

H PRE EN 035/131 ●

Duskull's victims suffer an intense chill as the Pokémon siphons their life-force away, glaring at them with its bright red eye all the while.

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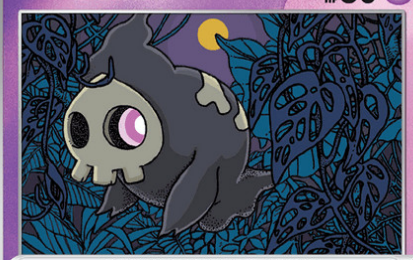
BASIC **Duskull** HP 60



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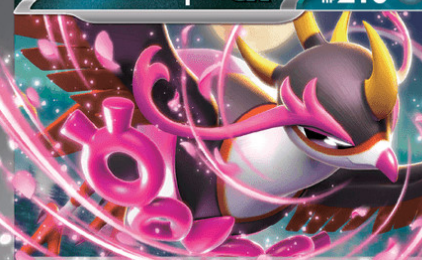
BASIC **Fezandipiti ex** HP 210



**Ability** **Flip the Script**

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

**Cruel Arrow**

This attack does 100 damage to 1 of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness ×2 | resistance | retreat

Illus. fukuyoo

H ASC EN 142/217 ★

**Pokémon ex rule**

When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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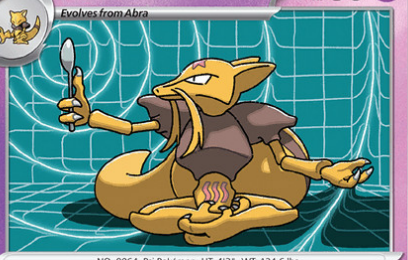
STAGE 1 **Kadabra** HP 80

*Evolves from Abra*



NO. 0064 Psi Pokémon HT: 4'3" WT: 124.6 lbs.

**Ability** **Psychic Draw**

Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 2 cards.

**Super Psy Bolt** 30

weakness ×2 | resistance −30 | retreat

*Illus. Saboteri*

I MEG EN 055/132 ◆

This Pokémon's telekinesis is immensely powerful. To prepare for evolution, Kadabra stores up psychic energy in the star on its forehead.

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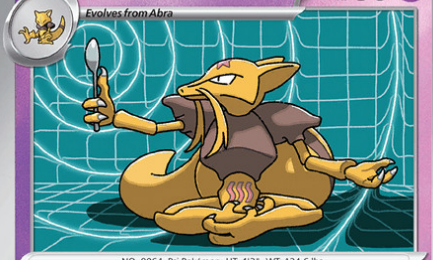
STAGE 1 **Kadabra** HP 80

*Evolves from Abra*



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STAGE 1 **Kadabra** HP 80

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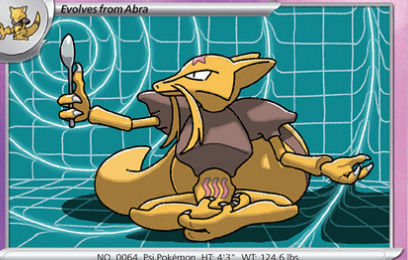

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I MEG EN 055/132 ◆

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BASIC **Patrat** HP 70

NO. 0504 Scout Pokémon HT: 1'8" WT: 25.6 lbs.

**Ability** **Watchful Eye**

Damage counters on each Pokémon *(both yours and your opponent's)* can't be moved to other Pokémon.

**Bite** 10

weakness ×2 | resistance | retreat

*Illus. Souichirou Gunjima*

J CRI EN 070/086 ●

Using food stored in cheek pouches, they can keep watch for days. They use their tails to communicate with others.

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BASIC **Shaymin** HP 80

NO. 0492 Gratitude Pokémon HT: 8" WT: 4.6 lbs.

**Ability** **Flower Curtain**

Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. *(Pokémon ex, Pokémon V, etc. have Rule Boxes.)*

**Smash Kick** 30

weakness ×2 | resistance | retreat

*Illus. tono*

I DRI EN 010/182 ◆

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

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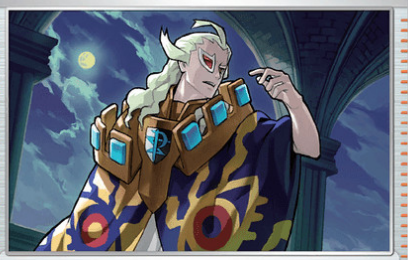
Supporter TRAINER

**Boss's Orders** *Ghetsis*



Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

*Illus. NC Empire*

I MEG EN 114/132 ◆

You may play only 1 Supporter card during your turn.

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Item TRAINER

**Buddy-Buddy Poffin**

Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

*Illus. AYUMI ODASHIMA*

H TEF EN 144/162 ◆

You may play any number of Item cards during your turn.

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Item TRAINER

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Item TRAINER

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Illus. AYUMI ODASHIMA
H TEF EN 144/162 ◆

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Supporter TRAINER

## Dawn

Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. Yuu Nishida
I PFL EN 087/094 ◆

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Supporter TRAINER

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I PFL EN 087/094 ◆

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Supporter TRAINER

## Gwynn

Discard up to 2 Pokémon that don't have a Rule Box from your hand, and draw 3 cards for each card you discarded in this way. *(Pokémon* ***ex****, Pokémon* ***V****, etc. have Rule Boxes.)*

You may play only 1 Supporter card during your turn.

Illus. nagimiso
J PBL EN 078/084 ◆

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Supporter TRAINER

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Illus. nagimiso
J PBL EN 078/084 ◆

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Supporter TRAINER

## Hilda

Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. yuu
I WHT EN 084/086 ◆

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Supporter TRAINER

## Hilda

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Illus. yuu
I WHT EN 084/086 ◆

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Illus. yuu
I WHT EN 084/086 ◆

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Item TRAINER

## Night Stretcher

Put a Pokémon or a Basic Energy card from your discard pile into your hand.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H ASC EN 196/217 ●

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Item TRAINER

## Night Stretcher

Put a Pokémon or a Basic Energy card from your discard pile into your hand.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H ASC EN 196/217 ●

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Item TRAINER

## Poké Pad

Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. *(Pokémon* ***ex****, Pokémon* ***V****, etc. have Rule Boxes.)*

You may play any number of Item cards during your turn.

Illus. Studio Bora Inc.
J POR EN 081/088 ◆

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Item TRAINER

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Illus. Studio Bora Inc.
J POR EN 081/088 ◆

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Item TRAINER

## Prime Catcher

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, switch your Active Pokémon with 1 of your Benched Pokémon.

ACE SPEC

You can't have more than 1 **ACE SPEC** card in your deck.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H TEF EN 157/162 ★

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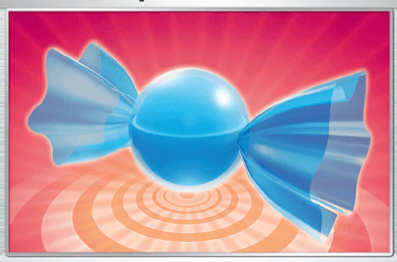
Item TRAINER

## Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

You may play any number of Item cards during your turn.

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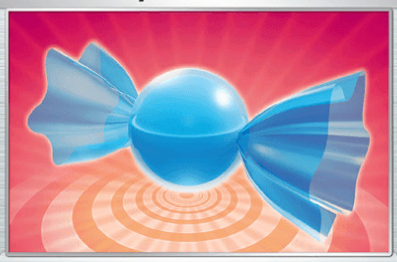
Item TRAINER

## Rare Candy



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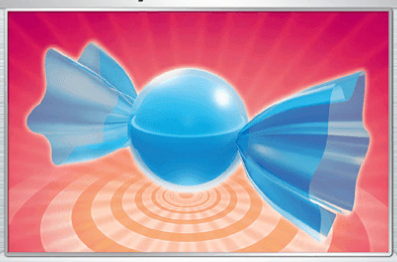

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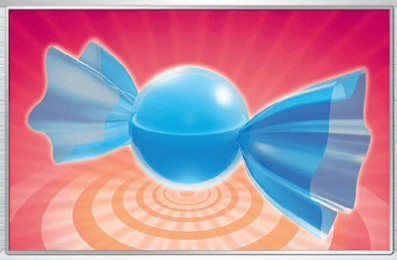

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Item TRAINER

## Sacred Ash

Shuffle up to 5 Pokémon from your discard pile into your deck.

You may play any number of Item cards during your turn.

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Item TRAINER

## Special Red Card

You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

You may play any number of Item cards during your turn.

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J CRI EN 082/086 ◆

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Item TRAINER

## Special Red Card

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Illus. Studio Bora Inc.
J CRI EN 082/086 ◆

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Item TRAINER

## Strange Timepiece

Devolve 1 of your evolved ⓓ Pokémon by putting any number of Evolution cards on it into your hand. *(That Pokémon can't evolve this turn.)*

You may play any number of Item cards during your turn.

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I MEG EN 128/132 ◆

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Item TRAINER

## Strange Timepiece

Devolve 1 of your evolved ⓓ Pokémon by putting any number of Evolution cards on it into your hand. *(That Pokémon can't evolve this turn.)*

You may play any number of Item cards during your turn.

Illus. Toyste Beach
I MEG EN 128/132 ◆

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Item TRAINER

## Strange Timepiece

Devolve 1 of your evolved Psychic Pokémon by putting any number of Evolution cards on it into your hand. *(That Pokémon can't evolve this turn.)*

You may play any number of Item cards during your turn.

*Illus. Toyste Beach*

1 MEG EN 128/132 ◆

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Basic Energy ENERGY

## Basic Psychic Energy

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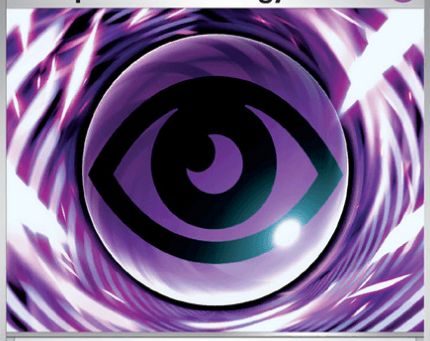
Special Energy ENERGY

## Telepathic Psychic Energy



As long as this card is attached to a Pokémon, it provides Psychic Energy.

When you attach this card from your hand to a Psychic Pokémon, search your deck for up to 2 Basic Psychic Pokémon and put them onto your Bench. Then, shuffle your deck.

J POR EN 088/088 ★

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Special Energy ENERGY

## Telepathic Psychic Energy

As long as this card is attached to a Pokémon, it provides Psychic Energy.

When you attach this card from your hand to a Psychic Pokémon, search your deck for up to 2 Basic Psychic Pokémon and put them onto your Bench. Then, shuffle your deck.

J POR EN 088/088 ★

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