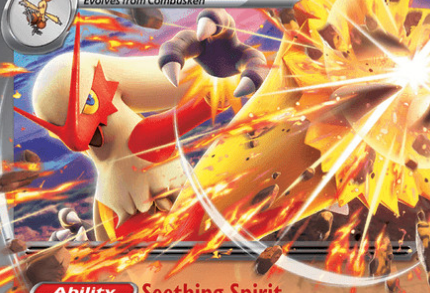


STAGE 2 **Blaziken^{EX}** HP 320

Evolves from Combusken



Ability Seething Spirit
Once during your turn, you may attach a Basic Energy card from your discard pile to 1 of your Pokémon.

Smolder-sault 200
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.

Illus. Takayoshi H JG 024/159 ★ ★

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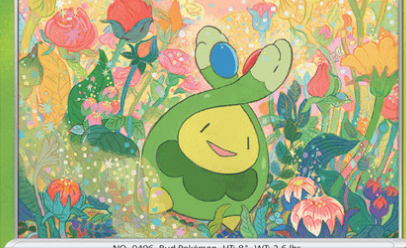
weakness ♣ × 2 resistance retreat ★ ★

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

Illus. Takayoshi H JG 024/159 ★ ★

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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.

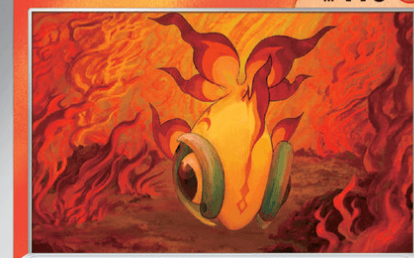
weakness ♣ × 2 resistance retreat

Illus. 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 **Chi-Yu** HP 110



NO. 1004 Ruidous Pokémon HT: 1'4" WT: 10.8 lbs.

Allure
Draw 2 cards.

Ground Melter 60+
If a Stadium is in play, this attack does 60 more damage. Then, discard that Stadium.

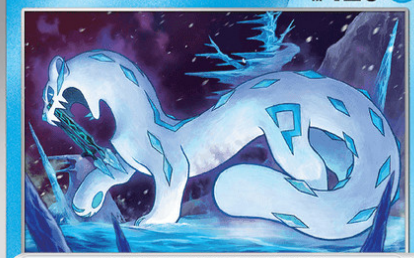
weakness ♣ × 2 resistance retreat ★

Illus. Oka H JG 039/167

The envy accumulated within curved beads that sparked multiple conflicts has clad itself in fire and become a Pokémon.

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BASIC **Chien-Pao** HP 120



NO. 1002 Ruidous 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.

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

weakness ♣ × 2 resistance retreat ★

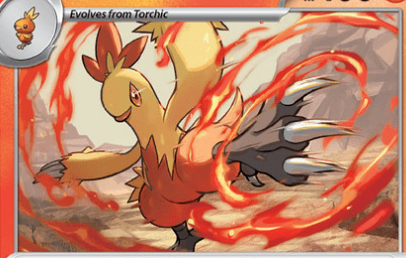
Illus. Yuya Oka H SS 056/191 ★

The hatred of those who perished by the sword long ago has clad itself in snow and become a Pokémon.

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STAGE 1 **Combusken** HP 100

Evolves from Torchic



NO. 0256 Young Fowl Pokémon HT: 2'11" WT: 43 lbs.

Combustion 20

Double Kick 40×
Flip 2 coins. This attack does 40 damage for each heads.

weakness ♣ × 2 resistance retreat ★ ★

Illus. Yui H JG 041/182

It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

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STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak



Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness ♣ × 2 resistance retreat ★

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

Illus. Shon Graphics H JG 130/167 ★ ★

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STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak



Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness ♣ × 2 resistance retreat ★

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

Illus. Shon Graphics H JG 130/167 ★ ★

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STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



NO. 0886 Caretaker Pokémon HT: 4'7" WT: 24.3 lbs.

Ability Recon Directive
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness ♣ × 2 resistance retreat ★

Illus. cochi H JG 129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

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STAGE 1

Drakloak

HP 90

Evolves from Dreepy



NO. 0886, Caretaker Pokémon, HT: 4'7", WT: 24.3 lbs.

Ability Recon Directive

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Dragon Headbutt 70

weakness resistance retreat ★

Illustration: cachi8i

129/167

●

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Illustration: cachi8i

129/167

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Dragon Headbutt 70

weakness resistance retreat ★

Illustration: cachi8i

129/167

●

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BASIC

Dreepy

HP 70



NO. 0885, Lingering Pokémon, HT: 1'8", WT: 4.4 lbs.

Petty Grudge 10

Bite 40

weakness resistance retreat ★

Illustration: Scav

128/167

●

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BASIC

Dreepy

HP 70



NO. 0885, Lingering Pokémon, HT: 1'8", WT: 4.4 lbs.

Petty Grudge 10

Bite 40

weakness resistance retreat ★

Illustration: Scav

128/167

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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128/167

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Petty Grudge 10

Bite 40

weakness resistance retreat ★

Illustration: Scav

128/167

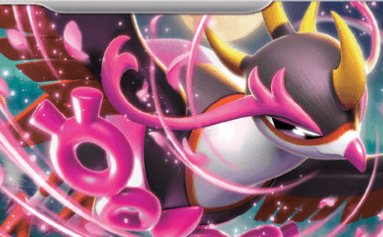
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BASIC

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 ★

Illustration: Pokygoon

142/217

★

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BASIC

Lillie's Clefairy ex

HP 190



Ability Fairy Zone

The Weakness of each of your opponent's ♣ Pokémon in play is now ♣. (Apply Weakness as ×2.)

Full Moon Rondo 20+

This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness ×2 resistance retreat ★

Illustration: SBoon Graphics

056/159

★

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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 **x2** **resistance** **-30** **retreat**

illus. kotama

H **TM** **095/167** ★

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Stadium

TRAINER

Area Zero Underdepths

Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

Illus. MARINA Chikazawa

SCR 131/142

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.

You may play only 1 Supporter card during your turn.

Illus. NC Empire

MEG 114/132 ♦

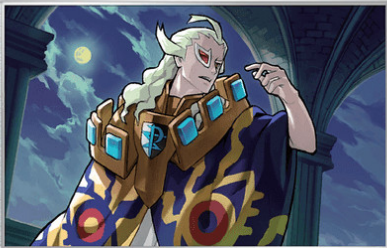
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire
H 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
H 144/162

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

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Item

TRAINER

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Illus. AYUMI ODASHIMA
H 144/162

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

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Supporter

TRAINER

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

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
H 087/094

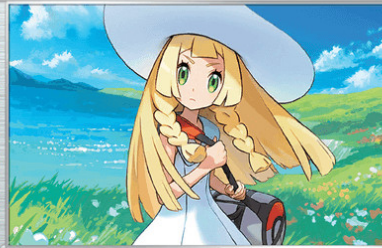
You may play only 1 Supporter card during your turn.

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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
H 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

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

MEG 119/132

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa

MEG 119/132

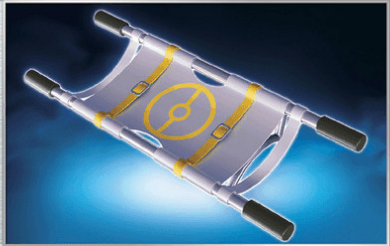
You may play only 1 Supporter card during your turn.

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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

ASC 196/217

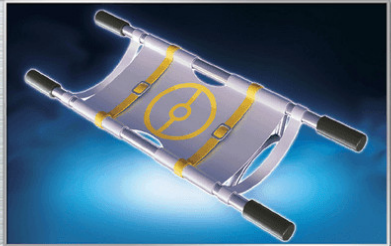
You may play any number of Item cards during your turn.

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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

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.

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.)

Illus. Studio Boro Inc.

POR 081/088

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Illus. Studio Boro Inc.

POR 081/088

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

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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.

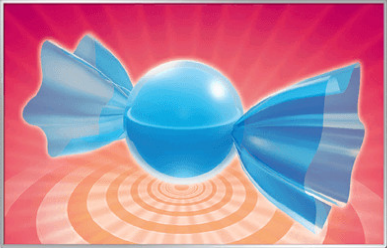
MEG 125/132

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

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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 Bora Inc.

1 **MEG EN** 125/132

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.

Illus. Ayaka Yoshida

0 **MEG** **131/132** ●

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

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An illustration of an Ultra Ball, a spherical Poké Ball with a yellow band and a black ring, set against a vibrant background of pink and orange light rays and sparkling particles.

Illus. Ayaka Yoshida

ITEM MEGEN 131/132

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.

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

Illus. Ayaka Yoshida

U **MEGA** **131 / 132**

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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.

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

Illus. Ayaka Yoshida

1 **MEGA** **131/132**

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Item **TRAINER**

Unfair Stamp



The illustration shows the Unfair Stamp card in its center. The card is red and green, with a circular design featuring a stamp of a Pokémon (a red and white one) and a green stamp of a Pokémon (a green and white one). The card is surrounded by a green grid pattern. The card is shown in a 3D perspective, with a red and green stamp on its surface. The background is a dark blue gradient with a green grid pattern.

You can use this card only if any of your Pokémon were Knocked Out during your opponent's last turn.

Each player shuffles their hand into their deck. Then, you draw 5 cards, and your opponent draws 2 cards.

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

Illustration by: Ken Sugimori

TCG

165/167

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Basic Energy

Basic Energy

007

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Basic Energy

ENERGY

Basic  Energy



A large, glowing blue Basic Energy symbol is centered on a dark blue background. The symbol is surrounded by a bright, circular burst of white sparkles and light rays, creating a sense of energy and power.

MEGA 007

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