



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 draw any cards in this way, shuffle this Pokémon and all attached cards into your deck.

Land Crush

90

weakness x2 resistance retreat

Illus. Tezoro
 H PREN 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 70

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

Trading Places

Switch this Pokémon with 1 of your Benched Pokémon.

Ram

20

weakness x2 resistance retreat

Illus. Asako Ito
 I JGEM 120/159 ●

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

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STAGE 1

Dusclops

HP 90

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 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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STAGE 2

Dusknoir

HP 160

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.)

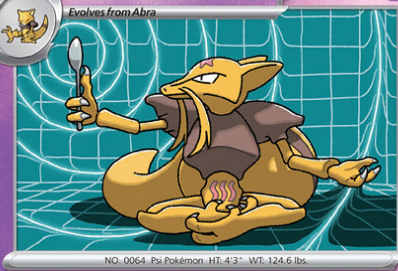
weakness: Fire x2 | resistance: Psychic -30 | retreat: 1

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

Illustration: Katsuyasu Miyashiro
MEGA 142/217

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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.

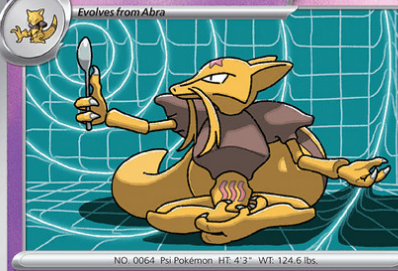
Super Psy Bolt 30

weakness: Psychic x2 | resistance: Fire -30 | retreat: 1

Illustration: Saboteri
MEGA 055/132

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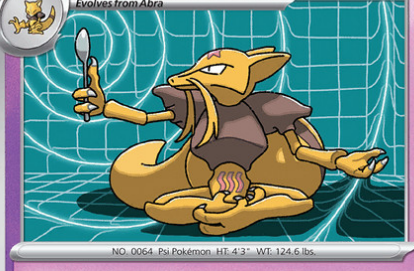
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MEGA 055/132

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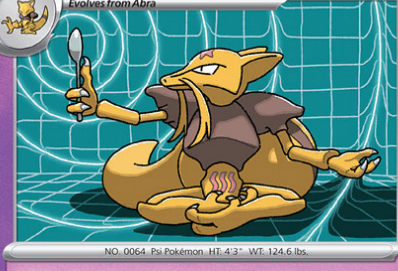
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Illustration: Saboteri
MEGA 055/132

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Super Psy Bolt 30

weakness: Psychic x2 | resistance: Fire -30 | retreat: 1

Illustration: Saboteri
MEGA 055/132

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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: Fire x2 | resistance: Psychic -30 | retreat: 1

Illustration: Hono
DRAIN 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.

Illustration: NC Empire
MEGA 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.

Illustration: AYUMI ODASHIMA
H ITEM 144/162

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H ITEM 144/162

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Item

TRAINER

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Illus. AYUMI ODASHIMA
H TEF 144/162

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

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H 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
PFL 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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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
J PFL 078/084

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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. yui
PFL 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.

Illustration by you
H 084/086

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Supporter

TRAINER

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Illustration by you
H 084/086

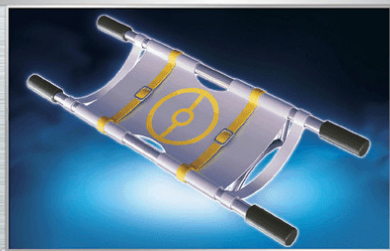
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



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

Illustration by Toyste Beach
H 196/217

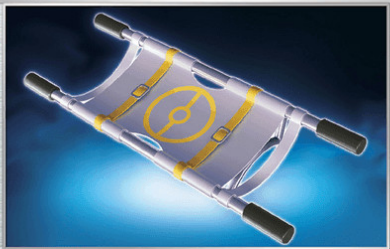
You may play any number of Item cards during your turn.

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Illustration by Toyste Beach
H 196/217

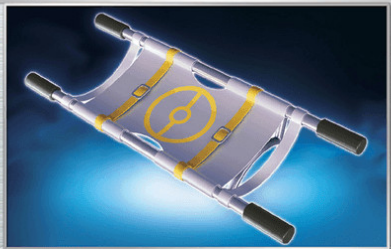
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Illustration by Toyste Beach
H 196/217

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

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Stadium

TRAINER

Nighttime Mine



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

Illustration by Kenichi Yamaguchi
H 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.)

Illustration by Studio Boro Inc.
J 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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Illustration by Studio Boro Inc.
J 081/088

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Illustration by Studio Boro Inc.
J 081/088

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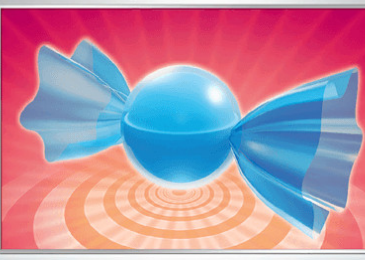
Illus. Studio Bora Inc.

J **POR** **en** 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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Illus. Studio Bora Inc.

MEG 125/132

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Illustration by Studio Bora Inc.

MEG™ 125/132

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Illus. Studio Bora Inc.

MEG 125/132

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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.

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

Illus. Studio Bora Inc.

CR101 082/086

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Illus. Studio Bora Inc.
J CR1M 082/086

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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.)*

Illus. Toyote Beach

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128/132

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

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Item

TRAINER

Strange Timepiece

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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

013

ILLUSTRATION BY YOSHIROTTEN

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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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