

**BASIC** Bloodmoon Ursaluna **EX** HP 260 ★



**Ability Seasoned Skill**  
Blood Moon used by this Pokémon costs ★ less for each Prize card your opponent has taken.

★★★★★ **Blood Moon** 240  
During your next turn, this Pokémon can't attack.

weakness ♣ ×2 resistance retreat ★ ★ ★

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

ILLU. sky CG Works  
H TM 141/167 ★

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**BASIC** Budew HP 30 ♣



NO. 0406 Bud Pokémon. HT: 8" WT: 2.6 lbs.

**Itchy Pollen** 10  
During your opponent's next turn, they can't play any Item cards from their hand.

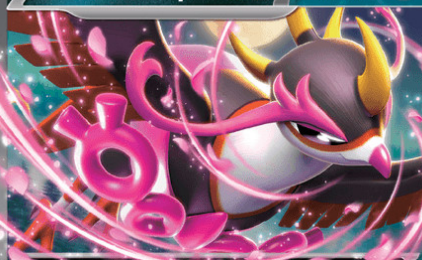
weakness ♣ ×2 resistance retreat

ILLU. Yoriyuki Ikegami  
H ASC 016/217

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

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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 ★

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

ILLU. Ichiryuo  
H ASC 142/217 ★

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**STAGE 1** Froslass HP 90 ♣



Evolves from Snorunt  
NO. 0478 Snow Land Pokémon. HT: 4'3" WT: 58.6 lbs.

**Ability Freezing Shroud**  
During Pokémon Checkup, put 1 damage counter on each Pokémon that has an Ability (both yours and your opponent's), except any Froslass.

♣ ★ **Frost Smash** 60

weakness ♣ ×2 resistance retreat ★

ILLU. Makuro Tami  
H TM 053/167 ★

It freezes prey by blowing its -58 degree Fahrenheit breath. It is said to then secretly display its prey.

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H TM 053/167 ★

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**STAGE 2** Marnie's Grimmsnarl **EX** HP 320



Evolves from Marnie's Morgrem  
ILLU. Marnie

**Ability Punk Up**  
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may search your deck for up to 5 Basic ♣ Energy cards and attach them to your Marnie's Pokémon in any way you like. Then, shuffle your deck.

♣ ♣ **Shadow Bullet** 180  
This attack also does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ♣ ×2 resistance retreat ★ ★

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

ILLU. PRINCE Masahito  
H TM 133/132 ★

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**STAGE 2** Marnie's Grimmsnarl **EX** HP 320



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weakness ♣ ×2 resistance retreat ★ ★

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

ILLU. PRINCE Masahito  
H TM 133/132 ★

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ILLU. PRINCE Masahito  
H TM 133/132 ★

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**BASIC** Marnie's Impidimp HP 70



NO. 0859 Wily Pokémon. HT: 1'4" WT: 12.1 lbs.  
ILLU. Marnie

★ **Filch**  
Draw a card.

♣ **Corkscrew Punch** 10

weakness ♣ ×2 resistance retreat ★

The reason this Pokémon causes trouble for those it feels close to is because Impidimp itself gets irritable if it can't absorb negative emotions.

ILLU. KEIICHIRO ITO  
H TM 134/182

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BASIC

Marnie's Impidimp

HP 70

NO. 0859 Willy Pokémon HT: 1'4" WT: 12.1 lbs.

★

Filch

Draw a card.

●

Corkscrew Punch

10

weakness

×2

resistance

retreat

★

illus. KEIICHIRO ITO

134/182

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Marnie's Impidimp

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resistance

retreat

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illus. KEIICHIRO ITO

134/182

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STAGE 1

Marnie's Morgrem

HP 100

Evolves from Marnie's Impidimp

NO. 0860 Devious Pokémon HT: 2'7" WT: 27.6 lbs.

●●

Corkscrew Punch

60

weakness

×2

resistance

retreat

★

illus. NC Empire

135/182

Morgrem prefers dirty tactics, like ambushing, because it doesn't have confidence in its brawn.

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STAGE 1

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135/182

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BASIC

Munkidori

HP 110

NO. 1015 Retainer Pokémon HT: 3'3" WT: 26.9 lbs.

Ability

Adrena-Brain

Once during your turn, if this Pokémon has any ● Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

●★

Mind Bend

60

Your opponent's Active Pokémon is now Confused.

weakness

×2

resistance

-30

retreat

★

illus. kodama

095/167

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

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BASIC

Psyduck

HP 70

NO. 0054 Duck Pokémon HT: 2'7" WT: 43.2 lbs.

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

★

illus. Iro Sasano

039/217

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

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**BASIC** **Shaymin** **HP 80** 



NO. 0492 Gratitude Pokémon. HT: 8" WT: 4.6 lbs.

**Ability** **Flower Curtain**  
Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

★★ **Smash Kick** 30

weakness  ×2 resistance retreat ★

illus. Iano  
DME 010/182 ♦

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

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**BASIC** **Snorunt** **HP 70** 



NO. 0361 Snow Hat Pokémon. HT: 2'4" WT: 37 lbs.

**Chilly** 10

weakness  ×2 resistance retreat ★

illus. Wintz Wondr  
ASC 046/217 ♦

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

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**BASIC** **Snorunt** **HP 70** 



NO. 0361 Snow Hat Pokémon. HT: 2'4" WT: 37 lbs.

**Chilly** 10

weakness  ×2 resistance retreat ★

illus. Wintz Wondr  
ASC 046/217 ♦

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**BASIC** **Yveltal** **HP 110** 



NO. 0717 Destruction Pokémon. HT: 19' WT: 447.5 lbs.

**Clutch** 20  
During your opponent's next turn, the Defending Pokémon can't retreat.

★★ **Dark Feather** 110

weakness  ×2 resistance  -30 retreat

illus. abegi  
MEG 088/132 ★

When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

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**Pokémon Tool** **TRAINER**

**Air Balloon**



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

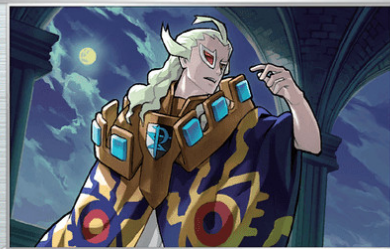
illus. Studio Boro Inc.  
ASC 181/217 ♦

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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**Supporter** **TRAINER**

**Boss's Orders** Ghetsis



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

illus. NC Empire  
MEG 114/132 ♦

You may play only 1 Supporter card during your turn.

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**Supporter** **TRAINER**

**Boss's Orders** Ghetsis



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illus. NC Empire  
MEG 114/132 ♦

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**Supporter** **TRAINER**

**Boss's Orders** Ghetsis



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

illus. NC Empire  
MEG 114/132 ♦

You may play only 1 Supporter card during your turn.

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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  
MEG 144/162 ♦

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

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Item

TRAINER

## Buddy-Buddy Poffin



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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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Pokémon Tool

TRAINER

## Handheld Fan



If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Toyote Beach  
H TUL 150/167

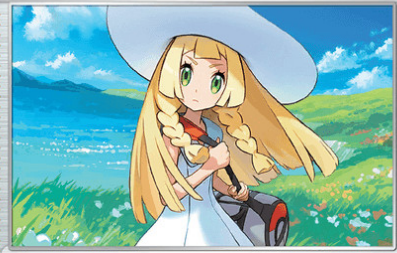
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Supporter

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



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Illus. Atsushi Furusawa  
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Supporter

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## Lillie's Determination



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Illus. Atsushi Furusawa  
I MEG 119/132

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.

Illus. Toyote Beach  
H ASC 196/217

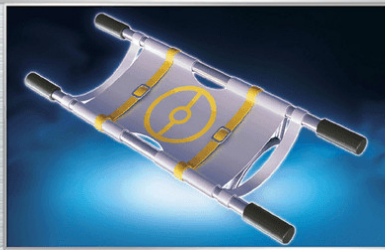
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Item

TRAINER

## Night Stretcher



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

Illus. Toyote Beach  
H ASC 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 Boro Inc.  
J POK 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.)

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

Illus. Studio Boro Inc.

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.

081/088

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Item

TRAINER

Poké Pad

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

Illus. Studio Boro Inc.

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.

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

Illus. Toyshi Beach

186/198

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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.

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

Illus. Studio Boro Inc.

125/132

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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.

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

Illus. Studio Boro Inc.

125/132

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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.

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

Illus. Toyshi Beach

163/167

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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.

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

Illus. Studio Boro Inc.

082/086

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Stadium

TRAINER

Spikemuth Gym

Once during each player's turn, that player may search their deck for a Marnie's Pokémon, reveal it, and put it into their hand. Then, that player shuffles their deck.

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.

Illus. AYUMI ODASHIMA

169/182

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