

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

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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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

Illus. Makoto Tami

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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STAGE 2

Marnie's Grimmsnarl ex

HP 320

Evolves from Marnie's Morgrem

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

Illus. RUIKAZU Mochizuki

136/182

Pokémon EX rule

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

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resistance

retreat

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BASIC

Marnie's Impidimp

HP 70

NO. 0859. Wily 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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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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

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STAGE 1

Marnie's Morgrem

HP 100

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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©2024 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. Winter Wander

046/217

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

©2026 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.

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.

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

MEG

131/167

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

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.

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.

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.

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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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.

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

ITEM

144/162

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

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

Energy Switch



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

Illus. Studio Boro Inc.
I 115/132

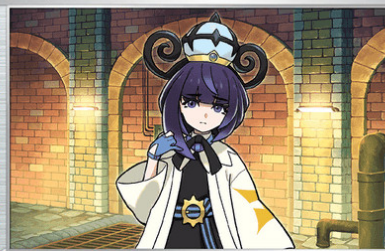
You may play any number of Item cards during your turn.

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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

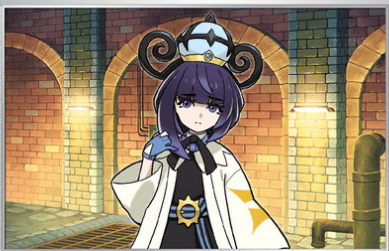
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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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Supporter

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Item

TRAINER

Night Stretcher



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

Illus. Toyste Beach
H ASC 196/217

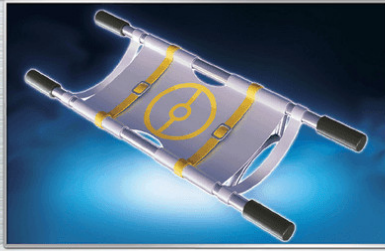
You may play any number of Item cards during your turn.

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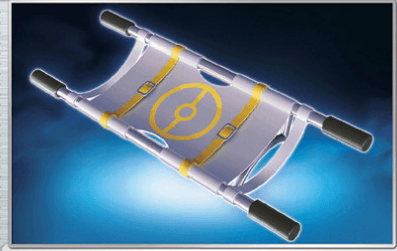
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©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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TRAINER

Night Stretcher



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Illus. Toyste 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 Bora Inc.
J POK 081/088

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

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Item

TRAINER

Poké Pad



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J POK 081/088

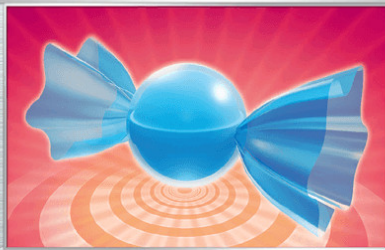
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Item

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.
I MEG 125/132

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.

Illus. Studio Bora Inc.
J CRD 082/086

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

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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.

ILLUSTRATION BY

AYUMI ODASHIMA

169/182

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Stadium

TRAINER

Spikemuth Gym

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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.

ILLUSTRATION BY

GOSSAN

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.

You may play only 1 Supporter card during your turn.

ILLUSTRATION BY

GOSSAN

176/182

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Item

TRAINER

Unfair Stamp

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

RYOMA KASHI

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Basic Energy

ENERGY

Basic Energy

MEET

015

ILLUSTRATION BY

YOSHIROTTEN

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Basic Energy

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MEET

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