

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

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



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 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



NO. 0859. Willy Pokémon. HT: 1'4". WT: 12.1 lbs.

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.)

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

weakness ♣ × 2 resistance retreat ★ ★

Illus. Kenta Chiba
H 133/182

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Illus. Kenta Chiba
H 133/182

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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
H 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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BASIC Marnie's Impidimp HP 70



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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

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weakness

● × 2

resistance

retreat

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illus. KEIICHIRO ITO

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

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. Iwadama

095/167

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

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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. Wintz Wondr
ASCN 046/217

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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
MEGN 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.

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Pokémon Tool **TRAINER**

Air Balloon



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

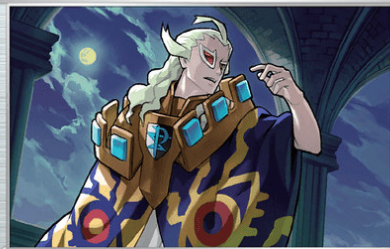
Illus. Studio Boro Inc.
ASCN 181/217

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.

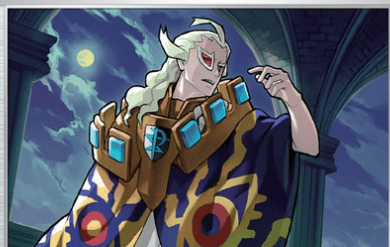
Illus. NC Empire
MEGN 114/132

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER**

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

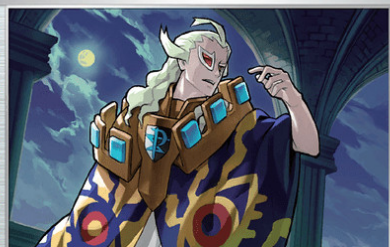
Illus. NC Empire
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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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MEGN 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.

Illus. AYUMI ODASHIMA
TEFN 144/162

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

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Item

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H TEF 144/162

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

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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 PGL 078/084

You may play only 1 Supporter card during your turn.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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©2026 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 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.)

Illustration: Studio Bora Inc.

U **FOR** 081/088 ◆

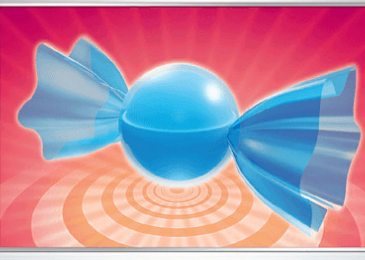
You may play any number of Item cards during your turn.

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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 Bora Inc.

MEG™ 125/132

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

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ILLUSTRATION: AYUMI ODASHIMA

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Stadium

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.

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TRAINER

Spikemuth Gym

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Illustration

AYUMI ODASHIMA

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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

GOSSAN

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You may play only 1 Supporter card during your turn.

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Supporter

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Illustration

GOSSAN

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Basic Energy

ENERGY

Basic Energy

MEED 007

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