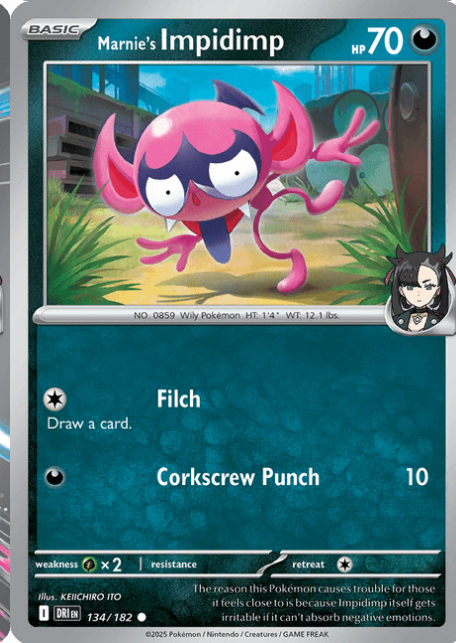




BASIC

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

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.

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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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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

Snorunt

HP 70

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

●

Chilly

10

weakness

● × 2

resistance

retreat

★

illus. Wintre Wander

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 Wonds
ASC 046/217

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Snorunt** HP 70



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

Chilly 10

weakness ♀ ×2 resistance retreat ★

illus. Wintz Wonds
ASC 046/217

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

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BASIC **Tatsugiri** HP 70



NO. 0978 Mimicry Pokémon. HT: 1' WT: 17.6 lbs.

Ability **Attract Customers**
Once during your turn, if this Pokémon is in the Active Spot, you may look at the top 6 cards of your deck, reveal a Supporter card you find there, and put it into your hand. Shuffle the other cards back into your deck.

Surf 50

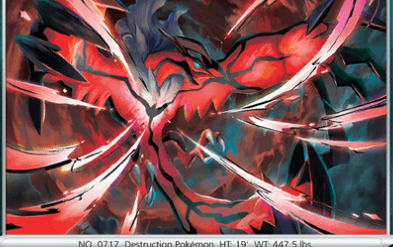
weakness resistance retreat ★

illus. Jerky
H 131/167

Tatsugiri is an extremely cunning Pokémon. It feigns weakness to lure in prey, then orders its partner to attack.

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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. akagi
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



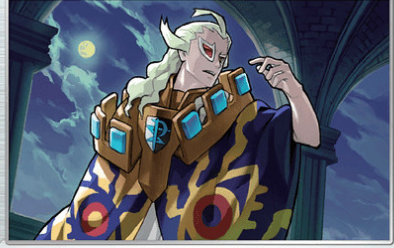
The Retreat Cost of the Pokémon this card is attached to is ★★ less.

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



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

illus. NC Empire
MEG 114/132

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Boss's Orders Ghetsis



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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
H 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 144/162

You may play any number of Item cards 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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Illus. nagimiso
J 078/084

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 119/132

You may play only 1 Supporter card during your turn.

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. Atsushi Furusawa
I 119/132

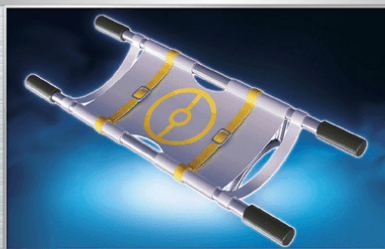
You may play only 1 Supporter card during your turn.

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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 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
H 196/217

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.

Illustration: Studio Bora Inc.

J

CR106

082 / 086

◆

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

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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.

Illus. AYUMI ODASHIMA

DR11

169 / 182

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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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.

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illus. AYUMI ODASHIMA
DRIEN 169 / 182 ♦
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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.

Illus. AYUMI ODASHIMA

169 / 182

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Illus. AYUMI ODASHIMA

169 / 182 ◆

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Supporter
TRAINER

Team Rocket's Petrel



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

You may play only 1 Supporter card during your turn.

ILLU. GOSSAN


 176 / 182

Supporter **TRAINER**

Team Rocket's Petrel

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

Illus. GOSSAN

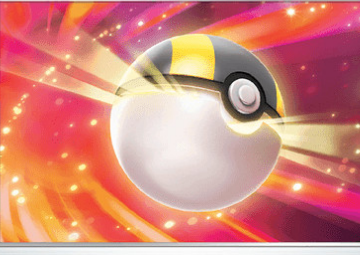
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176 / 182

You may play only 1 Supporter card during your turn.

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

Basic Energy

ENERGY

Basic  Energy



007

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Basic Energy

ENERGY

Basic  Energy



A large, glowing blue Psychic Energy symbol is centered on a dark blue background with a field of white sparkles. The symbol is a thick blue ring with a black interior, and a smaller blue ring is positioned at the top center of the black area.

007

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