



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

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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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

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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. kodama

095/167

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

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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. kodomo

095/167 ★

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

BASIC

Snorunt

HP 70

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

Chilly 10

weakness ×2 resistance retreat ★

illus. Wintz Wondr

046/217

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

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046/217

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

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. okagi

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.

Pokémon Tool

TRAINER

Air Balloon

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

illus. Studio Bora Inc.

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.

Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

114/132

You may play only 1 Supporter card during your turn.

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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.

Illus. AYUMI ODASHIMA
H TEF 144/162

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

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©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
D PBL 078/084

You may play only 1 Supporter card during your turn.

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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
D MEG 119/132

You may play only 1 Supporter card during your turn.

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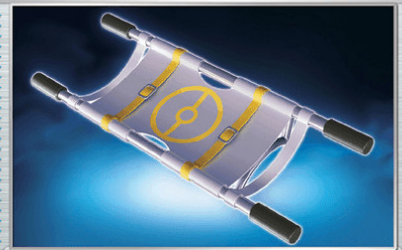
You may play only 1 Supporter card during your turn.

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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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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 ♦

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Stadium **TRAINER**

Spikemuth Gym



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0 **Drif** 169/182 ♦

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The illustration shows the interior of the Spikemuth Gym. It's a basketball court with a purple and pink color scheme. A large, glowing red Spikemuth logo is on the backboard of the hoop. Another large, glowing red Spikemuth logo is on the wall behind the hoop. The gym is lit up with bright spotlights. There's a fence around the court, and a sign that says "Spikemuth Gym" is visible. The floor has a pink and purple pattern with a large red Spikemuth logo in the center. There are some people in the background, but they're not the focus.

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illus. AYUMI ODASHIMA

The logo for the publisher, DRI (Dynamilis), featuring a stylized 'D' and 'R' inside a square.

169 / 182

A small black diamond symbol, likely indicating a rarity or type of card.

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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.

You may play only 1 Supporter card during your turn.

Illus. GOSSAN
DREN 176/182 ♦

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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.

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



A large, glowing teal Basic Energy symbol is centered on a dark blue background with a sparkling, starry effect. The symbol is a circle with a smaller circle inside, and a third circle attached to the top of the inner circle.

MEGA 007

©2015 Pokémon / Nintendo / Game Freak

This is a Basic Energy card from the Magic: The Gathering CCG. The card has a blue and white color scheme. The top left corner features the text "Basic Energy" in a stylized font. The top right corner features the word "ENERGY" in a bold, sans-serif font. The center of the card displays a large, glowing blue mana symbol (a circle with a smaller circle inside) surrounded by a bright, sparkling aura. The bottom left corner shows the "MEE EN" logo and the number "007". The bottom right corner features a small, glowing blue mana symbol. The card is set against a dark blue background with a subtle pattern of small, white, star-like particles.

