

**STAGE 2** **Chandelure** HP 130

Evolves from Lampent



NO. 0609 Luring Pokémon. HT: 3'3" WT: 75.6 lbs.

**Ability Alluring Light**  
Once during your turn, you may have each player draw a card.

**Mind Ruler** 30×  
This attack does 30 damage for each card in your opponent's hand.

weakness ♣ ×2 resistance retreat ★ ★

illus. saino misaki  
H T M 038/167 ★

It absorbs spirits, which it then burns. By waving the flames on its arms, it puts its foes into a hypnotic trance.

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**BASIC** **Chi-Yu** HP 110



NO. 1004 Ruinous Pokémon. HT: 1'4" WT: 10.8 lbs.

**Scorching Earth** 40  
If your opponent has a Stadium in play, discard it. If you do, your opponent can't play any Stadium cards from their hand during their next turn.

weakness ♣ ×2 resistance retreat ★

illus. Gami  
I MEG 031/132 ◆

It controls flames burning at over 5,400 degrees Fahrenheit. It casually swims through the sea of lava it creates by melting rock and sand.

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**BASIC** **Comfey** HP 70



NO. 0764 Posh-Picker Pokémon. HT: 4" WT: 0.7 lbs.

**Flower Shower**  
Each player draws 3 cards.

**Play Rough** 20+  
Flip a coin. If heads, this attack does 20 more damage.

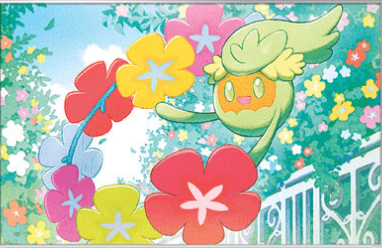
weakness ♣ ×2 resistance retreat ★

illus. saino misaki  
H SC 063/142 ●

It prefers areas with lots of flowers. A Comfey adorned with flowers is a happy Comfey, and the flowers gain healing effects.

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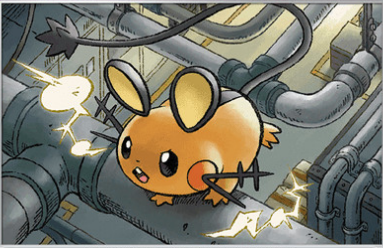
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**BASIC** **Dedenne** HP 70



NO. 0702 Antenna Pokémon. HT: 8" WT: 4.9 lbs.

**Electromagnetic Sonar**  
Put a Trainer card from your discard pile into your hand.

**Gnaw** 30

weakness ♣ ×2 resistance retreat ★

illus. Uninori  
H SS 087/191 ●

Dedenne emit electrical waves from the whiskers on their cheeks to communicate with each other. When low on electricity, they curl up and sleep.

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**BASIC** **Elgyem** HP 60



NO. 0605 Cerebral Pokémon. HT: 1'8" WT: 19.8 lbs.

**Slight Shift**  
Move an Energy from 1 of your opponent's Pokémon to another of their Pokémon.

**Beam** 40

weakness ♣ ×2 resistance ♣ -30 retreat ★

illus. Apia  
I EX 040/086 ●

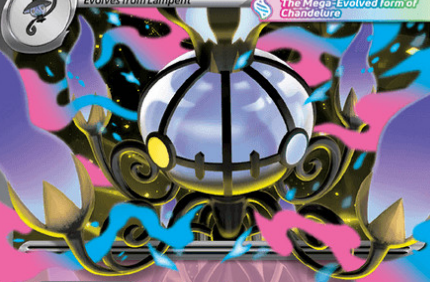
It uses its strong psychic power to squeeze its opponent's brain, causing unendurable headaches.

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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 ★ ★

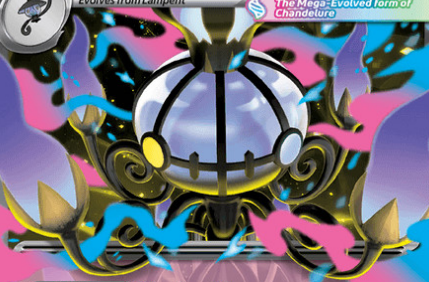
**Mega Evolution EX rule** When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shon Graphics  
0 PGLM 038/084 ★

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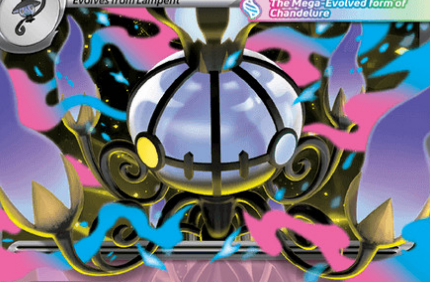
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Illus. Shon Graphics  
0 PGLM 038/084 ★

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**BASIC** Psyduck HP 70



NO. 0054. Duck Pokémon. HT: 2'7" WT: 43.2 lbs.

**Ability** Damp  
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

★★ Ram 20

weakness ⚡ ×2 resistance retreat ★

Illus. Airo Sasuno  
0 ASCM 039/217

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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 ♠ ×2 resistance retreat ★

Illus. Iano  
0 DRLM 010/182

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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

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.

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**Stadium** **TRAINER**

**Battle Cage**



Prevent all damage counters from being placed on Benched Pokémon (both yours and your opponent's) by effects of attacks and Abilities from the opponent's Pokémon. (Damage from attacks is still taken.)

Illus. MARINA Chikazawa  
0 PGLM 085/094

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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Supporter

TRAINER

## Boss's Orders

Ghetsis



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

Illus. NC Empire  
MEG No. 114/132

You may play only 1 Supporter card during your turn.

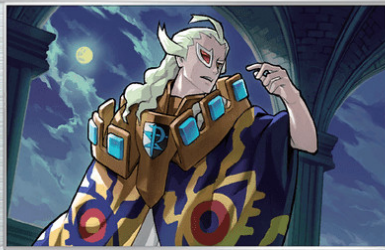
©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

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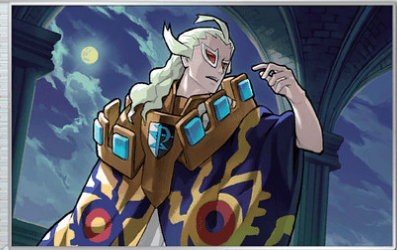
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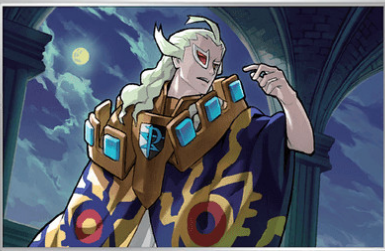
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Pokémon Tool

TRAINER

## Handheld Fan



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), move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Toyote Beach  
H No. 150/167

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.

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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  
H No. 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

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H No. 084/086

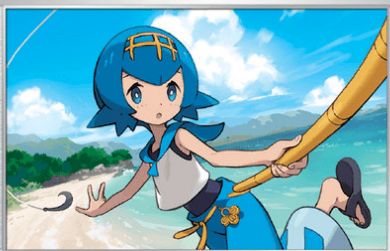
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Supporter

TRAINER

## Lana's Aid



Put up to 3 in any combination of Pokémon that don't have a Rule Box and Basic Energy cards from your discard pile into your hand. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Atsushi Furusawa  
H T116 155/167

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  
I MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. Atsushi Furusawa  
I MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. Atsushi Furusawa  
I MEG 119/132

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Supporter

TRAINER

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Illus. Atsushi Furusawa  
I MEG 119/132

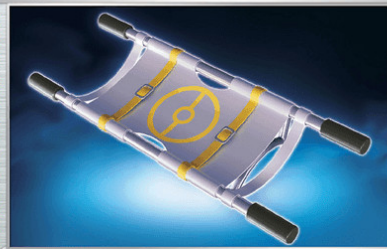
You may play only 1 Supporter card during your turn.

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Item

TRAINER

## Night Stretcher



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

Illus. Toyote Beach  
H ASC 196/217

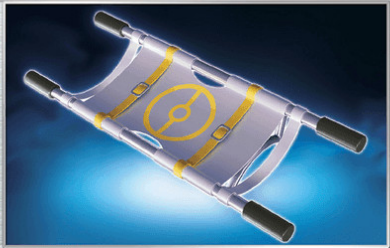
You may play any number of Item cards during your turn.

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Item

TRAINER

## Night Stretcher



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

## 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.  
J POK 081/088

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

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Item

TRAINER

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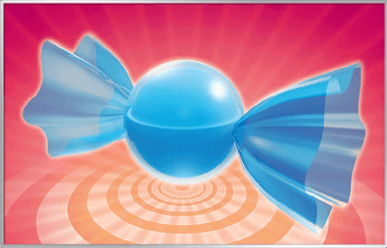
Illus. Studio Boro Inc.  
J POK 081/088

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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 Bora Inc.

**0** **MEG** 125/132

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

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Supporter

TRAINER

# Xerosic's Machinations



Your opponent discards cards from their hand until they have 3 cards in their hand.

Illustration by GOSSAN

SPRIN 064/064

You may play only 1 Supporter card during your turn.

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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.

**M** 163/157

