

BASIC

Hop's Cramorant

HP 110

★

NO. 0845 Gulp Pokémon HT: 2'7" WT: 29.7 lbs.

★

Fickle Spitting

120

If your opponent doesn't have exactly 3 or 4 Prize cards remaining, this attack does nothing.

weakness

⚡ ×2

resistance

🔥 -30

retreat

★

illus. Seboteri

138/159

Cramorant instinctively swallow everything whole. They're at their most formidable when they're struggling to swallow overly large prey.

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BASIC

Hop's Phantump

HP 70

👁

NO. 0708 Stump Pokémon HT: 1'4" WT: 15.4 lbs.

★

Splashing Dodge

10

Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness

👁 ×2

resistance

🔥 -30

retreat

★ ★

illus. Iono

095/217

According to old tales, these Pokémon are stumps possessed by the spirits of children who died while lost in the forest.

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BASIC

Hop's Snorlax

HP 150

★

NO. 0143 Sleeping Pokémon HT: 6'11" WT: 1014.1 lbs.

Ability

Extra Helpings

Attacks used by your Hop's Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance). The effect of Extra Helpings doesn't stack.

★ ★ ★

Dynamic Press

140

This Pokémon also does 80 damage to itself.

weakness

🔥 ×2

resistance

retreat

★ ★ ★ ★

illus. GOSSAN

117/159

This gluttonous Pokémon eats constantly, apart from when it's asleep. It devours nearly 900 pounds of food per day.

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STAGE 1

Hop's Trevenant

HP 140

👁

Evolves from Hop's Phantump

NO. 0709 Elder Tree Pokémon HT: 4'11" WT: 156.5 lbs.

★

Horrifying Revenge

30+

If any of your Hop's Pokémon were Knocked Out by damage from an attack during your opponent's last turn, this attack does 100 more damage.

👁 ★ ★ ★

Corner

90

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

weakness

👁 ×2

resistance

🔥 -30

retreat

★ ★

illus. mafaza

096/217

Using its roots as a nervous system, it controls the trees in the forest. It's kind to the Pokémon that reside in its body.

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Hop's Trevenant

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Evolves from Hop's Phantump

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Corner

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

weakness

👁 ×2

resistance

🔥 -30

retreat

★ ★

illus. mafaza

096/217

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STAGE 1 Hop's Trevenant **HP 140**

Evolves from Hop's Phantump

NO. 0709 Elder Tree Pokémon. HT: 4'11" WT: 156.5 lbs.

Ability **Horrorific Revenge** 30+
If any of your Hop's Pokémon were Knocked Out by damage from an attack during your opponent's last turn, this attack does 100 more damage.

Corner 90
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ×2 resistance -30 retreat ★

illus. mafato
1 **ASC** 096/217 ★

Using its roots as a nervous system, it controls the trees in the forest. It's kind to the Pokémon that reside in its body.

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BASIC Latias **EX** **HP 210**

Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200
During your next turn, this Pokémon can't attack.

weakness ×2 resistance -30 retreat ★

illus. tsukuyoo
H **SS** 076/191 ★

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

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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 -30 retreat ★

illus. Shon Graphics
1 **JG** 056/159 ★

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

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BASIC Patrat **HP 70** ★

NO. 0504 Scout Pokémon. HT: 1'8" WT: 25.6 lbs.

Ability **Watchful Eye**
Damage counters on each Pokémon (both yours and your opponent's) can't be moved to other Pokémon.

Bite 10

weakness ×2 resistance -30 retreat ★

illus. Souichirou Gunjima
1 **CR** 070/086 ●

Using food stored in cheek pouches, they can keep watch for days. They use their tails to communicate with others.

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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 -30 retreat ★

illus. Jiro Sasuma
1 **ASC** 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 -30 retreat ★

illus. Nono
1 **DR** 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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Supporter **TRAINER** Boss's Orders *Ghetsis*

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

illus. NC Empire
1 **ME** 114/132 ◆

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Colress's Tenacity



Search your deck for a Stadium card and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illustration: **harel**
H 5/167

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hassel



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

Look at the top 8 cards of your deck and put up to 3 of them into your hand. Shuffle the other cards back into your deck.

Illustration: **GOSSAN**
H 151/167

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Hassel



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

Look at the top 8 cards of your deck and put up to 3 of them into your hand. Shuffle the other cards back into your deck.

Illustration: **GOSSAN**
H 151/167

You may play only 1 Supporter card during your turn.

©2024 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.

Illustration: **yuu**
H 084/086

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Hop's Bag



Search your deck for up to 2 Basic Hop's Pokémon and put them onto your Bench. Then, shuffle your deck.

Illustration: **AYUMI ODASHIMA**
H 147/159

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

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Item

TRAINER

Hop's Bag



Search your deck for up to 2 Basic Hop's Pokémon and put them onto your Bench. Then, shuffle your deck.

Illustration: **AYUMI ODASHIMA**
H 147/159

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

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Pokémon Tool

TRAINER

Hop's Choice Band



Attacks used by the Hop's Pokémon this card is attached to cost ★ less and do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Illustration: **Toyste Beach**
H 148/159

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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H 148/159

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Illus. Toyoste Beach

119/132

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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

119/132

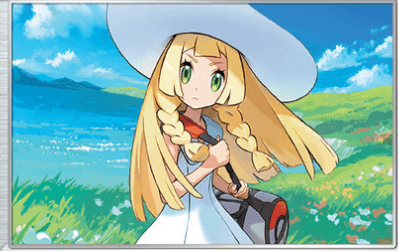
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119/132

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119/132

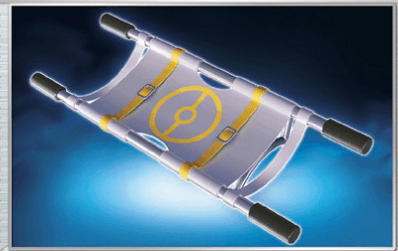
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



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

Illus. Toyoste Beach

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. Toyoste Beach

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. Toyoste Beach

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.

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.)

Illustration: Studio Bora Inc.

U **POR** 081/088 ◆

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

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Stadium **TRAINER**

Postwick

Attacks used by Hop's Pokémon (both yours and your opponent's) do 30 more damage to the opponent's Active Pokémon (before applying Weakness and Resistance).

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

JTC 154/159

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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.

Illus. GOSSAN

0 **Dr/Tr** 176/182 ♦

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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.

Illustration by GOSSAN

0 DRI 176/182

You may play only 1 Supporter card during your turn.

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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.)

161/162

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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.)

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.

088/088

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Special Energy

ENERGY

Telepathic Energy

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

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088/088

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088/088

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