

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy.



NO. 0886, Caretaker Pokémon. HT: 4'7". WT: 24.3 lbs.

Ability Recon Directive
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness resistance retreat *

illus. cochi8i
H T129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

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BASIC **Dreepy** HP 70



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

Petty Grudge 10

Bite 40

weakness resistance retreat *

illus. Scav
H T128/167

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.

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weakness resistance retreat *

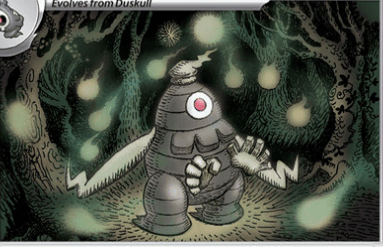
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STAGE 1 **Dusclops** HP 90

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 T036/131

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 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. danclao
H T037/131

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

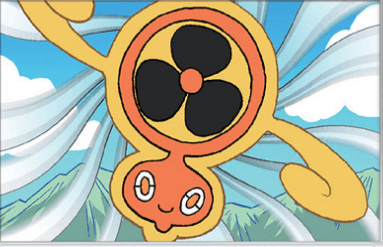
weakness ×2 resistance -30 retreat *

illus. IKEDA Saki
H T035/131

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 **Fan Rotom** HP 70



NO. 0479, Plasma Pokémon. HT: 1'. WT: 0.2 lbs.

Ability Fan Call
Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

Assault Landing 70
If there is no Stadium in play, this attack does nothing.

weakness ×2 resistance -30 retreat *

illus. Tashino Aoki
H T118/142

There are several appliances that Rotom can inhabit, but the first one to be developed was the electric fan.

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BASIC **Pikipek** HP 70



NO. 0731, Woodpecker Pokémon. HT: 1'. WT: 2.6 lbs.

Double Stab 10×
Flip 2 coins. This attack does 10 damage for each heads.

weakness ×2 resistance -30 retreat *

illus. Kaji Nakata
H T066/084

Pikipek has strong muscles in its neck, so it won't hurt itself even if it violently shakes its head.

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STAGE 1

Trumbeak

HP 90

NO. 0732 Bugle Beak Pokémon HT: 2' WT: 32.6 lbs.

★

Fly

30

Flip a coin. If tails, this attack does nothing. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness ⚡ ×2
 resistance ♀ -30
 retreat ★

illus. miki kudo
 When it encounters foes, it launches the many seeds stored in its beak in a radial burst.

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Pokémon Tool

TRAINER

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is ★★ less.

illus. Studio Bora Inc.
 You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

ASCM 181/217
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Stadium

TRAINER

Battle Cage

Prevent all damage counters from being placed on Benched Pokémon (both yours and your opponent's) by effects of attacks and Abilities from the opponent's Pokémon. (Damage from attacks is still taken.)

illus. MARINA Chikazawa
 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.

PFLIN 085/094
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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
 You may play only 1 Supporter card during your turn.

MEGIN 114/132
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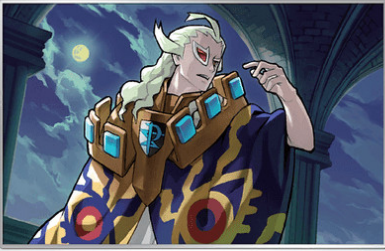
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Illus. NC Empire
H 114/132

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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
H 144/162

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

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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.

Illus. Yui Nishida
H 087/094

You may play only 1 Supporter card during your turn.

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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.

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You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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H 087/094

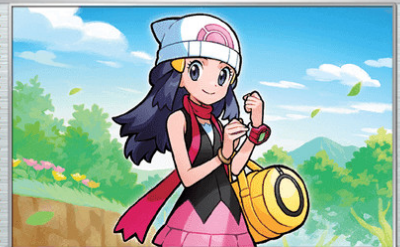
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Supporter

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.

Illus. Yui Nishida
H 087/094

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

You may play only 1 Supporter card 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.)

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

Illus. Studio Bora Inc.


POR EN 081/088

Special Energy
ENERGY

Mist Energy

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

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

161/162

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Mist Energy

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Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

161/162

Special Energy
ENERGY

Spiky Energy

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

If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), put 2 damage counters on the Attacking Pokémon.

159/159

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159/159