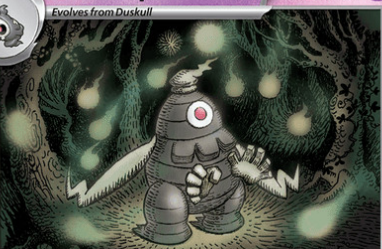




STAGE 1 **Dusclops** **HP 90**

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. Ayo Kurobe

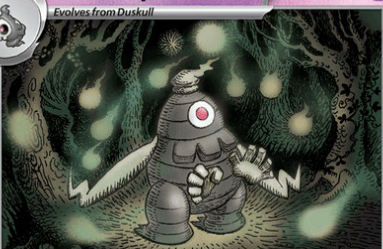
Dusclops's true form is said to be a bright red eye burning within its body, but no one has ever seen such a thing.

PREMIUM 036/131

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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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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. doncio

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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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

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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.

PREMIUM 035/131

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Duskull** **HP 60**



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

Come and Get You

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Mumble **30**

weakness x2 resistance -30 retreat

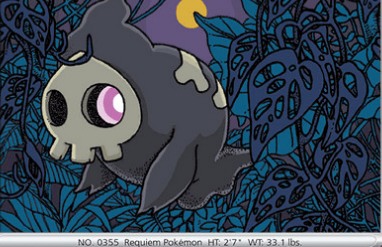
Illus. IKEDA Saki

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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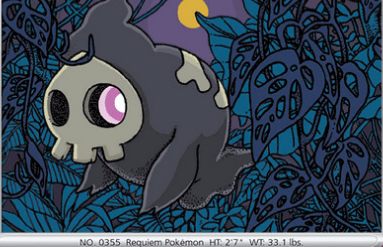
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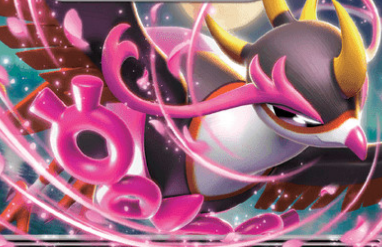
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Duskull's victims suffer an intense chill as the Pokémon siphons their life-force away, glaring at them with its bright red eye all the while.

PREMIUM 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 x2 resistance -30 retreat

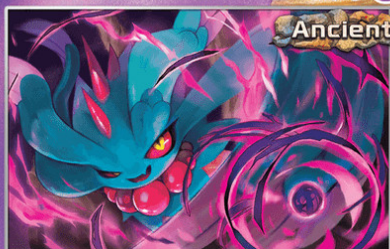
Illus. KAWAYO

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

ASCENDING 142/217

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BASIC Flutter Mane **HP 90** 



NO. 0987 Paradox Pokémon. HT: 4'7" WT: 8.8 lbs.

Ability **Midnight Fluttering**
As long as this Pokémon is in the Active Spot, your opponent's Active Pokémon has no Abilities, except for Midnight Fluttering.

★ ★ ★ **Hex Hurl** **90**
Put 2 damage counters on your opponent's Benched Pokémon in any way you like.

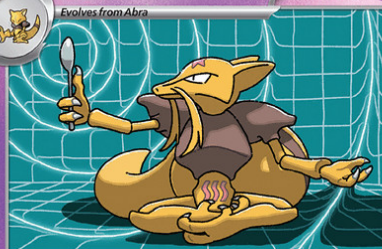
weakness  x2 resistance  retreat ★

Illus. Iadama
This Pokémon has characteristics similar to those of Flutter Mane, a creature mentioned in a certain book.

MEGA 078/162

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STAGE 1 Kadabra **HP 80** 



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**

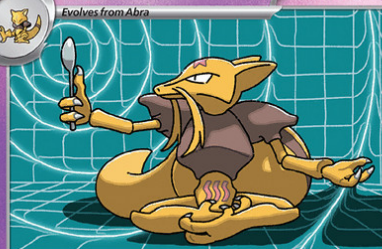
weakness  x2 resistance  -30 retreat ★

Illus. Saboteri
This Pokémon's telekinesis is immensely powerful. To prepare for evolution, Kadabra stores up psychic energy in the star on its forehead.

MEGA 055/132

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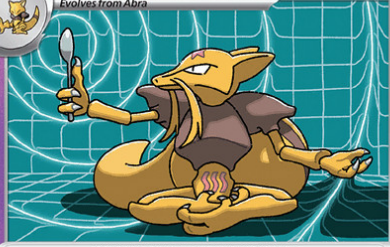
weakness  x2 resistance  -30 retreat ★

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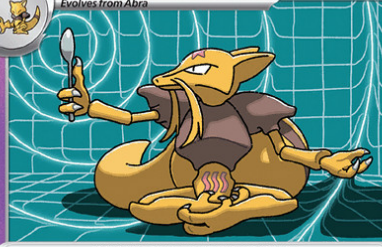
weakness  x2 resistance  -30 retreat ★

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weakness  x2 resistance  -30 retreat ★

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This Pokémon's telekinesis is immensely powerful. To prepare for evolution, Kadabra stores up psychic energy in the star on its forehead.

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**

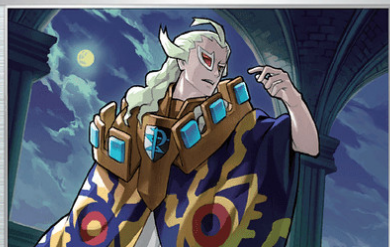
weakness  x2 resistance  retreat ★

Illus. Souichirou Gunjima
Using food stored in cheek pouches, they can keep watch for days. They use their tails to communicate with others.

CR 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.

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.

MEGA 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.

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

MEGA 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 144/162

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

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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 087/094

You may play only 1 Supporter card during your turn.

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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 087/094

You may play only 1 Supporter card during your turn.

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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 078/084

You may play only 1 Supporter card during your turn.

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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
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Illus. nagimiso
J 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 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.

Illus. yui
P 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.

You may play only 1 Supporter card during your turn.

Illus. yuu
0 WOT en 084/086 ◆

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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.

You may play only 1 Supporter card during your turn.

illus. you
D WOT EN 084/086 ♦

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Item **TRAINER**

Night Stretcher



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

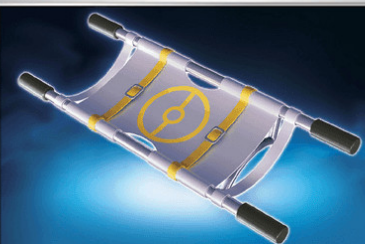
You may play any number of Item cards during your turn.

Illus. Toyote Beach
H 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.

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

Illus. Toyote Beach
H ASC 196/217

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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.)

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

Illus. Studio Boro Inc.
U **POR** EN 081/088 ◆

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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.)

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

Illus. Studio Boro Inc.
J **FOR** 081/088 ◆

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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.)

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

Illus. Studio Boro Inc.

 **PCR** 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 Boro Inc.

MEGA 125/132

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.

MEGA 125/132

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Illus. Studio Boro Inc.

MEGA 125/132

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Illus. Studio Boro Inc.

MEGA 125/132

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

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Item

TRAINER

Sacred Ash

Shuffle up to 5 Pokémon from your discard pile into your deck.

Illus. Eiko Yoshinob

ORIN 168/182

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

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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.

Illus. Studio Boro Inc.

CRIM 082/086

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

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Item

TRAINER

Special Red Card

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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.

Illus. Studio Boro Inc.

CRIM 082/086

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

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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

MEGA 128/132

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

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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

MEGA 128/132

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

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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.)

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



 005

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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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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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Special Energy

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Telepathic  Energy



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 088/088 ★

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 088/088 ★

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