



BASIC **Dreepy** HP 70



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

Petty Grudge 10

Bite 40

weakness resistance retreat ★

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.

128/167

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128/167

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.

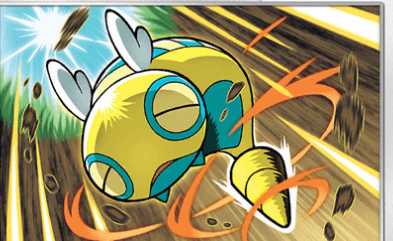
Land Crush 90

weakness ×2 resistance retreat ★★

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.

129/162

BASIC **Dunsparce** HP 60



NO. 0206. Land Snake Pokémon. HT: 4'11". WT: 30.9 lbs.

Gnaw 10

Dig 30

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 retreat

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

128/162

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 ★

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

142/217

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 ×2 resistance retreat ★

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

062/088

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 ×2 resistance retreat ★

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

014/094

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. 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.

You may play only 1 Supporter card during your turn.

illus. NC Empire

114/132

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114/132

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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.

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

illus. AYUMI ODASHIMA

144/162

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144/162

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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 SCL 133/142

You may play only 1 Supporter card during your turn.

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H SCL 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 POK 071/088

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

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TRAINER

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Supporter

TRAINER

Judge



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

Illus. Kantaro
J POK 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 MEG 119/132

You may play only 1 Supporter card during your turn.

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MEG 119/132

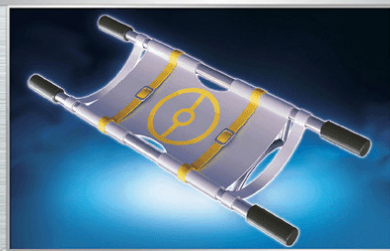
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Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach
H 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
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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Illus. Studio Bora Inc.
J POK 081/088

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

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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.

Illus. imoniii
MEG 127/132

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

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MEGA ID 127/132

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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 ID 084/088

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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.

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

MEGA ID 082/086

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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.

MEGA ID 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.

MEGA ID 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.

MEGA ID 131/132

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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.

MEGA ID 065/067

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Basic Energy
ENERGY

Basic Energy

MEGA ID 015

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Basic Energy
ENERGY

Basic Energy

MEGA ID 015

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