STAGE 1 **Cofagrigus** HP 120

Evolves from Yamask



NO. 0563 Coffin Pokémon HT: 5'7" WT: 168.7 lbs.

Law of the Underworld
Put 6 damage counters on each Pokémon that has an Ability *(both yours and your opponent's)*.

Spooky Shot 100

weakness ×2 | resistance −30 | retreat ★★

Illus. Shiburingaru
H SSP EN 083/191 ★
This Pokémon has a body of sparkling gold. People say it no longer remembers that it was once human.

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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 ×2 | resistance | retreat ★

Illus. takuyoa
H ASC EN 142/217 ★★
Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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BASIC **Kyurem** HP 130



NO. 0646 Boundary Pokémon HT: 9'10" WT: 716.5 lbs.

Ability **Plasma Bane**
If your opponent has any cards in their discard pile that have "Colress" in the name, this Pokémon can use the Trifrost attack for ★.

Trifrost
Discard all Energy from this Pokémon. This attack does 110 damage to 3 of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat ★★

Illus. Shiburingaru
H SFA EN 047/064 ◆
Dwelling within it is a power even greater than that of Reshiram or Zekrom, but the extreme cold keeps that power bound.

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BASIC **Kyurem** HP 130



NO. 0646 Boundary Pokémon HT: 9'10" WT: 716.5 lbs.

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weakness | resistance | retreat ★★

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H SFA EN 047/064 ◆
Dwelling within it is a power even greater than that of Reshiram or Zekrom, but the extreme cold keeps that power bound.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Latias ex** HP 210



Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200
During your next turn, this Pokémon can't attack.

weakness ×2 | resistance −30 | retreat ★★

Illus. takuyoa
H SSP EN 076/191 ★★
Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Latias ex** HP 210



Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200
During your next turn, this Pokémon can't attack.

weakness ×2 | resistance −30 | retreat ★★

Illus. takuyoa
H SSP EN 076/191 ★★
Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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BASIC **Lillie's Clefairy ex** HP 190



Ability **Fairy Zone**
The Weakness of each of your opponent's ◔ Pokémon in play is now ◉. *(Apply Weakness as ×2.)*

Full Moon Rondo 20+
This attack does 20 more damage for each Benched Pokémon *(both yours and your opponent's)*.

weakness ×2 | resistance | retreat ★

Illus. 5ban Graphics
I JTG EN 056/159 ★★
Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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BASIC **Mega Kangaskhan ex** HP 300 ★

The Mega-Evolved form of Kangaskhan



Ability **Run Errand**
Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

Rapid-Fire Combo 200+
Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ×2 | resistance | retreat ★★★

Illus. 5ban Graphics
I MEG EN 104/132 ★★
Mega Evolution ex rule When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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The Mega-Evolved form of Kangaskhan



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weakness ×2 | resistance | retreat ★★★

Illus. 5ban Graphics
I MEG EN 104/132 ★★
Mega Evolution ex rule When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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weakness ×2 | resistance | retreat ★ ★ ★

Illus. 5ban Graphics

1 MEG EN 104/132 ★

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

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STAGE 1

Mega Slowbro ex

HP 330

Evolves from Slowpoke

The Mega-Evolved form of Slowbro



Shellnado Spin 180

During your opponent's next turn, if this Pokémon is damaged by an attack *(even if this Pokémon is Knocked Out)*, place 12 damage counters on the Attacking Pokémon.

weakness ×2 | resistance -30 | retreat ★ ★ ★

Illus. 5ban Graphics

J PBL EN 031/084 ★★

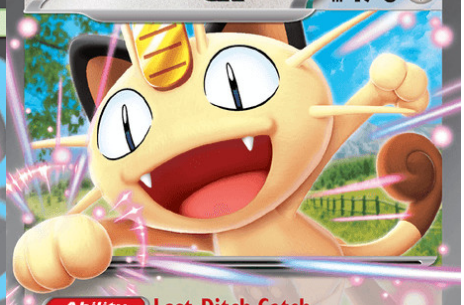
Mega Evolution ex rule When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

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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 | retreat ★

Illus. 5ban Graphics

J POR EN 062/088 ★★

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

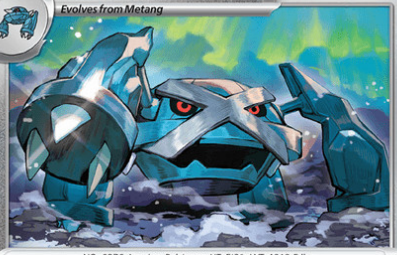
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STAGE 2

Metagross

HP 180

Evolves from Metang



NO. 0376 Iron Leg Pokémon HT: 5'3" WT: 1212.5 lbs.

Bounce Back 60

Switch out your opponent's Active Pokémon to the Bench. *(Your opponent chooses the new Active Pokémon.)*

Metallic Hammer 150+

You may discard 3 Energy from this Pokémon and have this attack do 150 more damage.

weakness ×2 | resistance -30 | retreat ★ ★ ★

Illus. Bun Toujo

J CRI EN 061/086 ◆

Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

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STAGE 1

Slowking

HP 120

Evolves from Slowpoke



NO. 0199 Royal Pokémon HT: 6'7" WT: 175.3 lbs.

Seek Inspiration

Discard the top card of your deck, and if that card is a Pokémon that doesn't have a Rule Box, choose 1 of its attacks and use it as this attack. *(Pokémon ex, Pokémon V, etc. have Rule Boxes.)*

Super Psy Bolt 120

weakness ×2 | resistance -30 | retreat ★ ★ ★

Illus. Tetsu Kayama

H SCR EN 058/142 ◆

It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

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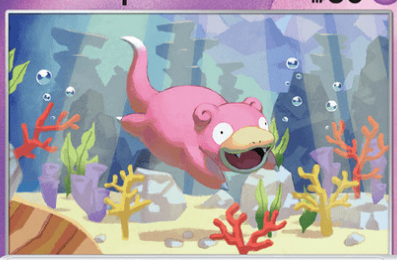
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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

Slowpoke

HP 80



NO. 0079 Dopey Pokémon HT: 3'11" WT: 79.4 lbs.

Dangle Tail

Put a Pokémon from your discard pile into your hand.

Tackle 30

weakness ×2 | resistance -30 | retreat ★ ★

Illus. Teeziro

H SCR EN 057/142 ●

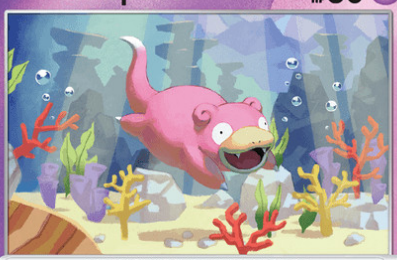
It is always vacantly lost in thought, but no one knows what it is thinking about. It is good at fishing with its tail.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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NO. 0079 Dopey Pokémon HT: 3'11" WT: 79.4 lbs.

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weakness ×2 | resistance −30 | retreat

Illus. Teeziro
H SCR EN 057/142 ●

It is always vacantly lost in thought, but no one knows what it is thinking about. It is good at fishing with its tail.

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BASIC **Smoochum** HP 30



NO. 0238 Kiss Pokémon HT: 1'4" WT: 13.2 lbs.

Delightful Kiss
Search your deck for up to 2 Basic Energy cards and attach them to 1 of your Benched Pokémon. Then, shuffle your deck.

weakness ×2 | resistance −30 | retreat

Illus. Saya Tsuruta
H SSP EN 075/191 ●

If its face gets even slightly dirty, Smoochum will bathe immediately. But if its body gets dirty, Smoochum doesn't really seem to care.

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Stadium TRAINER

Academy at Night



Once during each player's turn, that player may put a card from their hand on top of their deck.

Illus. AYUMI ODASHIMA
H SFA EN 054/064 ◆

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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Pokémon Tool TRAINER

Brave Bangle



If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon ex *(before applying Weakness and Resistance).*
(Pokémon ex*, Pokémon* V*, etc. have Rule Boxes.)*

Illus. Toyste Beach
I WHT EN 080/086 ◆

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

Ciphermaniac's Codebreaking



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illus. Taira Akitsu
H TEF EN 145/162 ◆

You may play only 1 Supporter card during your turn.

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Supporter TRAINER

Ciphermaniac's Codebreaking

Future



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

You may play only 1 Supporter card during your turn.

Illus. Taira Akitsu

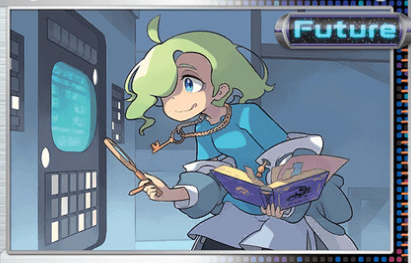
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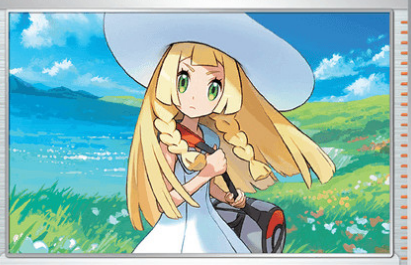
Illus. Taira Akitsu

H TEF EN 145/162 ◆

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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.

You may play only 1 Supporter card during your turn.

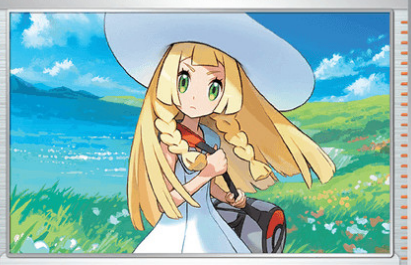
Illus. Atsushi Furusawa

I MEG EN 119/132 ◆

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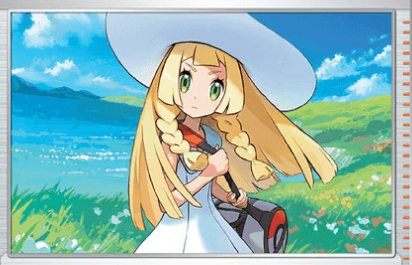
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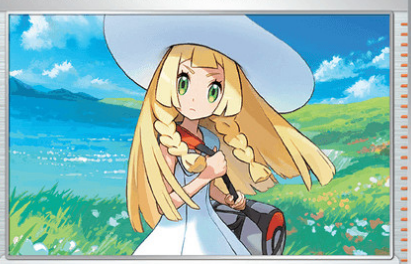
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Illus. Atsushi Furusawa

I MEG EN 119/132 ◆

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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.

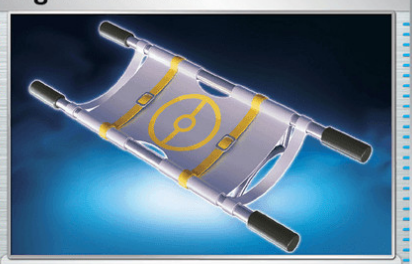
Illus. Toyste Beach

H ASC EN 196/217 ●

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Item TRAINER

Night Stretcher



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

Illus. Toyste Beach

H ASC EN 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.

Illus. Toyste Beach
H ASC EN 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 Bora Inc.
J POR EN 081/088 ◆

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

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Poké Pad



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Illus. Studio Bora Inc.
J POR EN 081/088 ◆

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

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Item TRAINER

Secret Box



You can use this card only if you discard 3 other cards from your hand.

Search your deck for an Item card, a Pokémon Tool card, a Supporter card, and a Stadium card, reveal them, and put them into your hand. Then, shuffle your deck.

ACE SPEC

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

Illus. Toyste Beach
H TWM EN 163/167 ★

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

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Item TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Bora Inc.
I MEG EN 130/132 ●

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

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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.

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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

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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.

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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

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Item TRAINER

Ultra Ball



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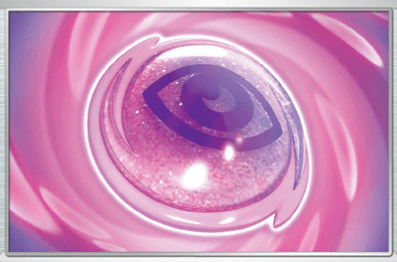
Illus. Ayaka Yoshida

1 MEG EN 131/132 ●

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Item TRAINER

Wondrous Patch



Attach a Basic ⦿ Energy card from your discard pile to 1 of your Benched ⦿ Pokémon.

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

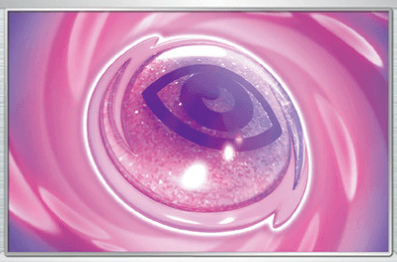
Illus. Studio Bora Inc.

1 PFL EN 094/094 ◆

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Item TRAINER

Wondrous Patch



Attach a Basic ⦿ Energy card from your discard pile to 1 of your Benched ⦿ Pokémon.

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

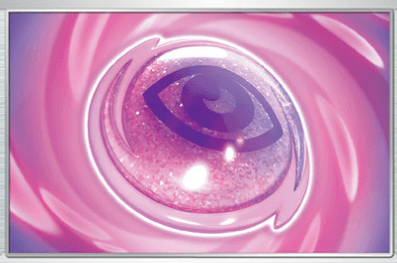
Illus. Studio Bora Inc.

1 PFL EN 094/094 ◆

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Item TRAINER

Wondrous Patch



Attach a Basic ⦿ Energy card from your discard pile to 1 of your Benched ⦿ Pokémon.

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

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Special Energy ENERGY

Boomerang Energy ★



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

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

H TWM EN 166/167 ◆ ★

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Special Energy ENERGY

Boomerang Energy ★



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

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

H TWM EN 166/167 ◆ ★

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Special Energy ENERGY

Boomerang Energy ★



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

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

H TWM EN 166/167 ◆ ★

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Basic Energy ENERGY

Basic ⦿ Energy



MEE EN 005 ⦿

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Basic Energy ENERGY

Basic ⦿ Energy



MEE EN 005 ⦿

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Basic Energy ENERGY

Basic Psychic Energy



MEE EN 005

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Basic Energy ENERGY

Basic Psychic Energy

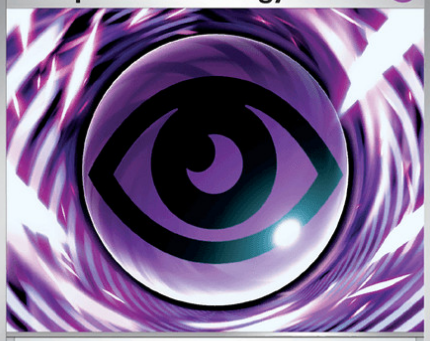


MEE EN 005

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Special Energy ENERGY

Telepathic Psychic Energy



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

When you attach this card from your hand to a Psychic Pokémon, search your deck for up to 2 Basic Psychic Pokémon and put them onto your Bench. Then, shuffle your deck.

J POR EN 088/088 ★

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Special Energy ENERGY

Telepathic Psychic Energy



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

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J POR EN 088/088 ★

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J POR EN 088/088 ★

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