





BASIC

Psyduck

HP 70

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

★

Illustration credit: Iro Sasuma

ASC 039/217

It is constantly wracked by a headache. When the headache turns intense, it begins using mysterious powers.

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Pokémon Tool

TRAINER

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is ★★ less.

Illustration credit: Studio Boro Inc.

ASC 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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Pokémon Tool

TRAINER

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is ★★ less.

Illustration credit: Studio Boro Inc.

ASC 181/217

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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.)

Illustration credit: MARINA Chikazawa

PFL 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.

Illustration credit: NC Empire

MEG 114/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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MEG 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 credit: AYUMI ODASHIMA

ITEM 144/162

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

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Item

TRAINER

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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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Illus. AYUMI ODASHIMA
H TEF 144/162

You may play any number of Item cards 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. yuu
I WFT 084/086

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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.

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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

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

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Illus. Atsushi Furusawa
I MEG 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.

Illus. Toyste Beach
H ASC 196/217

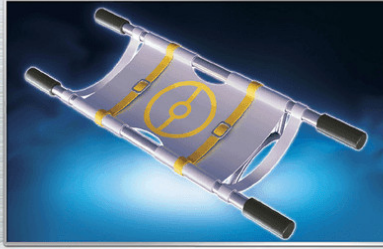
You may play any number of Item cards during your turn.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

Night Stretcher



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

Illus. Toyste Beach
H ASC 196/217

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Stadium

TRAINER

Nighttime Mine



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

Illus. Kenichi Yamaguchi
I ASC 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.)

Illus. Studio Bora Inc.
J POR 081/088

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.)

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J POR 081/088

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyste Beach
G SV 186/198

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyste Beach
G SV 186/198

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.

MEG

131/132

Illustrator: Ayaka Yoshida

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Item

TRAINER

Ultra Ball



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Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

MEG

131/132

Illustrator: Ayaka Yoshida

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Ultra Ball



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Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

MEG

131/132

Illustrator: Ayaka Yoshida

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

Supporter

TRAINER

Wally's Compassion



Heal all damage from 1 of your Mega Evolution Pokémon **ex**. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

MEG

132/132

Illustrator: Iori Suzuki

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

You may play only 1 Supporter card during your turn.

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Wally's Compassion



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MEG

132/132

Illustrator: Iori Suzuki

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You may play only 1 Supporter card during your turn.

Special Energy

ENERGY

Enriching 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, draw 4 cards.

SSP

191/191

Illustrator: Iori Suzuki

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

Special Energy

ENERGY

Mist Energy



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

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

TEF

161/162

Illustrator: Iori Suzuki

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Special Energy

ENERGY

Mist Energy



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

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

TEF

161/162

Illustrator: Iori Suzuki

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Special Energy
ENERGY

Mist Energy

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

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

H TEF 161/162

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Special Energy
ENERGY

Mist Energy

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

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

H TEF 161/162

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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.

J POK 088/088

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Special Energy
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