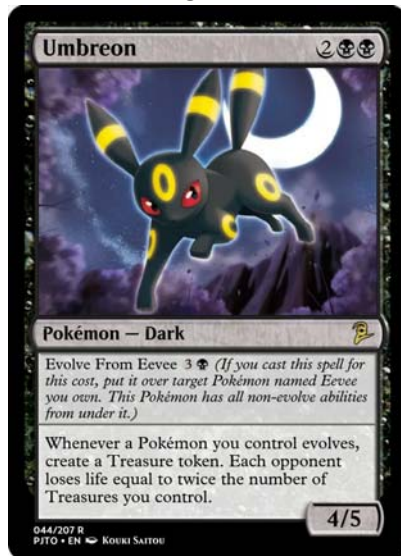


## Evolve From

Most evolution happens by casting higher-stage Pokémon onto lower-stage Pokémon.



## Evolve

Some Pokémon turn over to evolve, increasing their power and toughness but keeping abilities. The new name on the back face allows it to be targeted by higher stage Pokémon with Evolve From.



## Lifegain



A lot of lifegain and cards that trigger when you gain life. There is also a subtheme of counterspells-matter that is most at home in this archetype. The deck generally plays as control.

## Scry



Focuses on cards that scry or interact with scry effects in some way. It has access to a lot of the counterspells in the set as well as black removal, so can play a control role as well.

## Sacrifice



Cares about players sacrificing permanents, either by forcing the opponent to sacrifice and get beneficial triggers or through mutual sacrifice after sculpting the board with red and black removal.

## +1/+1 Counters



Looks for large Pokémon and ways to make them larger. The archetype has access to several green ramp spells to start dropping large threats as soon as possible.

## Tokens



Creating token Pokémon and populating them is the goal here, with ways to create vanilla 1/1 tokens all the way up to 5/5 tokens with trample.

## Treasure



Creates a lot of Treasure tokens and has cards that care about being cast with Treasure, when you sacrifice a Treasure, or the number of Treasures you control.

## Exile



Self-exiles cards and has cards that trigger off of things going to exile or care about the cards you own in exile.

## -1/-1 Counters



Generates -1/-1 counters and has various effects that care about -1/-1 counters in play or Pokémon dying with -1/-1 counters on them.

## Aggro



Aggressive Pokémon meant to end the game as quickly as possible, along with effects that care about attacking. First strike, vigilance, and haste are common here.

## Landfall



Playing multiple lands per turn to abuse landfall triggers. Fetch lands are prized here, as well as ramp spells.