

BASIC **Abra** **HP 50**

NO. 0063. Psi Pokémon. HT: 2'11" WT: 43 lbs.

Teleportation Attack 10
Switch this Pokémon with 1 of your Benched Pokémon.

weakness x2 resistance -30 retreat

illus. Orca
MEGA 054/132

Abra can teleport in its sleep. Apparently the more deeply Abra sleeps, the farther its teleportations go.

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BASIC **Abra** **HP 40**

NO. 0063. Psi Pokémon. HT: 2'11" WT: 43 lbs.

Ability Teleporter
Once during your turn, if this Pokémon is in the Active Spot, you may shuffle it and all attached cards into your deck.

Beam 10

weakness x2 resistance -30 retreat

illus. Kariya
H MEGA 080/167

This Pokémon uses its psychic powers while it sleeps. The contents of Abra's dreams affect the powers that the Pokémon wields.

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STAGE 2 **Alakazam** **HP 140**

Evolves from Kadabra

NO. 0065. Psi Pokémon. HT: 4'11" WT: 105.8 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 3 cards.

Powerful Hand
Place 2 damage counters on your opponent's Active Pokémon for each card in your hand.

weakness x2 resistance -30 retreat

illus. Bun Toujo
MEGA 056/132

Alakazam wields potent psychic powers. It's said that this Pokémon used these powers to create the spoons it holds.

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BASIC **Budew** **HP 30**

NO. 0406. Bud Pokémon. HT: 8" WT: 2.6 lbs.

Itchy Pollen 10
During your opponent's next turn, they can't play any Item cards from their hand.

weakness x2 resistance

illus. Yoriyuki Ikegami
H ASCM 016/217

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

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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. 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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Evolves from Dusknoll



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STAGE 2 **Dusknoir** HP 160

Evolves from Dusknoll



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. 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 ♀ x2 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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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 ♂ -30 retreat ★

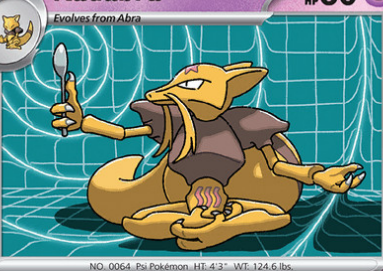
illus. Fehayao
H ASC 142/212

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

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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 ★

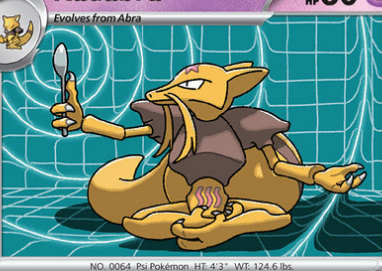
illus. Sobotero
H MEGA 055/132

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

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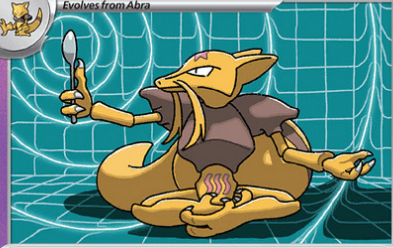
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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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.

MEG 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.

J CLE 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 

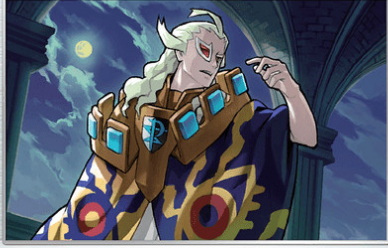
illus. Ieno

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

DIN 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.

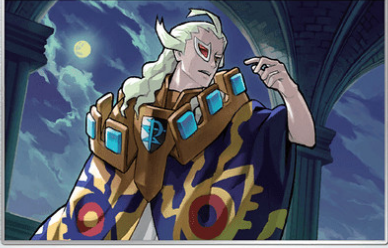
illus. NC Empire

You may play only 1 Supporter card during your turn.

MEG 114/132

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



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

illus. NC Empire

You may play only 1 Supporter card during your turn.

MEG 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

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

TEF 144/162

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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

TEF 144/162

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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

You may play only 1 Supporter card during your turn.

PFL 087/094

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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

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. Eske Yoshinob

148/167

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

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Item

TRAINER

Enhanced Hammer



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

Illus. Eske Yoshinob

148/167

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

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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

078/084

You may play only 1 Supporter card during your turn.

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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

078/084

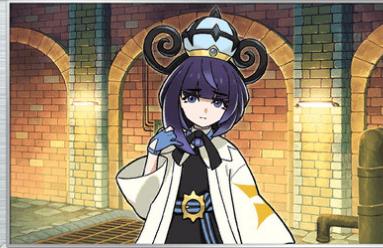
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078/084

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Illus. nagimiso

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. yuu

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. yuu

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.

You may play only 1 Supporter card during your turn.

Illus.: yuu
0 WOT en 084/086 ◆

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Supporter

TRAINER

Hilda



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You may play only 1 Supporter card during your turn.

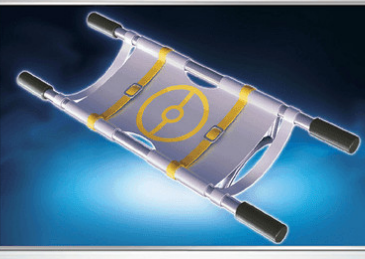
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Item **TRAINER**

Night Stretcher



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

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

Illus. Toyote Beach

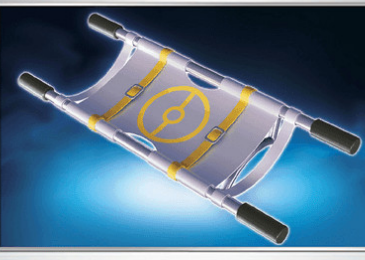
H **ASC** 196/217

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Item

TRAINER

Night Stretcher



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

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

Illus. Toyote 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.)

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

Illus. Studio Bara Inc.

J **POR** EN 081/088 ◆

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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.)

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Illus. Studio Bora Inc.

J

POTEN

081/088

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Item **TRAINER**

Poké Pad



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Illus. Studio Bora Inc.
J POK-EN 081/088 ◆

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Illus. Studio Bora Inc.

J **POR** 081/088

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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.

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

MEGA EVOLUTION

I ACE SPEC

Illustration: Kiyoko Kuroki

M 157/162 ☆

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

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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.)

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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088/088 ★

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