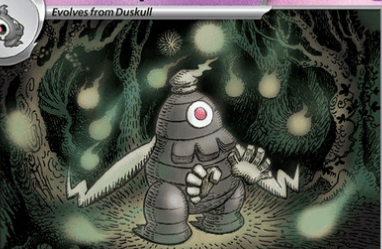


STAGE 1 **Dusclops** HP 90

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. 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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STAGE 2 **Dusknoir** HP 160

Evolves from Dusclops



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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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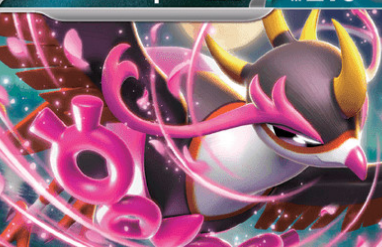
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H PREN 035/131

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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 ♂ -30 retreat ★

illus. Nakayama
H ASCN 142/217

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

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BASIC **Kyurem** HP 130



NO. 0646, Boundary Pokémon, HT: 9'10" WT: 716.5 lbs.

Ability **Plasma Bane**

If your opponent has any cards in their discard pile that have "Colress" in the name, this Pokémon can use the Trifrost attack for ★.

Trifrost

Discard all Energy from this Pokémon. This attack does 110 damage to 3 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ♀ ×2 resistance ♂ -30 retreat ★★

illus. Shinariguru
H SPAN 047/064

Dwelling within it is a power even greater than that of Reshiram or Zekrom, but the extreme cold keeps that power bound.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Latias ex** HP 210



Ability **Skyliner**

Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200

During your next turn, this Pokémon can't attack.

weakness ♀ ×2 resistance ♂ -30 retreat ★★

illus. Nakayama
H SSPN 076/191

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

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STAGE 1 Slowking HP 120

Evolves from Slowpoke



NO. 0199 Royal Pokémon. HT: 6'7" WT: 175.3 lbs.

Seek Inspiration
Discard the top card of your deck, and if that card is a Pokémon that doesn't have a Rule Box, choose 1 of its attacks and use it as this attack. (Pokémon **ex**, Pokémon **V**, etc. have Rule Boxes.)

Super Psy Bolt 120

weakness  x2 resistance  -30 retreat   

Illus. Tetsu Koyama It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

SCN 058/142

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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SCN 058/142

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BASIC Slowpoke HP 80



NO. 0079 Dopey Pokémon. HT: 3'11" WT: 79.4 lbs.

Dangle Tail
Put a Pokémon from your discard pile into your hand.

Tackle 30

weakness  x2 resistance  -30 retreat  

Illus. Tezoro It is always vacantly lost in thought, but no one knows what it is thinking about. It is good at fishing with its tail.

SCN 057/142

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Stadium **TRAINER**

Academy at Night



Once during each player's turn, that player may put a card from their hand on top of their deck.

Illus. AYUMI ODASHIMA

SCN 054/064

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Stadium **TRAINER**

Academy at Night



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SCN 054/064

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Stadium

TRAINER

Academy at Night



Once during each player's turn, that player may put a card from their hand on top of their deck.

Illus. AYUMI ODASHIMA

SRM 054/064

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

Ciphermaniac's Codebreaking



Future

Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illus. Taira Akitsu

TEF 145/162

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Ciphermaniac's Codebreaking



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TEF 145/162

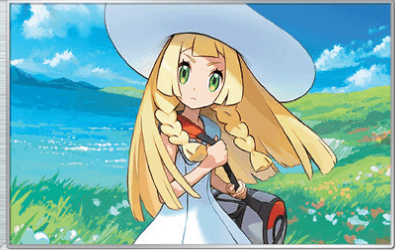
You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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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MEG 119/132

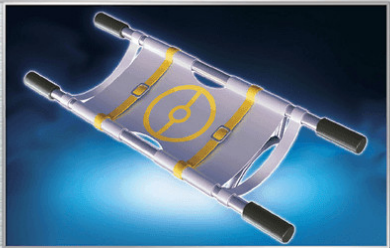
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



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

Illus. Toyste Beach
H ASC 196/217

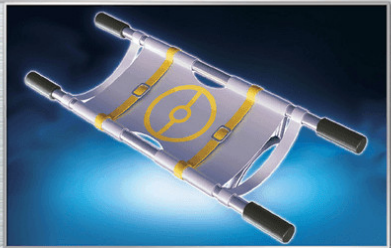
You may play any number of Item cards during your turn.

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Night Stretcher



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H ASC 196/217

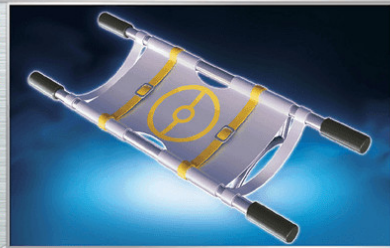
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Night Stretcher



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Illus. Toyste Beach
H ASC 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.)

Illus. Studio Boro Inc.
J 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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Illus. Studio Boro Inc.
J 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.
J MEGA 125/132

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

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Item

TRAINER

Secret Box



You can use this card only if you discard 3 other cards from your hand.

Search your deck for an Item card, a Pokémon Tool card, a Supporter card, and a Stadium card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Toyste Beach
H TWIN 163/167

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.
J 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.

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

Illus. Ayaka Yoshida

1 **MEG** **131/132**

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Item **TRAINER**

Ultra Ball



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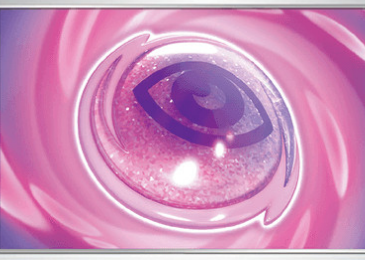
Illus. Ayaka Yoshida

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

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Item **TRAINER**

Wondrous Patch



Attach a Basic ⌚ Energy card from your discard pile to 1 of your Benched ⌚ Pokémon.

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

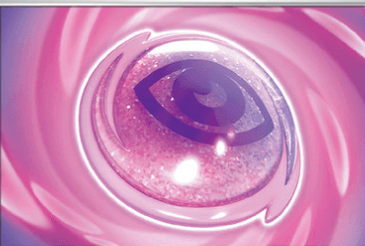
Illus. Studio Bora Inc.
PFLN 094/094

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Item

TRAINER

Wondrous Patch



Attach a Basic ⬤ Energy card from your discard pile to 1 of your Benched ⬤ Pokémon.

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

Illus. Studio Bora Inc.

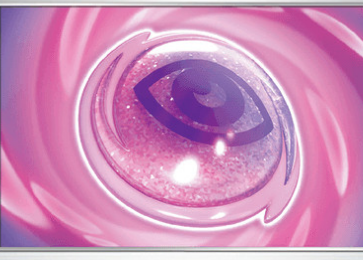
0 PFL-094/094

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Item

TRAINER

Wondrous Patch



Attach a Basic ⬤ Energy card from your discard pile to 1 of your Benched ⬤ Pokémon.

Illustration by Studio Bara Inc.

0 PFLN 094/094

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

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The card features a vibrant background of swirling teal and yellow-green energy. In the center is a large, translucent sphere with a black five-pointed star on its surface. A large, light blue arrow curves from the left side of the sphere, pointing towards the top left corner of the card. The top of the card has a dark grey border with the words 'Special Energy' in a stylized font on the left and 'ENERGY' in a bold, italicized font on the right. Below this border, the title 'Boomerang Energy' is written in a large, bold, black font. To the right of the title is a small black star icon. The bottom of the card has a white rectangular box containing the card's text. In the bottom left corner of the card, there is a small 'TM' symbol, the 'The Pokémon Company' logo, and the number '166/167' followed by a small black diamond symbol. In the bottom right corner, there is a small black star icon.

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Basic Energy  **ENERGY**

Basic  Energy







MEEN 005

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