

BASIC

Buneary

HP 70

NO. 0427 Rabbit Pokémon HT: 1'4" WT: 12.1 lbs.

★

Run Around

Switch this Pokémon with 1 of your Benched Pokémon.

★★

Kick

20

weakness

×2

resistance

retreat

illus. tano

083/094

Buneary can attack by rolling up their ears and then striking with the force created by unrolling them. This attack becomes stronger with training.

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STAGE 1

Dudunsparce

HP 140

NO. 0982 Land Snake Pokémon HT: 11'10" WT: 86.4 lbs.

Ability

Run Away Draw

Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

★★★

Land Crush

90

weakness

×2

resistance

retreat

illus. Tezairo

129/162

This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

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BASIC

Dunsparce

HP 60

NO. 0206 Land Snake Pokémon HT: 4'11" WT: 30.9 lbs.

★

Gnaw

10

★★

Dig

30

Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness

×2

resistance

retreat

illus. Sanosuke Sakuma

128/162

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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128/162

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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

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.

PREMIUM 036/131

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PREMIUM 036/131

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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. dancliao

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.

PREMIUM 037/131

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PREMIUM 037/131

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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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PREMIUM 035/131

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STAGE 1 Mega Lopunny **EX** HP 330 ★

Evolves from Buneary

The Mega-Evolved form of Lopunny



★ **Gale Thrust** 60+
If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 170 more damage.

★★ **Spiky Hopper** 160
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness ♀ ×2 resistance retreat ★

illus. Shon Graphics

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

0 PFLM 084/094 ★

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0 PFLM 084/094 ★

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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 retreat ★

illus. Shon Graphics

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

0 POKM 062/088 ★

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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.

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Put this Pokémon and all attached cards into your hand.

weakness ♀ ×2 resistance retreat ★

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0 POKM 062/088 ★

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Pokémon Tool **TRAINER**

Air Balloon



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

illus. Studio Bora Inc.

0 ASCM 181/217 ◆

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Pokémon Tool **TRAINER**

Air Balloon



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illus. Studio Bora Inc.

0 ASCM 181/217 ◆

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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

0 MEGM 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

0 MEGM 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
H 144/162

You may play any number of Item cards 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
I 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.

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Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. kontoro
J 076/088

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

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J 076/088

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©2026 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. Kantaro

MEG 076/088

You may play only 1 Supporter card during your turn.

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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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Supporter

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MEG 119/132

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MEG 119/132

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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 Bora Inc.

MEG 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 Bora Inc.

MEG 081/088

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MEG 081/088

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEG 130/132

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEG 130/132

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEG 130/132

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEG 130/132

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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

MEG 131/132

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Illus. Ayaka Yoshida

MEG 131/132

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Special Energy

ENERGY

Enriching 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, draw 4 cards.

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

SSP 191/191

★

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Special Energy

ENERGY

Mist Energy



As long as this card is attached to a Pokémon, it provides ★ Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

161/162

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Special Energy

ENERGY

Mist Energy



As long as this card is attached to a Pokémon, it provides ★ Energy.

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161/162

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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161/162

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Special Energy

ENERGY

Spiky Energy



As long as this card is attached to a Pokémon, it provides ★ Energy.

If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), put 2 damage counters on the Attacking Pokémon.

159/159

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Special Energy

ENERGY

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