

POKÉMON TCG ERRATA

Here is a list of all errata in the Pokémon Trading Card Game. The text below reflects a correction to the text on the cards, not how it originally appeared.


Last Update: January 22, 2026

MAJOR CHANGES TO EXISTING CARDS

Pokémon Tool Cards

Starting with the *Scarlet & Violet* series, Pokémon Tool cards are no longer considered Item cards. All Pokémon Tool cards will be in their own category of Trainer card: Pokémon Tool. This applies to all Pokémon Tool cards, including ones from before the *Scarlet & Violet* series.

Prism Energy

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

If this card is attached to a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

Changes: Now the card provides Energy only while attached to a Pokémon.

Sacred Ash

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

Changes: Now the text says "up to 5" which means the player can choose 1, 2, 3, 4, or 5 cards.

Leftovers

At the end of your turn, if the Pokémon this card is attached to is in the Active Spot, heal 20 damage from it.

Changes: Heals 20 damage instead of 10.

Super Rod

Shuffle up to 3 in any combination of Pokémon and Basic Energy cards from your discard pile into your deck.

Changes: Now the text says "up to 3" which means the player can choose 1, 2, or 3 cards. Major change compared to the Super Rod from Neo Genesis (103/111).

Superior Energy Retrieval

You can use this card only if you discard 2 other cards from your hand.

Put up to 4 Basic Energy cards from your discard pile into your hand. *(You can't choose a card you discarded with the effect of this card.)*

Changes: Now the text says "up to 4" which means the player can choose 1, 2, 3, or 4 cards.

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.

Changes: You can no longer use this card to evolve a Basic to a Stage 1 Pokémon, it can't be used on your first turn, and it can't be used on a Pokémon played this turn.

Potion

Heal 30 damage from 1 of your Pokémon.

Changes: Heals 30 damage instead of 20 damage.

Great Ball

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

Changes: This card works very differently now. It can no longer search the entire deck for a Pokémon and put it directly onto Bench.

Pokémon Catcher

Flip a coin. If heads, switch 1 of your opponent's Benched Pokémon with his or her Active Pokémon.

Changes: This card now requires a coin flip. (This makes Pokémon Catcher functionally identical to Pokémon Reversal.)

Energy Retrieval

Put up to 2 basic Energy cards from your discard pile into your hand.

Changes: Gets back up to 2 basic Energy instead of 2.

Pal Pad

Shuffle up to 2 Supporter cards from your discard pile into your deck.

Changes: Shuffles in up to 2 Supporter cards instead of 2.

Energy Recycler

Shuffle up to 5 basic Energy cards from your discard pile into your deck.

Changes: Shuffles in up to 5 basic Energy cards instead of 5.

Lum Berry

At the end of each turn, if the Pokémon this card is attached to is affected by any Special Conditions, it recovers from all of them, and discard this card.

Changes: Works at the end of each turn instead of between turns.

Sitrus Berry

At the end of each turn, if the Pokémon this card is attached to has 3 or more damage counters on it, heal 30 damage from it and discard this card.

Changes: Works at the end of each turn instead of between turns.

Hyper Potion

Heal 120 damage from 1 of your Pokémon that has at least 2 Energy attached. If you healed any damage in this way, discard 2 Energy from it.

Changes: This card works very differently now. The text is essentially brand new.

Quick Ball

You can play this card only if you discard another card from your hand. Search your deck for a Basic Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Changes: This card works very differently now. The text is essentially brand new.

PlusPower


During this turn, your Pokémon's attacks do 10 more damage to the Active Pokémon (*before applying Weakness and Resistance*).

Changes: This card no longer attaches to a Pokémon when used.

SPECIFIC CARD PRINTING CHANGES

Diamond & Pearl Series

Magmortar LV.X (*Diamond & Pearl—Mysterious Treasures, 123/123*) Flame Bluster

Discard 2  Energy cards attached to Magmortar. Choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. (*Don't apply Weakness and Resistance for Benched Pokémon.*) During your next turn, Magmortar can't use Flame Bluster.

Ariados (*Diamond & Pearl—Mysterious Treasures, 20/123*) (Poké-Body) Sticky

The Retreat Cost for each player's Pokémon (excluding any Ariados) is  more.

Exeggutor (*Diamond & Pearl—Mysterious Treasures, 24/123*) String Bomb

Flip a coin for each Energy from Basic Energy cards attached to Exeggutor and to the Defending Pokémon. This attack does 30 damage times the number of heads.

Manectric (Diamond & Pearl—Mysterious Treasures, 28/123) Lightning Twister

Does 20 damage times the amount of Energy from Basic Energy cards attached to Manectric.


Alakazam (Diamond & Pearl—Mysterious Treasures, 2/123) Psychic Guard

During your opponent's next turn, any damage done to Alakazam by attacks from your opponent's Stage 2 Pokémon is reduced by 30 (*after applying Weakness and Resistance*).


Glalie (Diamond & Pearl—Mysterious Treasures, 25/123) (Poké-Body) Craggy Face

As long as Glalie is your Active Pokémon, any damage done by attacks from your opponent's Stage 2 Pokémon is reduced by 20 (*after applying Weakness and Resistance*).

Entei (Diamond & Pearl—Secret Wonders, 4/132) Blaze Roar

Does 20 damage to 1 of your opponent's Benched Pokémon. (*Don't apply Weakness and Resistance for Benched Pokémon.*) Flip a coin. If tails, discard 2  Energy cards attached to Entei.

Electivire (Diamond & Pearl—Secret Wonders, 25/132) Discharge

Discard all  Energy attached to Electivire. Flip a coin for each Energy card you discarded. This attack does 50 damage times the number of heads.

Banette (Diamond & Pearl—Secret Wonders, 23/132) Ghost Head

Put as many damage counters as you like on Banette. (You can't Knock Out Banette.) Put that many damage counters on the Defending Pokémon.

Electrode (Diamond & Pearl—Secret Wonders, 26/132) (Poké-Power) Energy Shift

If Electrode would be Knocked Out by damage from an attack, you may use this power. Electrode isn't discarded. Instead, attach it as an Energy card to 1 of your Pokémon. While attached, this card is a

Special Energy card and provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.)

Wormadam Sandy Cloak (*Diamond & Pearl—Secret Wonders, 42/132*) (Poké-Body) Sandy Cloak

Prevent all effects of attacks, excluding damage, done to Wormadam Sandy Cloak by your opponent's Pokémon.

Blastoise (*Diamond & Pearl—Secret Wonders, 2/132*) (Poké-Power) Waterlog

Once during your turn (*before your attack*), you may use this power. If you do, your turn ends. Attach as many Basic Energy cards from your hand to any of your Pokémon in any way you like. This power can't be used if Blastoise is affected by a Special Condition.

Tangrowth (*Diamond & Pearl—Great Encounters, 10/106*) Power Whip

Choose 1 of your opponent's Pokémon. This attack does 10 damage for each Energy from Basic Energy cards attached to Tangrowth to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Unown G (*Diamond & Pearl—Great Encounters, 57/106*) (Poké-Power) Guard

Once during your turn (before your attack), if Unown G is on your Bench, you may discard all cards attached to Unown G and attach Unown G to 1 of your Pokémon as a Pokémon Tool card. As long as Unown G is attached to a Pokémon, prevent all effects of attacks, excluding damage, done to that Pokémon by your opponent's Pokémon.

Unown V (*Diamond & Pearl—Legends Awakened, 79/146*) (Poké-Power) Vacation

Once during your turn (*before your attack*), you may use this power. If you do, your turn ends. Remove 2 damage counters from each of your Pokémon. This power can't be used if Unown V is affected by a Special Condition.

Gengar (*Diamond & Pearl—Stormfront*, 18/100) (Poké-Power) Fainting Spell

Once during your opponent's turn, if Gengar would be Knocked Out by damage from an attack, you may flip a coin. If heads, the Attacking Pokémon is Knocked Out.

Roserade (*Diamond & Pearl—Stormfront*, 23/100) (Poké-Body) Hidden Poison

If Roserade is your Active Pokémon and is damaged by an opponent's attack (even if Roserade is Knocked Out), the Attacking Pokémon is now Poisoned.

Skuntank (*Diamond & Pearl—Stormfront*, 26/100) (Poké-Power) Evolutionary Gas



Once during your turn (*before your attack*), when you play Skuntank from your hand to evolve 1 of your Active Pokémon, you may choose 1 of the Defending Pokémon. If that Pokémon tries to attack during your opponent's next turn, that attack does nothing. (If the Defending Pokémon is no longer your opponent's Active Pokémon, this effect ends.)

Staraptor (*Diamond & Pearl—Stormfront*, 27/100) (Poké-Body) Protect Wing

As long as Staraptor is your Active Pokémon, any damage done by attacks from your opponent's Stage 2 Pokémon is reduced by 20 (*after applying Weakness and Resistance*).

Platinum Series

Shaymin LV.X (*Platinum*, 126/127) Seed Flare

Choose as many  Energy cards from your hand as you like and attach them to your Pokémon in any way you like. If you do, this attack does 40 damage plus 20 more damage for each  Energy card attached in this way.

Dialga (*Platinum*, 23/127)

This card should use the Metal-type card template, rather than the Colorless-type card template.

Lucky Egg (Platinum—Arceus, 88/89)

When the Pokémon this card is attached to is Knocked Out by damage from an opponent's attack and put into your discard pile, draw cards until you have 7 cards in your hand.

If the Pokémon does not go to the discard pile (for example, if it goes to the Lost Zone, etc.), you do not get to draw the cards.

HeartGold & SoulSilver Series

Onix (HS—Unleashed, 56/95) (Poké-Body) Energy Healer

When you attach an Energy card from your hand to Onix, remove a damage counter from Onix.

This Poké-Body only works when you attach an Energy card to Onix.

Defender (HS—Undaunted, 72/90)

Attach Defender to 1 of your Pokémon. Discard this card at the end of your opponent's next turn. Any damage done to the Pokémon Defender is attached to by attacks is reduced by 20 (*after applying Weakness and Resistance*).

Defender protects against all attacks, even ones not made by the opponent.

Unown (HS—Triumphant, 51/102) (Poké-Power) CURE

Once during your turn, when you put Unown from your hand onto your Bench, you may remove all Special Conditions from your Active Pokémon.























Use of this Poké-Power is optional.

Black & White Series

Exp. Share (Dragon Vault, 18/20)

This version of Exp. Share was printed without the Pokémon Tool rule box. This card should have that rule box, matching *Black & White—Next Destinies*, 87/99).

Charizard (*Black & White—Plasma Storm*, 136/135)

The attack cost for Scorching Fire was misprinted. It should be                      

Damage should be reduced after applying Weakness and Resistance. Templating changed to reflect the reduction of damage being taken.

Galvantula (XY—Steam Siege, 42/114)

Double Thread

This attack does 30 damage to 2 of your opponent's Benched Pokémon. Apply Weakness and Resistance.

This attack can only affect Benched Pokémon.

Electrode (XY—Evolutions, 40/108) (Ability) Buzzap Thunder

Once during your turn (*before your attack*), you may Knock Out this Pokémon and attach it to one of your ⚡ Pokémon as a Special Energy card. This card provides 2 ⚡ Energy only while this card is attached to a Pokémon.

The text will be changed to match the original intention of the Ability, which is that Electrode provides 2 ⚡ Energy as long as it's attached to any Pokémon, not just Lightning-type Pokémon.

Sun & Moon Series

Cyrus Prism Star (Sun & Moon—Ultra Prism, 120/156)

You can play this card only if your Active Pokémon is a ♂ or ♀ Pokémon.

Your opponent chooses 2 Benched Pokémon and shuffles the others, and all cards attached to them, into their deck.

The original text says you can use this card if you have a ♂ or ♀ Pokémon in play, but the intended requirement is to have a ♂ or ♀ Pokémon as your Active Pokémon.

Venusaur & Snivy-GX (Sun & Moon—Cosmic Eclipse 1/236, 210/236, and 249/236; Sun & Moon Promo Cards SM229)

(Ability) Shining Vine

During your turn, if this Pokémon is your Active Pokémon, whenever you attach a ⚡ Energy card from your hand to it, you may switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

The original text says you can use this Ability only once per turn, but the intention is that it can be used each time the requirement is fulfilled.

Sword & Shield Series

Cinderace (Sword & Shield, 036/202)

The Retreat Cost for Cinderace was misprinted. It should be **♣♣**, as opposed to the printed **♣**.

Garchomp (Sword & Shield—Brilliant Stars, 109/172)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may prevent all damage from and effects of attacks from your opponent's Pokémon done to this Pokémon until the end of your opponent's next turn.

The original text provided protection from all attacks, but it should protect from the opponent's attacks only.

Scarlet & Violet Series

Minior (Scarlet & Violet—Paradox Rift 099/182 and 201/182)

During your turn, if this Pokémon is on your Bench, whenever you attach an Energy card from your hand to this Pokémon, you may switch it with your Active Pokémon.

The original text says you can use this Ability only once per turn, but the intention is that it can be used each time the requirement is fulfilled.