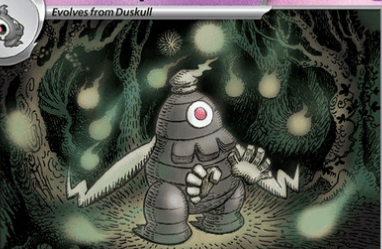


STAGE 1 **Dusclops** HP 90

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 PREM 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. dancao
H PREM 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 PREM 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.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Duskull** HP 60



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STAGE 1 **Mega Starmie EX** HP 330

Evolves from Staryu

The Mega-Evolved form of Starmie



Jetting Blow 120
This attack also does 50 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Nebula Beam 210
This attack's damage isn't affected by Weakness or Resistance, or by any effects on your opponent's Active Pokémon.

weakness ⚡ ×2 resistance ♀ -30 retreat ★ ★

illus. Shon Graphics
H PREM 021/088

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

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The Mega-Evolved form of Starmie



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weakness ⚡ ×2 resistance ♀ -30 retreat ★ ★

illus. Shon Graphics
H PREM 021/088

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

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BASIC **Meowth EX** HP 170



Ability **Last-Ditch Catch**
Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

Tuck Tail 60
Put this Pokémon and all attached cards into your hand.

weakness ⚡ ×2 resistance ♀ -30 retreat ★

illus. Shon Graphics
H PREM 062/088

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

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BASIC **Staryu** HP 70



NO. 0120, Star Shape Pokémon, HT: 2'7", WT: 76.1 lbs.

Water Gun 20

weakness ⚡ ×2 resistance ♀ -30 retreat ★

illus. Takeshi Nakamura
H PREM 020/088

Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Staryu** **HP 70**



NO. 0120 Star Shape Pokémon. HT: 2'7" WT: 76.1 lbs.

Water Gun 20

weakness ⚡ ×2 resistance retreat ★

illus. Takeshi Nakamura Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

020/088

BASIC **Staryu** **HP 70**



NO. 0120 Star Shape Pokémon. HT: 2'7" WT: 76.1 lbs.

Water Gun 20

weakness ⚡ ×2 resistance retreat ★

illus. Takeshi Nakamura Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

020/088

STAGE 2 **Team Rocket's Crobat ex** **HP 310**

Evolves from Team Rocket's Golbat



Ability **Biting Spree**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 2 of your opponent's Pokémon and put 2 damage counters on each of them.

Assassin's Return 120
You may put this Pokémon into your hand. (Discard all cards attached to this Pokémon.)

weakness ⚡ ×2 resistance ♀ -30 retreat ★

illus. Shon Gimphe **Pokémon EX rule** When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

022/182

STAGE 2 **Team Rocket's Crobat ex** **HP 310**

Evolves from Team Rocket's Golbat



Ability **Biting Spree**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 2 of your opponent's Pokémon and put 2 damage counters on each of them.

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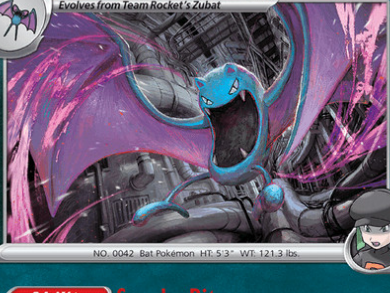
weakness ⚡ ×2 resistance ♀ -30 retreat ★

illus. Shon Gimphe **Pokémon EX rule** When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

022/182

STAGE 1 **Team Rocket's Golbat** **HP 80**

Evolves from Team Rocket's Zubat



Ability **Sneaky Bite**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put 2 damage counters on 1 of your opponent's Pokémon.

Confuse Ray 30
Your opponent's Active Pokémon is now Confused.

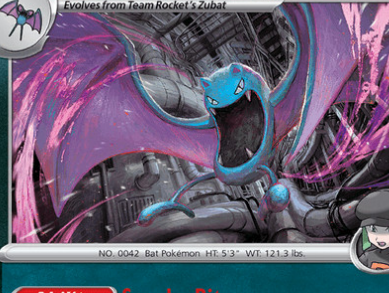
weakness ⚡ ×2 resistance ♀ -30 retreat ★

illus. AKIRA EGAWA Its feet are tiny, but this Pokémon walks skillfully. It sneaks up on sleeping prey before sinking in its fangs and slurping up blood.

121/182

STAGE 1 **Team Rocket's Golbat** **HP 80**

Evolves from Team Rocket's Zubat



Ability **Sneaky Bite**
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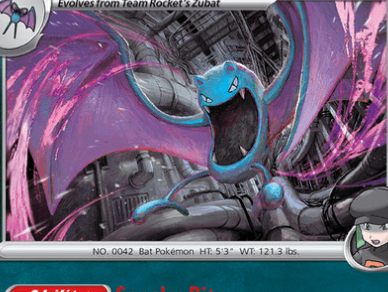
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illus. AKIRA EGAWA Its feet are tiny, but this Pokémon walks skillfully. It sneaks up on sleeping prey before sinking in its fangs and slurping up blood.

121/182

BASIC **Team Rocket's Mimikyu** **HP 60**



NO. 0778 Disguise Pokémon. HT: 8" WT: 1.5 lbs.

Gemstone Mimicry
Choose 1 of your opponent's Active Tera Pokémon's attacks and use it as this attack.

weakness ⚡ ×2 resistance ♀ -30 retreat

illus. DOM This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a Pikachu.

087/182

BASIC **Team Rocket's Sneasel** **HP 80**



NO. 0215 Sharp Claw Pokémon. HT: 2'11" WT: 61.7 lbs.

Scratch 20

Strike the Sleeper
This attack does 20 damage to 1 of your opponent's Benched Pokémon for each damage counter on that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ ×2 resistance retreat ★

illus. GIDORA This cunning Pokémon hides under the cover of darkness, waiting to attack its prey.

128/182

BASIC

Team Rocket's Zubat

HP 50



NO. 0041

Bat Pokémon

HT: 2'7"

WT: 16.5 lbs.

Poison Spray

Your opponent's Active Pokémon is now Poisoned.

weakness

×2

resistance

-30

retreat

★

illus. Asa8

120/182

Zubat live in caves, down where the sun's light won't reach. In the morning, they gather together to keep each other warm as they sleep.

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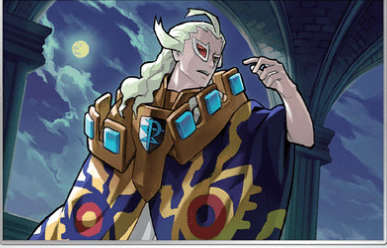
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Max. NC Empire

114/132

You may play only 1 Supporter card during your turn.

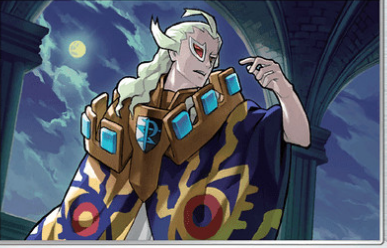
©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Boss's Orders

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Max. NC Empire

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.

illus. AYUMI ODASHIMA

144/162

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

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Item

TRAINER

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illus. AYUMI ODASHIMA

144/162

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Stadium

TRAINER

Nighttime Mine



Attacks used by each Tera Pokémon in play (both yours and your opponent's) cost ★ more.

Illus. Kenichi Yamaguchi

ASC 197/217

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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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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Illus. Studio Boro Inc.

POR 081/088

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

SV 186/198

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

SV 186/198

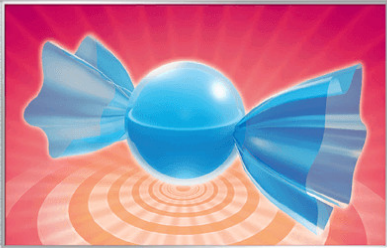
You may play any number of Item cards during your turn.

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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.

MEG 125/132

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

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Stadium

TRAINER

Risky Ruins



Whenever any player puts a Basic non-♣ Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

Illus. imoniii

MEG 127/132

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

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Whenever any player puts a Basic non-♣ Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

Illus. imoniii

MEG 127/132

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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Special Energy
ENERGY

Legacy Energy

As long as this card is attached to a Pokémon, it provides every type of Energy but provides only 1 Energy at a time.

If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 fewer Prize card. This effect of your Legacy Energy can't be applied more than once per game.

167/167

Special Energy
ENERGY

Team Rocket's Energy

This card can only be attached to a Team Rocket's Pokémon. If this card is attached to anything other than a Team Rocket's Pokémon, discard this card.

As long as this card is attached to a Pokémon, it provides 2 in any combination of Energy and Energy.

182/182

Special Energy
ENERGY

Team Rocket's Energy

This card can only be attached to a Team Rocket's Pokémon. If this card is attached to anything other than a Team Rocket's Pokémon, discard this card.

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182/182

Basic Energy
ENERGY

Basic Energy

003

Basic Energy
ENERGY

Basic Energy

003

Basic Energy
ENERGY

Basic Energy

003