



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 *

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, Linger 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

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 *

illus. Felicity

142/217

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

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BASIC

Lillie's Clefairy^{EX}

HP 190

Ability Fairy Zone

The Weakness of each of your opponent's ♀ Pokémon in play is now ♀. (Apply Weakness as ×2.)

Full Moon Rondo

This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness ♀×2

resistance

retreat *

illus. Sbon Graphics

056/159

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

Put this Pokémon and all attached cards into your hand.

weakness ♀×2

resistance

retreat *

illus. Sbon 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 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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BASIC

Torchic

HP 70

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

Collect

Draw a card.

Combustion 10

Torchic feels toasty warm if you hug it. It has a flame sac inside its belly, and the flames burn continuously as long as Torchic has life in it.

weakness x2 resistance retreat

illus. Tika Matsuno

040/182

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HP 70

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040/182

Stadium

TRAINER

Area Zero Underdepths

Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

illus. MARINA Chikazawa

131/142

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

Boss's Orders

Ghetsis

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

illus. NC Empire

114/132

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illus. NC Empire

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 TEF 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 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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Supporter

TRAINER

Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yui Nishida
P FLN 087/094

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
P MEG 119/132

You may play only 1 Supporter card during your turn.

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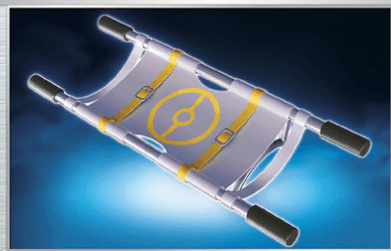
You may play only 1 Supporter card during your turn.

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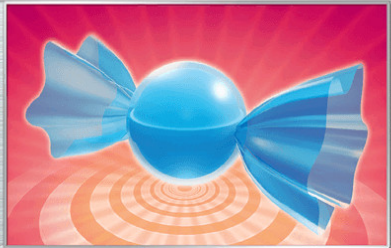
You may play any number of Item cards during your turn.

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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.
H MEGA 125/132

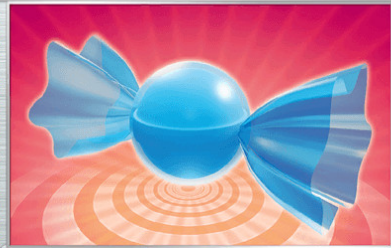
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Illus. Studio Boro Inc.
H MEGA 125/132

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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 I. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

MEGA

125/132

MEGA

125/132

MEGA

125/132

MEGA

125/132

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.

MEGA

082/086

MEGA

082/086

MEGA

082/086

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.

MEGA

131/132

MEGA

131/132

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131/132

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131/132

Item

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131/132

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131/132

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MEGA

131/132

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131/132

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131/132

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.

MEGA

065/067

MEGA

065/067

MEGA

065/067

MEGA

065/067

Basic Energy

ENERGY

Basic Energy

MEGA

007

MEGA

007

Basic Energy

ENERGY

Basic Energy

MEGA

007

MEGA

007

