

STAGE 1

Bronzong

HP **110** 

Evolves from Bronzor



NO. 0437 · Bronze Bell Pokémon · HT: 4'3" · WT: 412.3 lbs.

 **Evolution Jammer** **30**

During your opponent's next turn, they can't play any Pokémon from their hand to evolve their Pokémon.

   **Super Psy Bolt** **100**

weakness  x2 | resistance  -30 | retreat   

Illus. Katsunori Sato

  069 / 162 

In ages past, this Pokémon was revered as a bringer of rain. It was found buried in the ground.

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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 ♣ x2 **resistance** **retreat**

Illus. Yoriyuki Ikegami

H ASCN 076 / 217

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

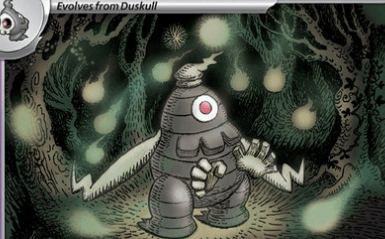
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STAGE 1

Dusclops

HP **90** 

Evolves from Duskull



NO. 0356. Beekton 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  x2 | resistance  -30 | retreat  

Illus. Aya Kusube

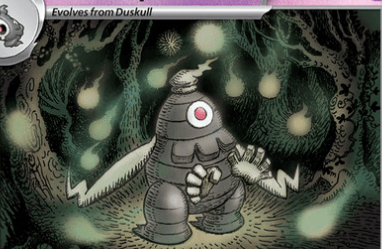
H  **11** **036 / 131** 

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 Dusklull



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 x2 resistance -30 retreat

illus. Ayo Kusube

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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 x2 resistance -30 retreat

illus. danciao

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STAGE 2 **Dusknoir** **HP 160**

Evolves from Dusclops



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illus. danciao

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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 x2 resistance -30 retreat

illus. IKEDA Saki

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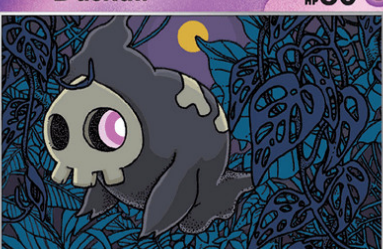
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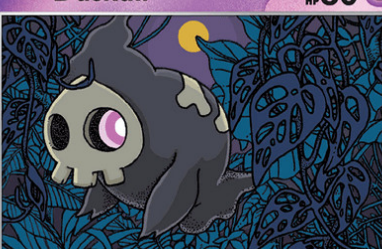
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Supporter

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.

Illus. you
084/086

You may play only 1 Supporter card during your turn.

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TRAINER

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084/086

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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
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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TRAINER

Jamming Tower



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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
119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa
119/132

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Illus. Atsushi Furusawa

MEGA 119/132

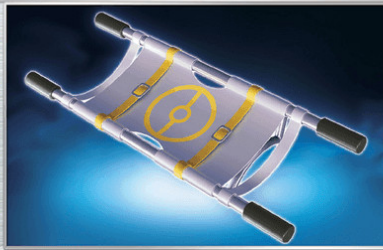
You may play only 1 Supporter card during your turn.

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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

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.

POR 081/088

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

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Item

TRAINER

Poké Pad



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Illus. Studio Boro Inc.

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POR 081/088

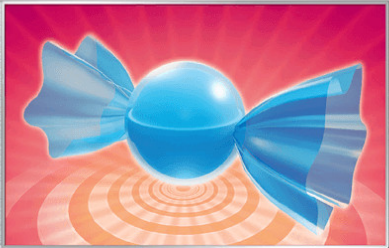
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Item

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.

Illus. Studio Boro Inc.

MEGA 125/132

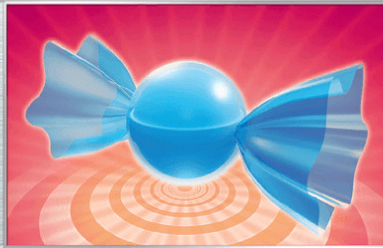
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Illus. Studio Boro Inc.

MEGA 125/132

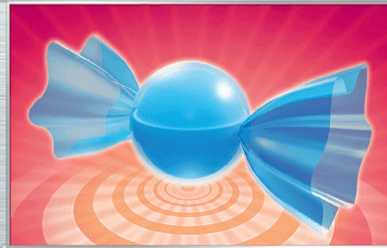
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MEGA 125/132

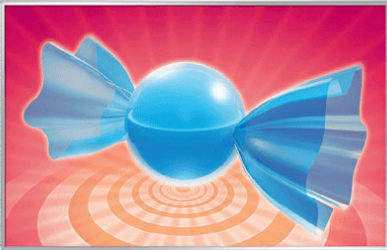
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Illus. Studio Boro Inc.

MEGA 125/132

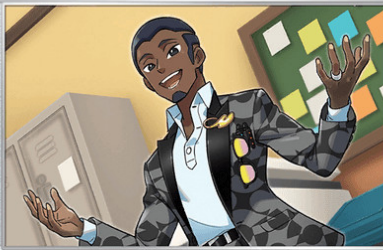
You may play any number of Item cards during your turn.

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Supporter

TRAINER

Salvatore



Search your deck for a card that has no Abilities and evolves from 1 of your Pokémon, and put it onto that Pokémon to evolve it. Then, shuffle your deck. You can use this card on a Pokémon you put down when you were setting up to play or on a Pokémon that was put into play this turn.

Illus. Ryuta Fuse

MEGA 160/162

You may play only 1 Supporter card 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.

Illus. Studio Boro Inc.

MEGA 082/086

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

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Boro Inc.

MEGA 130/132

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

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Boro Inc.

MEGA 130/132

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

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Boro Inc.

MEGA 130/132

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.

Illus. Ayaka Yoshida

MEGA 131/132

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.

Illus. Ayaka Yoshida

MEGA 131/132

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Item

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Ultra Ball



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Illus. Ayaka Yoshida

MEGA 131/132

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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.

Max. Ayako Yoshida

MEGA 131/132

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Special Energy

ENERGY

Enriching Energy



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

When you attach this card from your hand to a Pokémon, draw 4 cards.

SSR 191/191

★

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Special Energy

ENERGY

Telepathic Energy



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

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

088/088

★

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Special Energy

ENERGY

Telepathic Energy



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

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

088/088

★

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088/088

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