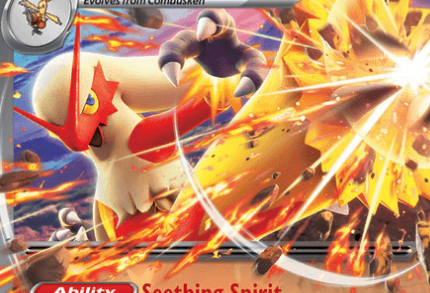


STAGE 2 **Blaziken^{EX}** HP 320

Evolves from Combusken



Ability **Seething Spirit**
Once during your turn, you may attach a Basic Energy card from your discard pile to 1 of your Pokémon.

Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness  x2 resistance retreat  

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

illus. Takayoshi H JG 024/159

STAGE 2 **Blaziken^{EX}** HP 320

Evolves from Combusken



Ability **Seething Spirit**
Once during your turn, you may attach a Basic Energy card from your discard pile to 1 of your Pokémon.

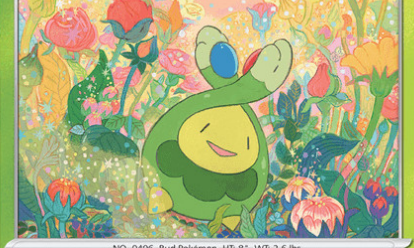
Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness  x2 resistance retreat  

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

illus. Takayoshi H JG 024/159

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  x2 resistance retreat

Pokémon EX rule The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

illus. Yoriyuki Ikegami H ASC 016/217

BASIC **Chi-Yu** HP 110



NO. 1004 Ruminant Pokémon HT: 1'4" WT: 10.8 lbs.

Allure
Draw 2 cards.

Ground Melter 60+
If a Stadium is in play, this attack does 60 more damage. Then, discard that Stadium.

weakness  x2 resistance retreat 

Pokémon EX rule The envy accumulated within curved beads that sparked multiple conflicts has clad itself in fire and become a Pokémon.

illus. Ohu H TM 039/167

STAGE 1 **Combusken** HP 100

Evolves from Torchic



NO. 0256 Young Fowl Pokémon HT: 2'11" WT: 43 lbs.

Combustion 20

Double Kick 40×
Flip 2 coins. This attack does 40 damage for each heads.

weakness  x2 resistance retreat  

Pokémon EX rule It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

illus. yuu H DM 041/182

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak



Tera
As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness resistance retreat  

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

illus. Shou Graphics H TM 130/167

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak



Tera
As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness resistance retreat  

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

illus. Shou Graphics H TM 130/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



NO. 0886 Caretaker Pokémon HT: 4'7" WT: 24.3 lbs.

Ability **Recon Directive**
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness resistance retreat  

Pokémon EX rule This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

illus. cochi H TM 129/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



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weakness resistance retreat  

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illus. cochi H TM 129/167

STAGE 1

Drakloak

HP 90

NO. 0886

Caretaker Pokémon

HT: 4'7" WT: 24.3 lbs.

Ability

Recon Directive

Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt

70

weakness

resistance

retreat *

illus. cochiBi

129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

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STAGE 1

Drakloak

HP 90

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illus. cochiBi

129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

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BASIC

Dreepy

HP 70

NO. 0885

Lingering Pokémon

HT: 1'8" WT: 4.4 lbs.

Petty Grudge

10

Bite

40

weakness

resistance

retreat *

illus. Scav

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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BASIC

Dreepy

HP 70

NO. 0885

Lingering Pokémon

HT: 1'8" WT: 4.4 lbs.

Petty Grudge

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Bite

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Lingering Pokémon

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Petty Grudge

10

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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

100

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 *

illus. Fehayao

142/217

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 ×2

resistance

retreat *

illus. Shan Graphics

062/088

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

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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 *

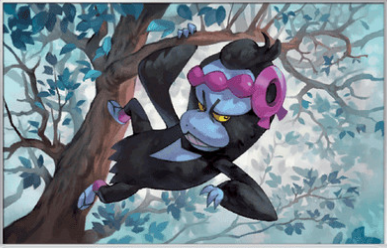
illus. kadama

095/167

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

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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  x2 resistance  -30 retreat 

illus. kodama
H TEFN 095/167 ★
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BASIC **Torchic** **HP 70** 



NO. 0255 Chick Pokémon. HT. 1'4" WT. 5.5 lbs.

Collect
Draw a card.

Combustion **10**

weakness  x2 resistance retreat 

illus. Tika Matsuno
H TEFN 040/182 ●
©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Torchic** **HP 70** 



NO. 0255 Chick Pokémon. HT. 1'4" WT. 5.5 lbs.

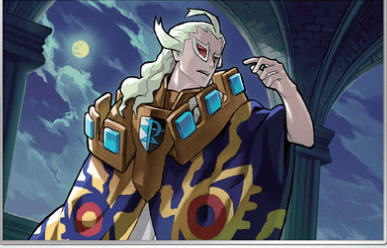
Collect
Draw a card.

Combustion **10**

weakness  x2 resistance retreat 

illus. Tika Matsuno
H TEFN 040/182 ●
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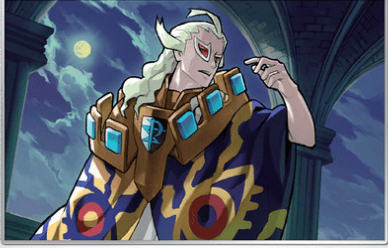
Supporter **TRAINER** **Boss's Orders** *Ghetsis*



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

illus. NC Empire
H MEGN 114/132 ◆
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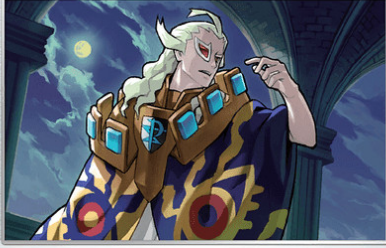
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Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire
H MEGN 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
H 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
H TEFN 144/162 ◆
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H TEFN 144/162 ◆
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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.

Illustration: 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.

Illustration: GIDORA

133/142

You may play only 1 Supporter card 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.

Illustration: GIDORA

133/142

You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

Jamming Tower

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

Illustration: AYUMI ODASHIMA

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.

Illustration: kantonore

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.

Illustration: Atsushi Furusawa

119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illustration: Atsushi Furusawa

119/132

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119/132

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Illustration: Atsushi Furusawa

119/132

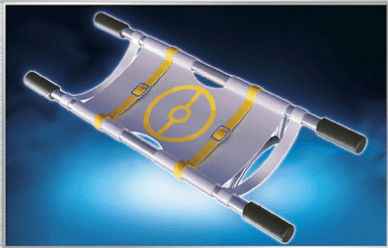
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



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

Illus. Toyste Beach
H ASC 196/217

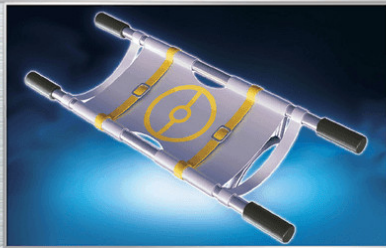
You may play any number of Item cards during your turn.

©2025 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. Toyste Beach
H ASC 196/217

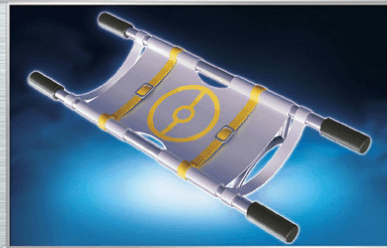
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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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 POR 081/088

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

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TRAINER

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Illus. Studio Bora Inc.
J POR 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.
I MEG 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 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



The image shows a red card with a white circular arrow icon, indicating a shuffle or reset action. The card is set against a background of bright yellow and orange light rays emanating from behind it. The card is slightly tilted and has a 3D effect.

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.

Illus. Studio Bora Inc.
J **CR** 082 / 086 ◆

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Stadium **TRAINER**

Team Rocket's Watchtower



★ Pokémon in play (both yours and your opponent's) have no Abilities.

illus. AYUMI ODASHIMA

0 **DREN** 180 / 182 ◆

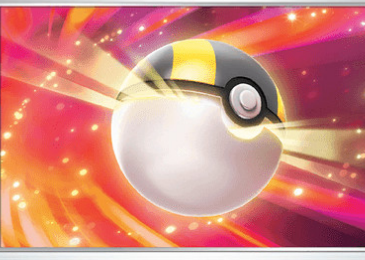
You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

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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.

Illus. Ayaka Yoshida

MEG 011 131/132

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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.

Illus. Ayaka Yoshida

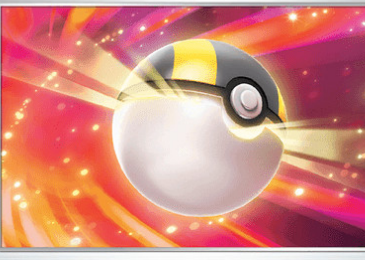
MEG 131/132

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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.

Illus. Ayaka Yoshida

1 **MEG** **EN** 131/132 ●

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

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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.

Illust. Tetsuya Aoki
TM TWIN 165/167 ☆

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ITEM
You can't have more than 1 AC SPEC in your deck.
You can't have more than 1 AC SPEC in your deck.

Basic Energy

ENERGY

Basic  Energy



A large, glowing blue Basic Energy symbol is centered on a dark blue background with a sparkling, starry effect. The symbol is a thick blue ring with a smaller blue circle inside, creating a stylized 'P' shape.

MEGA 007

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