



STAGE 1 **Dusclops** HP 90

Evolves from Dusknoll



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. Ayo Kusube
H PREN 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 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 PREN 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 PREN 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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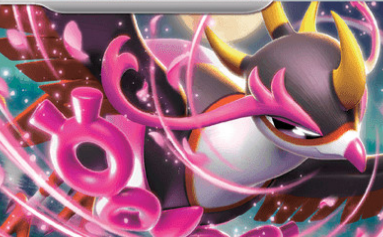
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BASIC **Fezandipiti ex** HP 210



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.)

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

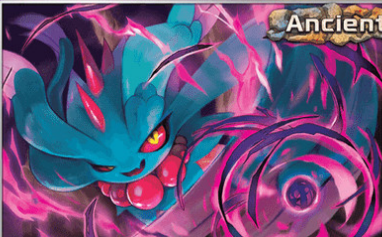
weakness ♀ ×2 resistance ♂ -30 retreat ★

illus. Takayoshi
H ASCN 142/217

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BASIC **Flutter Mane** HP 90

Ancient



NO. 0987, Paradox Pokémon, HT: 4'7" WT: 8.8 lbs.

Ability Midnight Fluttering
As long as this Pokémon is in the Active Spot, your opponent's Active Pokémon has no Abilities, except for Midnight Fluttering.

Hex Hurl 90
Put 2 damage counters on your opponent's Benched Pokémon in any way you like.

weakness ♀ ×2 resistance ♂ -30 retreat ★

illus. kodama
H PREN 078/162

This Pokémon has a character design similar to those of Flutter Mane, a creature mentioned in an ancient book.

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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 x2 resistance -30 retreat

illus. Saboteri

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

MEGA 055/132

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MEGA 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 x2 resistance retreat

illus. Souichirou Gunjima

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

MEGA 070/086

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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 x2 resistance retreat

illus. Nono

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

MEGA 010/182

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Supporter **TRAINER** **Boss's Orders** *Ghetsis*

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

You may play only 1 Supporter card during your turn.

illus. NC Empire

MEGA 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.

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

illus. AYUMI ODASHIMA

MEGA 144/162

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MEGA 144/162

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Item

TRAINER

Buddy-Buddy Poffin



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Illus. AYUMI ODASHIMA
H TEF 144/162

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Item

TRAINER

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Illus. AYUMI ODASHIMA
H TEF 144/162

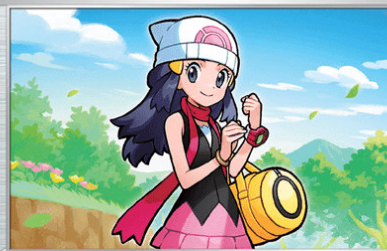
You may play any number of Item cards during your turn.

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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
PFL 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.

Illus. Yui Nishida
PFL 087/094

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Enhanced Hammer



Discard a Special Energy from 1 of your opponent's Pokémon.

Illus. Eike Yoshinob
H TEF 148/167

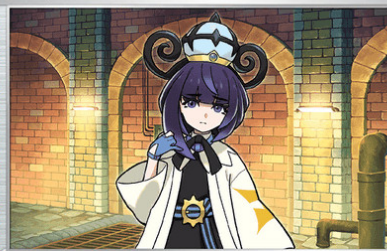
You may play any number of Item cards during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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.)

Illus. nagimiso
PFL 078/084

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Gwynn



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Illus. nagimiso
PFL 078/084

You may play only 1 Supporter card during your turn.

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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. yui
WFL 084/086

You may play only 1 Supporter card during your turn.

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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. yui
WFL 084/086

You may play only 1 Supporter card during your turn.

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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

TMF 084/086

You may play only 1 Supporter card during your turn.

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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

TMF 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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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

TMF 077/088

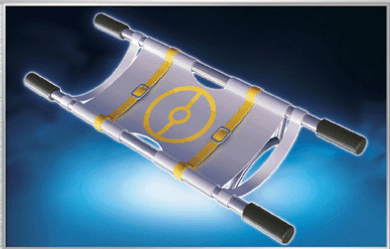
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Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach

ASC 196/217

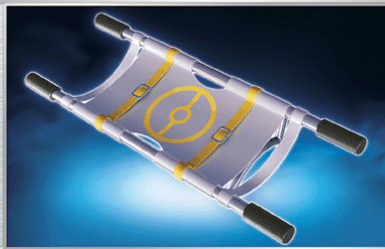
You may play any number of Item cards during your turn.

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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 Bora Inc.

TMF 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 Bora Inc.

TMF 081/088

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Item

TRAINER

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Illus. Studio Bora Inc.

TMF 081/088

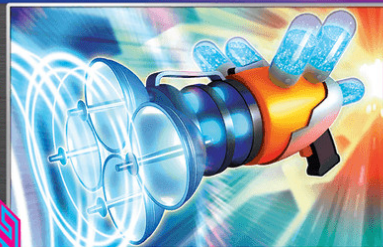
You may play any number of Item cards during your turn.

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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.

Illus. Toyote Beach

TMF 157/162

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

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

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

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

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Item

TRAINER

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Illus. Studio Boro Inc.

MEGA 125/132

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Illus. Studio Boro Inc.

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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Item

TRAINER

Sacred Ash

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

Illus. Eiko Yoshinob

ORIN 168/182

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.

Illus. Studio Boro Inc.

CRIM 082/086

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

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Item

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Illus. Studio Boro Inc.

CRIM 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.)

Illus. Toyote Beach

MEGA 128/132

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

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Item

TRAINER

Strange Timepiece

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Illus. Toyote Beach

MEGA 128/132

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

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Item

TRAINER

Strange Timepiece

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Max. Toyoto Beach

128/132

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

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Basic Energy

ENERGY

Basic Energy

005

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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

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088/088 ★

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