



BASIC Dreepy HP 70



NO. 0885. Lingering Pokémon. HT: 1'8". WT: 4.4 lbs.

Petty Grudge 10

Bite 40

weakness resistance retreat ★

It has a habit of biting at Clauncher even though it doesn't feed on them. This is said to be vestigial behavior from when Dreepy was alive.

128/167

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128/167

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 ★★

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.

036/131

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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.

036/131

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 ★★

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.

037/131

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.

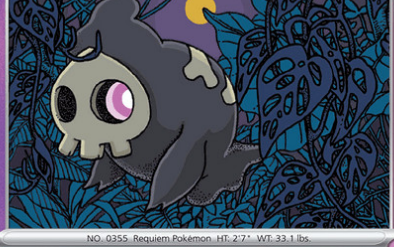
Mumble 30

weakness ×2 resistance -30 retreat ★

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.

035/131

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035/131

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

♣

÷

2

retreat

♣

1

Pokémon EX rule

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

illus. Katsuyasu

ASC

142/217

★ ★ ★

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BASIC

Meowth

ex

HP

170

★

Ability

Last-Ditch Catch

Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

★ ★ ★

Tuck Tail

60

Put this Pokémon and all attached cards into your hand.

weakness

♣

×

2

resistance

♣

÷

2

retreat

♣

1

illus. Sean Graphics

FOR

062/088

★ ★

Pokémon EX rule

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

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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

♣

÷

2

retreat

♣

1

illus. Souichirou Gunjima

CR

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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Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

MEG

114/132

◆

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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MEG

114/132

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TRAINER

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illus. NC Empire

MEG

114/132

◆

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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

TEF

144/162

◆

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

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144/162

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Illus. AYUMI ODASHIMA
H 144/162

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Supporter

TRAINER

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Crushing Hammer



Flip a coin. If heads, discard an Energy from 1 of your opponent's Pokémon.

Illus. Ayaka Yoshida
J 071/088

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

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Item

TRAINER

Crushing Hammer



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Illus. Ayaka Yoshida
J 071/088

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Illus. Ayaka Yoshida
J 071/088

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Stadium

TRAINER

Jamming Tower



Pokémon Tools attached to each Pokémon (both yours and your opponent's) have no effect.

Illus. AYUMI ODASHIMA
H 153/167

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

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Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. konoro
J 076/088

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
J 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
MEG 119/132

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

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Illus. Atsushi Furusawa
MEG 119/132

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa
MEG 119/132

You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

Lumiose City



Once during each player's turn, that player may search their deck for a Basic Pokémon and put it onto their Bench. Then, that player shuffles their deck. If a player searches their deck in this way, their turn ends.

Illus. MARINA Chikazawa
J POK 077/088

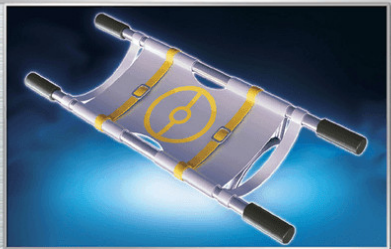
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Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach
H ASC 196/217

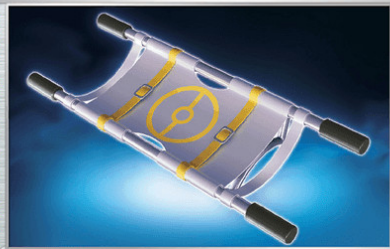
You may play any number of Item cards during your turn.

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Item

TRAINER

Night Stretcher



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Illus. Toyote Beach
H ASC 196/217

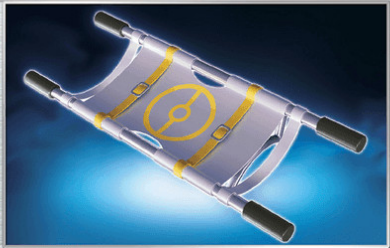
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Item

TRAINER

Night Stretcher



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Illus. Toyote Beach
H ASC 196/217

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

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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.)

Illus. Studio Boro Inc.
J POK 081/088

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

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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.)

Illus. Studio Boro Inc.
J POK 081/088

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

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Item **TRAINER**

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

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

Illus. Ayaka Yoshida

0 **MEG** **131/132**

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