

BASIC Bloodmoon Ursaluna **EX** HP 260 ★



Ability Seasoned Skill
Blood Moon used by this Pokémon costs ★ less for each Prize card your opponent has taken.

★★★★★ **Blood Moon** 240
During your next turn, this Pokémon can't attack.

weakness ♣ ×2 resistance retreat ★ ★ ★

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

Illus. Aki CG Works
H TM 141/167 ★

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BASIC Budew HP 30 ♣



NO. 0406 Bud Pokémon. HT: 8" WT: 2.6 lbs.

Ability 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
H ASC 016/217

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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
H TM 053/167 ★

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STAGE 1 Froslass HP 90 ♣

Evolves from Snorunt



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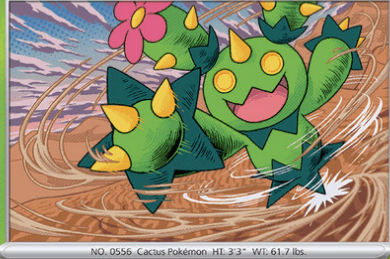
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weakness ♣ ×2 resistance retreat ★

Illus. Makoto Tami
H TM 053/167 ★

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BASIC Maractus HP 110 ♣



NO. 0556 Cactus Pokémon. HT: 3'3" WT: 61.7 lbs.

Ability Exploding Needles
If this Pokémon is in the Active Spot and is Knocked Out by damage from an attack from your opponent's Pokémon, put 6 damage counters on the Attacking Pokémon.

★ **Corner** 20
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ♣ ×2 resistance retreat ★ ★

Illus. Drake
H JG 008/159

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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 ★ ★

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

Illus. PRINCE Masahito
H DM 133/132 ★

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Illus. PRINCE Masahito
H DM 133/132 ★

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Illus. PRINCE Masahito
H DM 133/132 ★

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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
H DM 134/182

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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

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.

134/182

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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

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Draw a card.

Corkscrew Punch 10

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illus. KEIICHIRO ITO

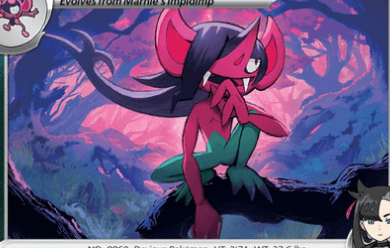
The reason this Pokémon causes trouble for those it feels close to is because Impidimp itself gets irritable if it can't absorb negative emotions.

134/182

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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

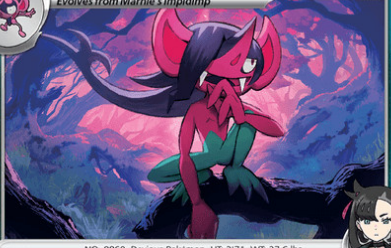
Morgrem prefers dirty tactics, like ambushing, because it doesn't have confidence in its brawn.

135/182

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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

Morgrem prefers dirty tactics, like ambushing, because it doesn't have confidence in its brawn.

135/182

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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. Iwadama

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

095/167

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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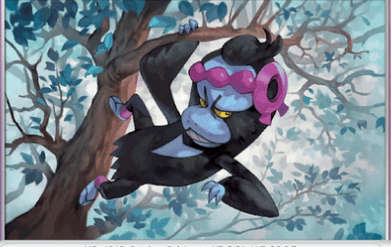
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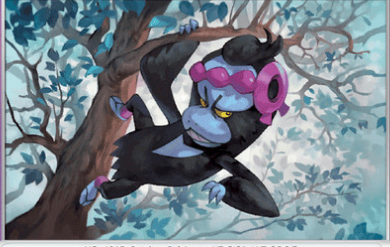
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095/167

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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 retreat ★

Illus. Iano
D11111 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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BASIC **Snorunt** **HP 70** 



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

Chilly **10**

weakness  ×2 resistance retreat ★

Illus. Winter Wands
D11111 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. Winter Wands
D11111 046/217 ♦

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

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Pokémon Tool **TRAINER**
Air Balloon



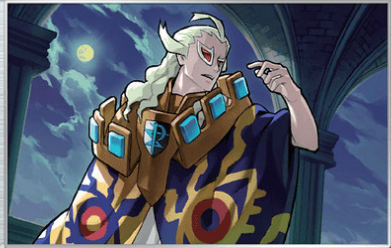
The Retreat Cost of the Pokémon this card is attached to is ★★ less.

Illus. Studio Boro Inc.
D11111 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
D11111 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
D11111 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
H11111 144/162 ♦

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

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Buddy-Buddy Poffin



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Illus. AYUMI ODASHIMA
H11111 144/162 ♦

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

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Supporter

TRAINER

Judge



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

Illus. Kantaro
H PRE 076/088

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Kieran



Choose 1:

- Switch your Active Pokémon with 1 of your Benched Pokémon.
- During this turn, attacks used by your Pokémon do 30 more damage to your opponent's Active Pokémon **EX** and Active Pokémon **V** (before applying Weakness and Resistance).

Illus. GIDORA
H TUE 154/167

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Larry's Skill



Discard your hand and search your deck for a Pokémon, a Supporter card, and a Basic Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Ancl
H PRE 115/131

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Larry's Skill



Discard your hand and search your deck for a Pokémon, a Supporter card, and a Basic Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Ancl
H PRE 115/131

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 MEG 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.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa
I MEG 119/132

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa
I MEG 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 ASC 196/217

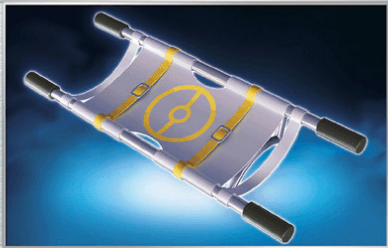
You may play any number of Item cards during your turn.

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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 Boro Inc.
J POR 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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Illus. Studio Boro Inc.
J POR 081/088

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach
G SYL 186/198

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

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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 Boro Inc.
D LEG 125/132

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

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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 Boro Inc.
D LEG 125/132

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

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Item

TRAINER

Secret Box



You can use this card only if you discard 3 other cards from your hand.

Search your deck for an Item card, a Pokémon Tool card, a Supporter card, and a Stadium card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Toyote Beach
H TYN 163/167

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 Boro Inc.
J CHL 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.

illus. AYUMI ODASHIMA

DRI 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.

Illustration by AYUMI ODASHIMA

0 **DREN** 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.

Illustration by AYUMI ODASHIMA

0 **Driftn** 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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The image shows a Trainer card from the Pokémon Trading Card Game. The card is titled "Team Rocket's Petrel" and is a Supporter card. The illustration depicts James from Team Rocket, with his signature purple hair and black jacket with a large red "R" on the chest. He is standing in a room with a computer monitor and a window in the background. The card's text box contains the following instructions: "Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck." The bottom of the card features the artist credit "Illus. GOSSAN", a Drien logo, and the card number "176/182". A yellow tip box at the bottom right states: "You may play only 1 Supporter card during your turn." The card is set against a background of a red and white checkered pattern.

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 DRIEN 176/182 ◆

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Basic Energy

ENERGY

Basic  Energy



MEGA 007

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Basic Energy

ENERGY

Basic  Energy



A large, glowing blue Basic Energy symbol is centered on a dark blue background. The symbol is surrounded by a bright, circular burst of white and blue sparkles, creating a shimmering effect. The symbol itself is a thick blue ring with a black center, and a smaller blue circle is attached to the top of the ring.

007

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