



BASIC

Dreepy

HP 70

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

Petty Grudge

10

Bite

40

weakness

resistance

retreat *

Illustration: Scott

128/167

It has a habit of biting at Clauncher even though it doesn't feed on them. This is said to be vestigial behavior from when Dreepy was alive.

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STAGE 1

Dudunsparce

HP 140

Evolves from Dunsparce

NO. 0982 Land Snake Pokémon. HT: 1'11". WT: 86.4 lbs.

Ability

Run Away Draw

Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

Land Crush

90

weakness

resistance

retreat *

Illustration: Tezoro

129/162

This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

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BASIC

Dunsparce

HP 70

NO. 0205 Land Snake Pokémon. HT: 4'11". WT: 30.9 lbs.

Trading Places

20

Ram

20

weakness

resistance

retreat *

Illustration: Asako Ito

120/159

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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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

20

This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness

resistance

retreat *

Pokémon EX rule

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

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BASIC

Meowth ex

HP 170

Ability

Last-Ditch Catch

Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

Tuck Tail

60

Put this Pokémon and all attached cards into your hand.

weakness

resistance

retreat *

Illustration: Shon Graphics

062/088

Pokémon EX rule

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

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BASIC

Moltres

HP 120

NO. 0146 Flame Pokémon. HT: 6'7". WT: 132.3 lbs.

Fighting Wings

20+

If your opponent's Active Pokémon is a Pokémon ex, this attack does 90 more damage.

weakness

resistance

retreat *

Illustration: Kazumasa Yasukuni

014/094

There are stories of this Pokémon using its radiant, flame-cloaked wings to light up paths for those lost in the mountains.

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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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Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

114/132

You may play only 1 Supporter card during your turn.

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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

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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H 133/142

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Item

TRAINER

Crushing Hammer



Flip a coin. If heads, discard an Energy from 1 of your opponent's Pokémon.

Illus. Ayaka Yoshida
J 071/088

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

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Stadium

TRAINER

Jamming Tower



Pokémon Tools attached to each Pokémon (both yours and your opponent's) have no effect.

Illus. AYUMI ODASHIMA
H 153/167

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

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. Kantaro
J 076/088

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
J 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.

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Illus. Atsushi Furusawa
H MEGEN 119/132

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Illus. Atsushi Furusawa
H MEGEN 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 ASCEN 196/217

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

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach
H ASCEN 196/217

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

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach
H ASCEN 196/217

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

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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 POKEN 081/088

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

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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TRAINER

Poké Pad



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Illus. Studio Bora Inc.
J POKEN 081/088

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Stadium
TRAINER

Risky Ruins

Whenever any player puts a Basic non- Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

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.

MEGA 127/132

Supporter
TRAINER

Rosa's Encouragement

You can use this card only if you have more Prize cards remaining than your opponent.

Attach up to 2 Basic Energy cards from your discard pile to 1 of your Stage 2 Pokémon.

You may play only 1 Supporter card during your turn.

MEGA 084/088

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.

MEGA 082/086

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.

MEGA 131/132

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.

MEGA 131/132

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.

MEGA 131/132

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.

MEGA 065/067

Basic Energy
ENERGY

Basic Energy

MEGA 007

Basic Energy
ENERGY

Basic Energy

MEGA 007

