

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 x2 resistance -30 retreat

Illus. Aya Kasebe

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

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. doncio

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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

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 **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 x2 resistance retreat

Illus. Takayoshi

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

Illus. Takayoshi

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STAGE 1 **Lampent** **HP 90**

Evolves from Litwick

NO. 0608 Lamp Pokémon. HT: 2'. WT: 28.7 lbs.

Spreading Light

Search your deck for up to 3 Lampent and put them onto your Bench. Then, shuffle your deck.

weakness x2 resistance -30 retreat

Illus. sowasow

Lampent appears at the moment of death and promptly absorbs the spirit as it leaves the body.

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STAGE 1 Lampent **HP 90**

Evolves from Litwick

NO. 0608 Lamp Pokémon HT: 2' WT: 28.7 lbs.

Spreading Light
Search your deck for up to 3 Lampent and put them onto your Bench. Then, shuffle your deck.

weakness x2 resistance -30 retreat

illus. sawsaw
J PGLM 037/084 ♦

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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 x2 resistance -30 retreat

illus. Nakayama
H SSP 076/191 ★★

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

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BASIC Lillie's Clefairy **EX** **HP 190**

Ability Fairy Zone
The Weakness of each of your opponent's Pokémon in play is now . (Apply Weakness as x2.)

Full Moon Rondo 20+
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness x2 resistance -30 retreat

illus. Shon Graphics
J JGLM 056/159 ★★

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

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BASIC Litwick **HP 70**

NO. 0607 Candle Pokémon HT: 1' WT: 6.8 lbs.

Will-O-Wisp 20

weakness x2 resistance -30 retreat

illus. HYOGONOSUKE
J PGLM 036/084 ♦

Litwick shines a light that absorbs the life energy of people and Pokémon, which becomes the fuel that it burns.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC Litwick **HP 70**

NO. 0607 Candle Pokémon HT: 1' WT: 6.8 lbs.

Will-O-Wisp 20

weakness x2 resistance -30 retreat

illus. HYOGONOSUKE
J PGLM 036/084 ♦

Litwick shines a light that absorbs the life energy of people and Pokémon, which becomes the fuel that it burns.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC Litwick **HP 70**

NO. 0607 Candle Pokémon HT: 1' WT: 6.8 lbs.

Will-O-Wisp 20

weakness x2 resistance -30 retreat

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J PGLM 036/084 ♦

Litwick shines a light that absorbs the life energy of people and Pokémon, which becomes the fuel that it burns.

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STAGE 2 Mega Chandelure **EX** **HP 350**

Evolves from Lampent

The Mega-Evolved form of Chandelure

Ability Binding Flame
Your opponent's Active Pokémon's Retreat Cost is more.

Phantom Maze 130+
This attack does 50 more damage for each in your opponent's Active Pokémon's Retreat Cost.

weakness x2 resistance -30 retreat

illus. Shon Graphics
J PGLM 038/084 ★★

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

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STAGE 2 Mega Chandelure **EX** HP 350

Evolves from Lampent

The Mega-Evolved form of Chandelure

Ability Binding Flame
Your opponent's Active Pokémon's Retreat Cost is ★ more.

Phantom Maze 130+
This attack does 50 more damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness ♡ ×2 resistance ♣ -30 retreat ★ ★

Illustration: Sbon Graphics

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

038/084

STAGE 2 Mega Chandelure **EX** HP 350

Evolves from Lampent

The Mega-Evolved form of Chandelure

Ability Binding Flame
Your opponent's Active Pokémon's Retreat Cost is ★ more.

Phantom Maze 130+
This attack does 50 more damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness ♡ ×2 resistance ♣ -30 retreat ★ ★

Illustration: Sbon Graphics

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

038/084

BASIC Mega Diancie **EX** HP 270

The Mega-Evolved form of Diancie

Ability Diamond Coat
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Garland Ray 120×
Discard up to 2 Energy cards from this Pokémon, and this attack does 120 damage for each card you discarded in this way.

weakness ♡ ×2 resistance ♣ -30 retreat ★

Illustration: CG Works

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

041/094

Pokémon Tool **TRAINER**

Air Balloon



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

Illustration: Studio Boro 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.

181/217

Supporter **TRAINER**

Boss's Orders Ghetsis



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

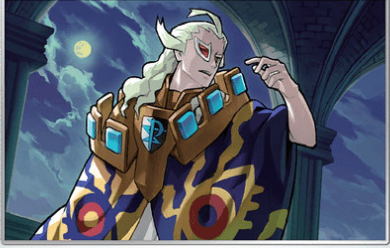
Illustration: NC Empire

You may play only 1 Supporter card during your turn.

114/132

Supporter **TRAINER**

Boss's Orders Ghetsis



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

Illustration: NC Empire

You may play only 1 Supporter card during your turn.

114/132

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.

Illustration: yuu

You may play only 1 Supporter card during your turn.

084/086

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.

Illustration: yuu

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084/086

Supporter **TRAINER**

Hilda



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Illustration: yuu

You may play only 1 Supporter card during your turn.

084/086

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.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa
MEG 119/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Stadium

TRAINER

Mystery Garden



Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have ☉ Pokémon in play.

Illus. AYUMI ODASHIMA
MEG 122/132

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

Mystery Garden



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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. AYUMI ODASHIMA
MEG 122/132

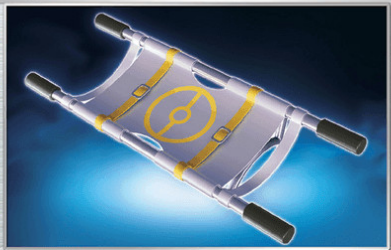
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Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach
H ASC 196/217

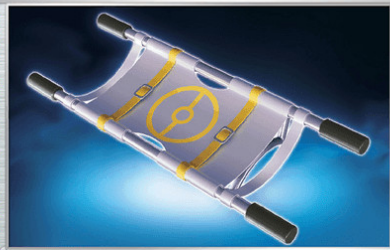
You may play any number of Item cards during your turn.

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Item

TRAINER

Night Stretcher



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Illus. Toyote Beach
H 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.

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 Boro Inc.

081/088

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Illus. Studio Boro Inc.

081/088

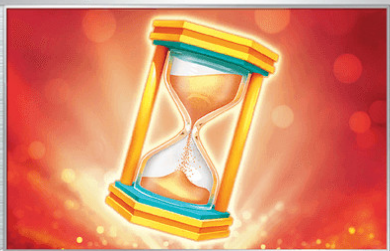
You may play any number of Item cards during your turn.

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Pokémon Tool

TRAINER

Powerglass



At the end of your turn (after your attack), if the Pokémon this card is attached to is in the Active Spot, you may attach a Basic Energy card from your discard pile to it.

Illus. Studio Boro Inc.

063/064

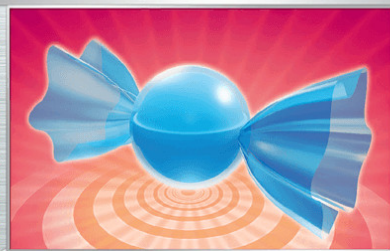
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Item

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.

125/132

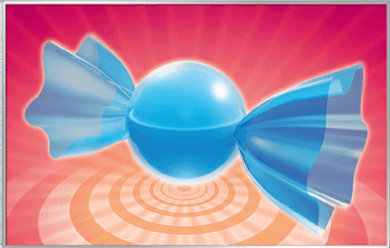
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Illus. Studio Boro Inc.

125/132

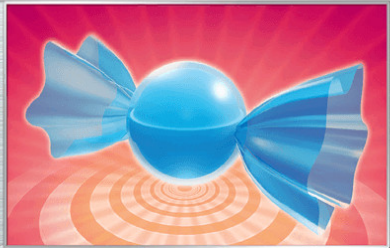
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Illus. Studio Boro Inc.

125/132

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.

082/086

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.

Illustrator: Ayaka Yoshida

MEG131/132

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

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.

Illustrator: Ayaka Yoshida

MEG131/132

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

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.

Illustrator: Ayaka Yoshida

MEG131/132

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

Item

TRAINER

Unfair Stamp



You can use this card only if any of your Pokémon were Knocked Out during your opponent's last turn.

Each player shuffles their hand into their deck. Then, you draw 5 cards, and your opponent draws 2 cards.

Illustrator: Teppei Kashi

TW163/167

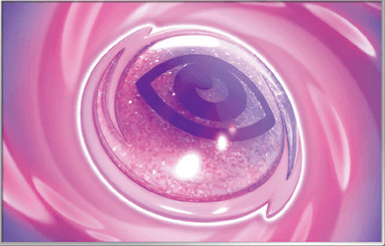
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You may play any number of Item cards during your turn.

Item

TRAINER

Wondrous Patch



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

Illustrator: Studio Boro Inc.

PFL094/094

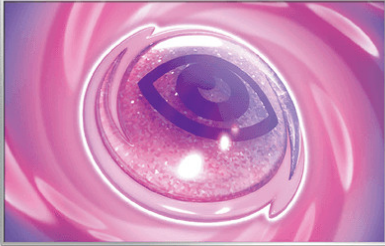
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Illustrator: Studio Boro Inc.

PFL094/094

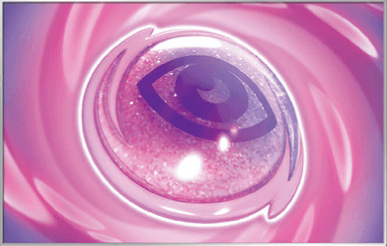
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Illustrator: Studio Boro Inc.

PFL094/094

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

Basic Energy

ENERGY

Basic Energy



MEEN005

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Basic Energy

ENERGY

Basic Energy



MEEN005

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