



BASIC Chien-Pao **HP 120**



NO. 1002. Ruinous Pokémon. HT: 6'3" WT: 335.5 lbs.

Ability **Snow Sink**
When you play this Pokémon from your hand onto your Bench during your turn, you may discard a Stadium in play.

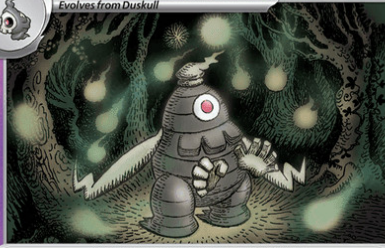
Attack **Icicle Loop** **120**
Put an Energy attached to this Pokémon into your hand.

weakness x2 resistance retreat

Illus. Yoya Oka
H **PREM** 056/191 ★

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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.

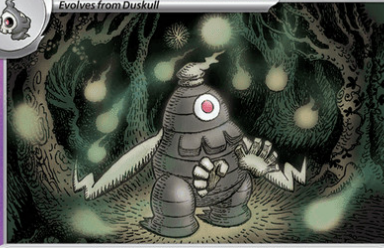
Attack **Will-O-Wisp** **50**

weakness x2 resistance -30 retreat

Illus. Aya Kusube
H **PREM** 036/131 ●

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H **PREM** 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.

Attack **Shadow Bind** **150**
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness x2 resistance -30 retreat

Illus. danciao
H **PREM** 037/131 ★

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Illus. danciao
H **PREM** 037/131 ★

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BASIC Duskull **HP 60**



NO. 0355. Requiem Pokémon. HT: 2'7" WT: 33.1 lbs.

Attack **Come and Get You**
Put up to 3 Duskull from your discard pile onto your Bench.

Attack **Mumble** **30**

weakness x2 resistance -30 retreat

Illus. IKEDA Saki
H **PREM** 035/131 ●

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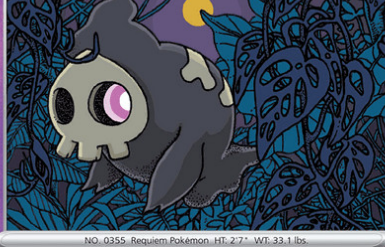
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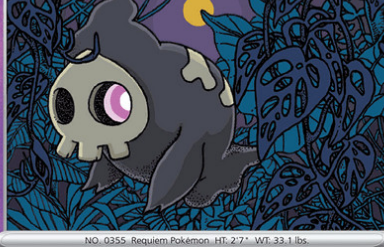
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Illus. IKEDA Saki
H **PREM** 035/131 ●

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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.)

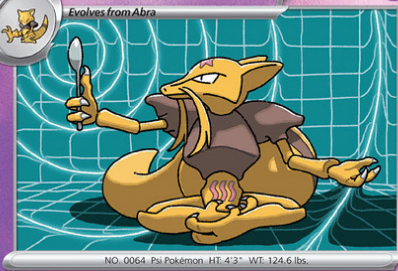
weakness: Fire x2 | resistance: Psychic -30 | retreat: 1

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

Illustration: Katsuyasu Miyake
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.

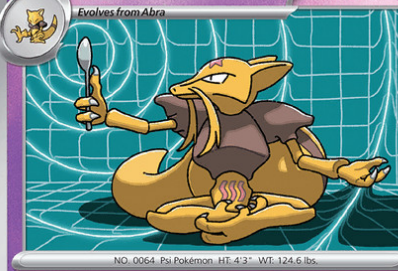
Super Psy Bolt 30

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

Illustration: Saboteri
MEGA 055/132

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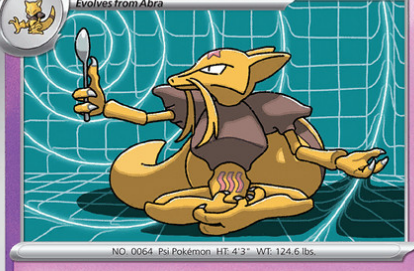
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MEGA 055/132

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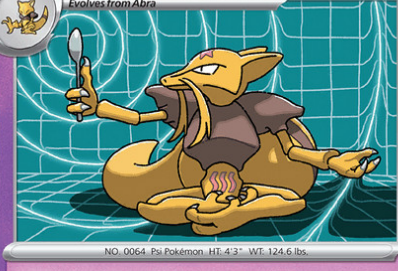
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Illustration: Saboteri
MEGA 055/132

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

Illustration: Saboteri
MEGA 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: Fire x2 | resistance: Normal -30 | retreat: 1

Illustration: Souichirou Gunjima
CROWN 070/086

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



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

You may play only 1 Supporter card during your turn.

Illustration: NC Empire
MEGA 114/132

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



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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.

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

Illustration: AYUMI ODASHIMA
ITEM 144/162

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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 TEF 144/162

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Item

TRAINER

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Illus. AYUMI ODASHIMA
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
P PFL 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. Yui Nishida
P PFL 087/094

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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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TRAINER

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J PFL 078/084

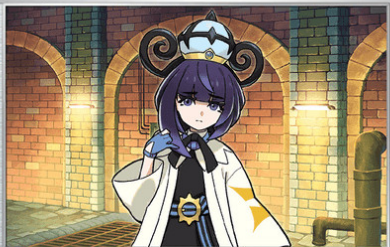
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©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. nagimiso
J PFL 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. yui
P WFL 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

084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



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Illustration by you

084/086

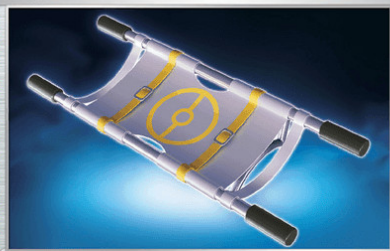
You may play only 1 Supporter card during your turn.

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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

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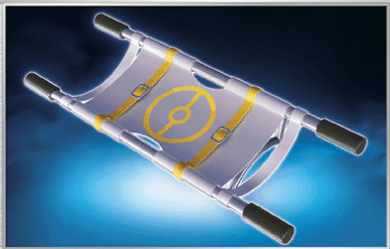
You may play any number of Item cards during your turn.

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TRAINER

Night Stretcher



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Illustration by Toyste Beach

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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.)

Illustration by Studio Boro Inc.

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.

081/088

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TRAINER

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Illustration by Studio Boro Inc.

081/088

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TRAINER

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Illustration by Studio Boro Inc.

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.

Illustration by Studio Boro Inc.

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You may play any number of Item cards 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.

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Basic Energy
ENERGY

Basic Energy

005

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

Special Energy
ENERGY

Telepathic Energy

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

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088/088

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088/088