



STAGE 1 **Nuzleaf** **HP 100**

NO. 0219, 1st Pokémon, HT: 3'-3", WT: 45.3 lbs.

Pound 30

Low Kick 50

weakness x2 resistance retreat

Also, Ash's ally! It heads against its deep in the forest. If anything wanders into its territory, Nuzleaf will warn the intruder by sounding its grass flute.

MEGA 016/132

STAGE 1 **Nuzleaf** **HP 100** **HOLO**

NO. 0219, 1st Pokémon, HT: 3'-3", WT: 45.3 lbs.

Pound 30

Low Kick 50

weakness x2 resistance retreat

Also, Ash's ally! It heads against its deep in the forest. If anything wanders into its territory, Nuzleaf will warn the intruder by sounding its grass flute.

MEGA 016/132

STAGE 2 **Shiftry** **HP 160**

NO. 0220, 2nd Pokémon, HT: 4'-3", WT: 143.3 lbs.

Reversing Gust Flip a coin. If heads, choose 1 of your opponent's Pokémon. Shuffle that Pokémon and all attached cards into their deck.

Perplex 100 Your opponent's Active Pokémon is now Confused.

weakness x2 resistance retreat

Also, Shiftry! It is said that when Shiftry flaps its body, rain drops and strong trees, chilly winds blow and the season rolls into winter.

MEGA 015/132

STAGE 2 **Shiftry** **HP 160** **HOLO**

NO. 0220, 2nd Pokémon, HT: 4'-3", WT: 143.3 lbs.

Reversing Gust Flip a coin. If heads, choose 1 of your opponent's Pokémon. Shuffle that Pokémon and all attached cards into their deck.

Perplex 100 Your opponent's Active Pokémon is now Confused.

weakness x2 resistance retreat

Also, Shiftry! It is said that when Shiftry flaps its body, rain drops and strong trees, chilly winds blow and the season rolls into winter.

MEGA 015/132

BASIC **Nincada** **HP 50**

NO. 0220, 3rd Pokémon, HT: 4'-8", WT: 40.2 lbs.

Scratch 20

weakness x2 resistance retreat

Also, Kamek! It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

MEGA 016/132

BASIC **Nincada** **HP 50** **HOLO**

NO. 0220, 3rd Pokémon, HT: 4'-8", WT: 40.2 lbs.

Scratch 20

weakness x2 resistance retreat

Also, Kamek! It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

MEGA 016/132

STAGE 1 **Ninjask** **HP 80**

NO. 0221, 1st Pokémon, HT: 2'-7", WT: 26.5 lbs.

Ability Cast-Off Shell Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Search your deck for a Shedinja and put it onto your Bench. Then, shuffle your deck.

U-turn 90 Switch this Pokémon with 1 of your Benched Pokémon.

weakness x2 resistance retreat

Also, Ash's ally! This Pokémon is so quick, it is said to be able to avoid any attack. It loves to feed on tree sap.

MEGA 017/132

STAGE 1 **Ninjask** **HP 80** **HOLO**

NO. 0221, 1st Pokémon, HT: 2'-7", WT: 26.5 lbs.

Ability Cast-Off Shell Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Search your deck for a Shedinja and put it onto your Bench. Then, shuffle your deck.

U-turn 90 Switch this Pokémon with 1 of your Benched Pokémon.

weakness x2 resistance retreat

Also, Ash's ally! This Pokémon is so quick, it is said to be able to avoid any attack. It loves to feed on tree sap.

MEGA 017/132

BASIC **Dhelmise** **HP 120**

NO. 0221, 2nd Pokémon, HT: 12'-10", WT: 462 lbs.

Earthen Power 30+ If you have a Stadium in play, this attack does 50 more damage.

weakness x2 resistance retreat

Also, Shiftry! After lowering its anchor, it waits for its prey. It catches large Walrus and drains their life force.

MEGA 018/132

BASIC **Dhelmise** **HP 120** **HOLO**

NO. 0221, 2nd Pokémon, HT: 12'-10", WT: 462 lbs.

Earthen Power 30+ If you have a Stadium in play, this attack does 50 more damage.

weakness x2 resistance retreat

Also, Shiftry! After lowering its anchor, it waits for its prey. It catches large Walrus and drains their life force.

MEGA 018/132

BASIC **Vulpix** **HP 70**

NO. 0033, 1st Pokémon, HT: 2'-4", WT: 21.8 lbs.

Stampede 10

Combustion 20

weakness x2 resistance retreat

Also, Nuzleaf! It is attacked by an enemy that is stronger than itself. It begins to sing to the enemy and escapes.

MEGA 019/132

BASIC **Vulpix** **HP 70** **HOLO**

NO. 0033, 1st Pokémon, HT: 2'-4", WT: 21.8 lbs.

Stampede 10

Combustion 20

weakness x2 resistance retreat

Also, Nuzleaf! It is attacked by an enemy that is stronger than itself. It begins to sing to the enemy and escapes.

MEGA 019/132

STAGE 1 **Ninetales** **HP 120**

NO. 0038, 1st Pokémon, HT: 3'-7", WT: 65.8 lbs.

Supernatural Shapeshifter Discard the top card of your deck, and if that card is a Supporter card, use the effect of that card as the effect of this attack.

Combustion 60

weakness x2 resistance retreat

Also, Shiftry! Some legends claim that each of its nine tails has its own unique type of elemental mystical power.

MEGA 020/132

STAGE 1 **Ninetales** **HP 120** **HOLO**

NO. 0038, 1st Pokémon, HT: 3'-7", WT: 65.8 lbs.

Supernatural Shapeshifter Discard the top card of your deck, and if that card is a Supporter card, use the effect of that card as the effect of this attack.

Combustion 60

weakness x2 resistance retreat

Also, Shiftry! Some legends claim that each of its nine tails has its own unique type of elemental mystical power.

MEGA 020/132

BASIC **Numel** **HP 80**

NO. 0022, 1st Pokémon, HT: 2'-4", WT: 52.9 lbs.

Call for Family Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Flare 30

weakness x2 resistance retreat

Also, Nuzleaf! Magna of almost 2,000 degrees Fahrenheit courses through its body. When it grows cold, the magma hardens and closes it.

MEGA 021/132

BASIC **Numel** **HP 80** **HOLO**

NO. 0022, 1st Pokémon, HT: 2'-4", WT: 52.9 lbs.

Call for Family Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Flare 30

weakness x2 resistance retreat

Also, Nuzleaf! Magna of almost 2,000 degrees Fahrenheit courses through its body. When it grows cold, the magma hardens and closes it.

MEGA 021/132

STAGE 1 **Mega Camerupt EX** **HP 340**

NO. 0222, 2nd Pokémon, HT: 4'-11", WT: 176.2 lbs.

Roasting Heat 80+ If your opponent's Active Pokémon is Burned, this attack does 160 more damage.

Volcanic Meteor 280 Discard 2 Energy from this Pokémon.

weakness x2 resistance retreat

Also, Shiftry! Mega Evolution EX rule: When your Mega Evolution Pokémon EX is finished, use your opponent's 2 Prize cards.

MEGA 022/132

BASIC **Litleo** **HP 70**

NO. 0067, 1st Pokémon, HT: 2'-9", WT: 29.8 lbs.

Flare 30

weakness x2 resistance retreat

Also, Nuzleaf! When Litleo is young, female Pyroar will teach them how to hunt. Once the Litleo matures, they will leave the pride and set out on their own.

MEGA 023/132

BASIC **Litleo** **HP 70** **HOLO**

NO. 0067, 1st Pokémon, HT: 2'-9", WT: 29.8 lbs.

Flare 30

weakness x2 resistance retreat

Also, Nuzleaf! When Litleo is young, female Pyroar will teach them how to hunt. Once the Litleo matures, they will leave the pride and set out on their own.

MEGA 023/132

STAGE 1 **Pyroar** **HP 130**

NO. 0068, 2nd Pokémon, HT: 4'-11", WT: 176.2 lbs.

Ability Intimidating Fang As long as this Pokémon is in the Active Spot, attacks used by your opponent's Active Pokémon do 30 less damage (before applying Weakness and Resistance).

Searing Flame 70 Your opponent's Active Pokémon is now Burned.

weakness x2 resistance retreat

Also, Nuzleaf! The mane of a male Pyroar heats up to over 3,000 degrees Fahrenheit during battle. Secretly, it keeps the mane warm to keep the mane from getting cold.

MEGA 024/132

STAGE 1 **Pyroar** **HP 130** **HOLO**

NO. 0068, 2nd Pokémon, HT: 4'-11", WT: 176.2 lbs.

Ability Intimidating Fang As long as this Pokémon is in the Active Spot, attacks used by your opponent's Active Pokémon do 30 less damage (before applying Weakness and Resistance).

Searing Flame 70 Your opponent's Active Pokémon is now Burned.

weakness x2 resistance retreat

Also, Nuzleaf! The mane of a male Pyroar heats up to over 3,000 degrees Fahrenheit during battle. Secretly, it keeps the mane warm to keep the mane from getting cold.

MEGA 024/132

BASIC **Volcanion** **HP 130**

NO. 0221, 3rd Pokémon, HT: 5'-7", WT: 425.9 lbs.

Singe Your opponent's Active Pokémon is now Burned.

Backfire 130 Put 2 Energy attached to this Pokémon into your hand.

weakness x2 resistance retreat

Also, Nuzleaf! It expels its internal steam from the arms on its back. If this steam gets too hot, it will melt away a mountain.

MEGA 025/132

BASIC **Volcanion** **HP 130** **HOLO**

NO. 0221, 3rd Pokémon, HT: 5'-7", WT: 425.9 lbs.

Singe Your opponent's Active Pokémon is now Burned.

Backfire 130 Put 2 Energy attached to this Pokémon into your hand.

weakness x2 resistance retreat

Also, Nuzleaf! It expels its internal steam from the arms on its back. If this steam gets too hot, it will melt away a mountain.

MEGA 025/132

BASIC **Scorbunny** **HP 70**

NO. 0013, 1st Pokémon, HT: 4'-1", WT: 6.6 lbs.

Wild Kick Flip a coin. If tails, this attack does nothing.

weakness x2 resistance retreat

Also, Nuzleaf! Once its body has heated up, Scorbunny can use the full extent of its power. That's why it always warms up exercises.

MEGA 026/132

BASIC **Scorbunny** **HP 70** **HOLO**

NO. 0013, 1st Pokémon, HT: 4'-1", WT: 6.6 lbs.

Wild Kick Flip a coin. If tails, this attack does nothing.

weakness x2 resistance retreat

Also, Nuzleaf! Once its body has heated up, Scorbunny can use the full extent of its power. That's why it always warms up exercises.

MEGA 026/132





STAGE 1 **Heliolisk** **HP 120** ⚡

Evolves from Heliofilte



NO. 0056, Generation Pokémon #12-13, WT. 45.6 B.W.

★ Dazzle Blast 20
Your opponent's Active Pokémon is now Confused.

⚡ ★ Head Bolt 70

weakness ×2 resistance retreat ★

Abilities: **Notrium Igniter**
One Heliolisk banking in the sun with its tail outstretched as if it would take to produce enough electricity to power a city.

HP 053/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Heliolisk** **HP 120** HOLO ⚡

Evolves from Heliofilte



NO. 0056, Generation Pokémon #12-13, WT. 45.6 B.W.

★ Dazzle Blast 20
Your opponent's Active Pokémon is now Confused.

⚡ ★ Head Bolt 70

weakness ×2 resistance retreat ★

Abilities: **Notrium Igniter**
One Heliolisk banking in the sun with its tail outstretched as if it would take to produce enough electricity to power a city.

HP 053/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Abra** **HP 50** 🌙



NO. 0063, Po. Pokémon #12-13, WT. 44.3 B.W.

🌙 Teleportation Attack 10
Switch this Pokémon with 1 of your Benched Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **One**
Abra can teleport in its sleep. Apparently the more deeply Abra sleeps, the farther its teleportation goes.

HP 054/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Abra** **HP 50** HOLO 🌙



NO. 0063, Po. Pokémon #12-13, WT. 44.3 B.W.

🌙 Teleportation Attack 10
Switch this Pokémon with 1 of your Benched Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **One**
Abra can teleport in its sleep. Apparently the more deeply Abra sleeps, the farther its teleportation goes.

HP 054/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Kadabra** **HP 80** 🌙

Evolves from Abra



NO. 0064, Po. Pokémon #12-13, WT. 44.6 B.W.

Ability: Psychic Draw
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 2 cards.

🌙 Super Psy Bolt 30

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Scholar**
This Pokémon's telekinesis is immensely powerful. To prepare for evolutions, Kadabra stores up its psychic energy in the station on its forehead.

HP 055/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Kadabra** **HP 80** HOLO 🌙

Evolves from Abra



NO. 0064, Po. Pokémon #12-13, WT. 44.6 B.W.

Ability: Psychic Draw
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 2 cards.

🌙 Super Psy Bolt 30

weakness ×2 resistance ⚡-30 retreat ★

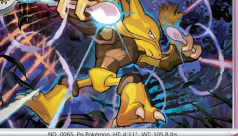
Abilities: **Scholar**
This Pokémon's telekinesis is immensely powerful. To prepare for evolutions, Kadabra stores up its psychic energy in the station on its forehead.

HP 055/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 2 **Alakazam** **HP 140** 🌙

Evolves from Kadabra



NO. 0065, Po. Pokémon #12-13, WT. 105.6 B.W.

Ability: Psychic Draw
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 3 cards.

🌙 Powerful Hand
Place 2 damage counters on your opponent's Active Pokémon for each card in your hand.

weakness ×2 resistance ⚡-30 retreat ★

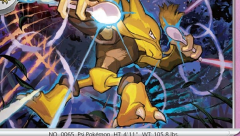
Abilities: **Brain Boost**
Alakazam wields potent psychic powers. It's said that this Pokémon used these powers to escape the space's gravity.

HP 056/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 2 **Alakazam** **HP 140** HOLO 🌙

Evolves from Kadabra



NO. 0065, Po. Pokémon #12-13, WT. 105.6 B.W.

Ability: Psychic Draw
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 3 cards.

🌙 Powerful Hand
Place 2 damage counters on your opponent's Active Pokémon for each card in your hand.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Brain Boost**
Alakazam wields potent psychic powers. It's said that this Pokémon used these powers to escape the space's gravity.

HP 056/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Jynx** **HP 110** 🌙



NO. 0124, Human Shape Pokémon #12-13, WT. 89.5 B.W.

🌙 🌙 Psychic 30+
This attack does 30 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Musicians**
It changes its sound like human language. There are some music fans who compose songs for Jynx to sing.

HP 057/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Jynx** **HP 110** HOLO 🌙



NO. 0124, Human Shape Pokémon #12-13, WT. 89.5 B.W.

🌙 🌙 Psychic 30+
This attack does 30 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Musicians**
It changes its sound like human language. There are some music fans who compose songs for Jynx to sing.

HP 057/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Ralts** **HP 70** 🌙



NO. 0280, Feeling Pokémon #12-13, WT. 3.6 B.W.

★ Collect
Draw a card.

🌙 Headbutt 10

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Tender Feet**
The horns on its head provide a strong power. It's said that this Pokémon used these powers to escape people's sympathy.

HP 058/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Ralts** **HP 70** HOLO 🌙



NO. 0280, Feeling Pokémon #12-13, WT. 3.6 B.W.

★ Collect
Draw a card.

🌙 Headbutt 10

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Tender Feet**
The horns on its head provide a strong power. It's said that this Pokémon used these powers to escape people's sympathy.

HP 058/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Kirlia** **HP 100** 🌙

Evolves from Ralts



NO. 0281, Emotion Pokémon #12-13, WT. 44.5 B.W.

🌙 Call Sign
Search your deck for up to 3 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

🌙 Psyspot 30

weakness ×2 resistance ⚡-30 retreat ★

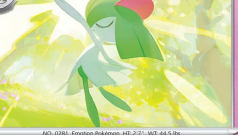
Abilities: **Emotion**
It is a psychic power that enables it to distort the fabric around it and see into the future.

HP 059/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Kirlia** **HP 100** HOLO 🌙

Evolves from Ralts



NO. 0281, Emotion Pokémon #12-13, WT. 44.5 B.W.

🌙 Call Sign
Search your deck for up to 3 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

🌙 Psyspot 30

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Emotion**
It is a psychic power that enables it to distort the fabric around it and see into the future.

HP 059/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 2 **Mega Gardevoir EX** **HP 360** 🌙

Evolves from Kirlia



NO. 0281, Emotion Pokémon #12-13, WT. 44.5 B.W.

🌙 Overflowing Wishes
For each of your Benched Pokémon, search your deck for a Basic ⚡ Energy card and attach it to that Pokémon. Then, shuffle your deck.

🌙 Mega Symponia 50+
This attack does 50 damage for each ⚡ Energy attached to all of your Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Emotion**
It is a psychic power that enables it to distort the fabric around it and see into the future.

HP 062/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Shedinja** **HP 60** 🌙

Evolves from Nincada



NO. 0290, Shed Pokémon #12-13, WT. 2.6 B.W.

Ability: Fragile Husk
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon EX, your opponent can't take any Prize cards for it.

🌙 Damage Beat 20+
This attack does 20 damage for each damage counter on your opponent's Active Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **REDA Skill**
A strange Pokémon—it flies without moving its wings. Has a hollow shell for a body, and does not breathe.

HP 061/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Shedinja** **HP 60** HOLO 🌙

Evolves from Nincada



NO. 0290, Shed Pokémon #12-13, WT. 2.6 B.W.

Ability: Fragile Husk
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon EX, your opponent can't take any Prize cards for it.

🌙 Damage Beat 20+
This attack does 20 damage for each damage counter on your opponent's Active Pokémon.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **REDA Skill**
A strange Pokémon—it flies without moving its wings. Has a hollow shell for a body, and does not breathe.

HP 061/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Spoink** **HP 70** 🌙



NO. 0326, Bounce Pokémon #12-13, WT. 61.5 B.W.

🌙 Triple Spin 10+
Flip 3 coins. This attack does 10 damage for each heads.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Roll**
Spoink will do if it spins bouncing. The part on its head amplifies its psychic powers.

HP 062/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Spoink** **HP 70** HOLO 🌙



NO. 0326, Bounce Pokémon #12-13, WT. 61.5 B.W.

🌙 Triple Spin 10+
Flip 3 coins. This attack does 10 damage for each heads.

weakness ×2 resistance ⚡-30 retreat ★

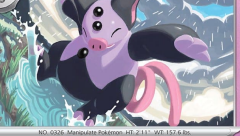
Abilities: **Roll**
Spoink will do if it spins bouncing. The part on its head amplifies its psychic powers.

HP 062/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Grumpig** **HP 120** 🌙

Evolves from Spoink



NO. 0326, Mumpkin Pokémon #12-13, WT. 151.6 B.W.

Ability: Energized Steps
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Look at the top 4 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

🌙 🌙 🌙 Psychic Sphere 60

weakness ×2 resistance ⚡-30 retreat ★

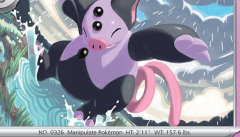
Abilities: **Roll**
It can perform odd dance steps to influence foes. Its rhythmic dancing became hugely popular overseas.

HP 063/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

STAGE 1 **Grumpig** **HP 120** HOLO 🌙

Evolves from Spoink



NO. 0326, Mumpkin Pokémon #12-13, WT. 151.6 B.W.

Ability: Energized Steps
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Look at the top 4 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

🌙 🌙 🌙 Psychic Sphere 60

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Roll**
It can perform odd dance steps to influence foes. Its rhythmic dancing became hugely popular overseas.

HP 063/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Xerneas** **HP 120** 🌙



NO. 0716, Life Pokémon #12-13, WT. 474 B.W.

🌙 Geo Gate
Search your deck for up to 3 Basic ⚡ Pokémon and put them onto your Bench. Then, shuffle your deck.

🌙 🌙 🌙 Bright Horns 120
During your next turn, this Pokémon can't use Bright Horns.

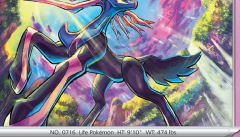
weakness ×2 resistance retreat ★

Abilities: **Karnum Resistor**
When the horns on its head shine in seven colors, it is said to be charging devastating life.

HP 064/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Xerneas** **HP 120** HOLO 🌙



NO. 0716, Life Pokémon #12-13, WT. 474 B.W.

🌙 Geo Gate
Search your deck for up to 3 Basic ⚡ Pokémon and put them onto your Bench. Then, shuffle your deck.

🌙 🌙 🌙 Bright Horns 120
During your next turn, this Pokémon can't use Bright Horns.

weakness ×2 resistance retreat ★

Abilities: **Karnum Resistor**
When the horns on its head shine in seven colors, it is said to be charging devastating life.

HP 064/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Greavard** **HP 80** 🌙



NO. 0871, Ghost Dog Pokémon #12-13, WT. 77.2 B.W.

🌙 Stampede 10

🌙 🌙 Take Down 40
This Pokémon also does 10 damage to itself.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Never Safe**
It's said that a dog Pokémon died in the wild without ever entering with a human as reborn as this Pokémon.

HP 065/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK.

BASIC **Greavard** **HP 80** HOLO 🌙



NO. 0871, Ghost Dog Pokémon #12-13, WT. 77.2 B.W.

🌙 Stampede 10

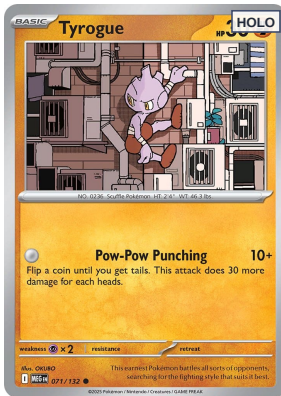
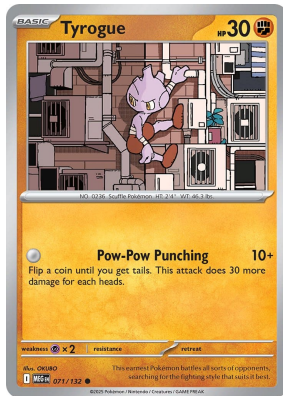
🌙 🌙 Take Down 40
This Pokémon also does 10 damage to itself.

weakness ×2 resistance ⚡-30 retreat ★

Abilities: **Never Safe**
It's said that a dog Pokémon died in the wild without ever entering with a human as reborn as this Pokémon.

HP 065/132

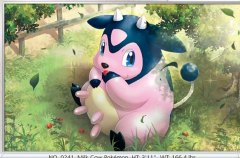
©2023 Pokémon. Nintendo. Creatures. GAME FREAK.







BASIC **Miltank** HP 120



NO. 0041, Milk Cow Pokémon, HT: 3'11", WT: 166.4 lbs.

★ ★ **Bellyful of Milk**
Flip 2 coins. If both of them are heads, heal all damage from 1 of your Pokémon.

★ ★ ★ **Tackle** 60

weakness ×2 resistance retreat ★

Also, Koki Sato

This Pokémon needs to be milked every day, or else it will fall ill. The flavor of Miltank milk changes with the seasons.

106/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Miltank** HP 120



NO. 0041, Milk Cow Pokémon, HT: 3'11", WT: 166.4 lbs.

★ ★ **Bellyful of Milk**
Flip 2 coins. If both of them are heads, heal all damage from 1 of your Pokémon.

★ ★ ★ **Tackle** 60

weakness ×2 resistance retreat ★

Also, Koki Sato

This Pokémon needs to be milked every day, or else it will fall ill. The flavor of Miltank milk changes with the seasons.

106/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Buneary** HP 70



NO. 0457, Rabbit Pokémon, HT: 1'4", WT: 10.2 lbs.

★ **Charm**
During your opponent's next turn, attacks used by the Defending Pokémon do 20 less damage (before applying Weakness and Resistance).

★ **Skip** 10

weakness ×2 resistance retreat ★

Also, yozno artwork

Buneary can attack by rolling up its ears and then striking with the force created by unrolling them. This attack becomes stronger with training.

107/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Buneary** HP 70



NO. 0457, Rabbit Pokémon, HT: 1'4", WT: 10.2 lbs.

★ **Charm**
During your opponent's next turn, attacks used by the Defending Pokémon do 20 less damage (before applying Weakness and Resistance).

★ **Skip** 10

weakness ×2 resistance retreat ★

Also, yozno artwork

Buneary can attack by rolling up its ears and then striking with the force created by unrolling them. This attack becomes stronger with training.

107/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

STAGE **Lopunny** HP 110



NO. 0428, Rabbit Pokémon, HT: 3'11", WT: 31.3 lbs.

★ **Dashing Kick**
This attack does 50 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

★ ★ **Spiral Kick** 60

weakness ×2 resistance retreat ★

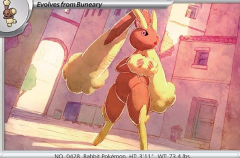
Also, Otomoto KATO

Crude hot seasons are over. Lopunny's coat will be replaced with fur that holds a lot of insulating air in preparation for colder weather.

108/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

STAGE **Lopunny** HP 110



NO. 0428, Rabbit Pokémon, HT: 3'11", WT: 31.3 lbs.

★ **Dashing Kick**
This attack does 50 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

★ ★ **Spiral Kick** 60

weakness ×2 resistance retreat ★

Also, Otomoto KATO

Crude hot seasons are over. Lopunny's coat will be replaced with fur that holds a lot of insulating air in preparation for colder weather.

108/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Yungoos** HP 70



NO. 0234, Licking Pokémon, HT: 1'4", WT: 10.2 lbs.

★ **Collect**
Draw a card.

★ ★ **Gnaw** 20

weakness ×2 resistance retreat ★

Also, Miharu

It always fills itself with its tongue. It wanders the same path every day, searching for fresh food.

109/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Yungoos** HP 70



NO. 0234, Licking Pokémon, HT: 1'4", WT: 10.2 lbs.

★ **Collect**
Draw a card.

★ ★ **Gnaw** 20

weakness ×2 resistance retreat ★

Also, Miharu

It always fills itself with its tongue. It wanders the same path every day, searching for fresh food.

109/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

STAGE **Gumshoos** HP 100



NO. 0235, Solonard Pokémon, HT: 2'4", WT: 31.3 lbs.

Ability Evidence Gathering
Once during your turn, you may use this Ability. Switch a card from your hand with the top card of your deck.

★ ★ **Bite** 50

weakness ×2 resistance retreat ★

Also, Shigeo Negishi

Once it finds signs of prey, it will patiently stake out the location, waiting until the sun goes down.

110/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

STAGE **Gumshoos** HP 100



NO. 0235, Solonard Pokémon, HT: 2'4", WT: 31.3 lbs.

Ability Evidence Gathering
Once during your turn, you may use this Ability. Switch a card from your hand with the top card of your deck.

★ ★ **Bite** 50

weakness ×2 resistance retreat ★

Also, Shigeo Negishi

Once it finds signs of prey, it will patiently stake out the location, waiting until the sun goes down.

110/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Stufful** HP 70



NO. 0729, Flailing Pokémon, HT: 1'8", WT: 15 lbs.

★ **Light Punch** 10

★ ★ **Flop** 20

weakness ×2 resistance retreat ★

Also, Shikoh

The bear is prone to flail by flailing its arms may be an adorable sight, but stay well away. This is flailing that can snap thick tree trunks.

111/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

BASIC **Stufful** HP 70



NO. 0729, Flailing Pokémon, HT: 1'8", WT: 15 lbs.

★ **Light Punch** 10

★ ★ **Flop** 20

weakness ×2 resistance retreat ★

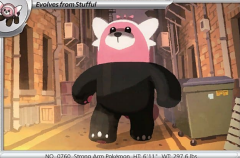
Also, Shikoh

The bear is prone to flail by flailing its arms may be an adorable sight, but stay well away. This is flailing that can snap thick tree trunks.

111/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

STAGE **Bewear** HP 130



NO. 0760, Strong Arm Pokémon, HT: 6'11", WT: 257.6 lbs.

★ ★ **Knuckle Punch** 50

★ ★ ★ **Hyper Lariat** 100+
Flip 2 coins. If both of them are heads, this attack does 100 more damage.

weakness ×2 resistance retreat ★ ★

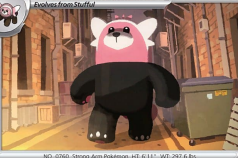
Also, HYDRODUNKIE

The moves it uses to take down its prey would make a martial artist gasp. It's back is pulled prey under its arms to carry them to its nest.

112/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

STAGE **Bewear** HP 130



NO. 0760, Strong Arm Pokémon, HT: 6'11", WT: 257.6 lbs.

★ ★ **Knuckle Punch** 50

★ ★ ★ **Hyper Lariat** 100+
Flip 2 coins. If both of them are heads, this attack does 100 more damage.

weakness ×2 resistance retreat ★ ★

Also, HYDRODUNKIE

The moves it uses to take down its prey would make a martial artist gasp. It's back is pulled prey under its arms to carry them to its nest.

112/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Supporter **Trainer** **Acerola's Mischief**



You can use this card only if your opponent has 2 or fewer Prize cards remaining.

Choose 1 of your Pokémon in play. During your opponent's next turn, prevent all damage from and effects of attacks done to that Pokémon by your opponent's Pokémon **EX**.

You may play only 1 Supporter card during your turn.

Also, Yui Nakabe

113/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Supporter **Trainer** **Acerola's Mischief**



You can use this card only if your opponent has 2 or fewer Prize cards remaining.

Choose 1 of your Pokémon in play. During your opponent's next turn, prevent all damage from and effects of attacks done to that Pokémon by your opponent's Pokémon **EX**.

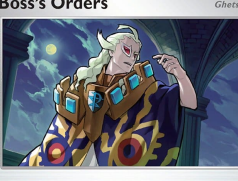
You may play only 1 Supporter card during your turn.

Also, Yui Nakabe

113/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Supporter **Trainer** **Boss's Orders**



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

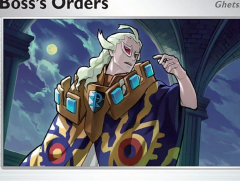
You may play only 1 Supporter card during your turn.

Also, NC Engine

114/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Supporter **Trainer** **Boss's Orders**



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

You may play only 1 Supporter card during your turn.

Also, NC Engine

114/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Item **Trainer** **Energy Switch**



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

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

Also, Studio Bore Inc.

115/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Item **Trainer** **Energy Switch**



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

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

Also, Studio Bore Inc.

115/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Item **Trainer** **Fighting Gong**



Search your deck for a Basic Energy card or a Basic Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

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

Also, Toyoh Bech

116/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Item **Trainer** **Fighting Gong**



Search your deck for a Basic Energy card or a Basic Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

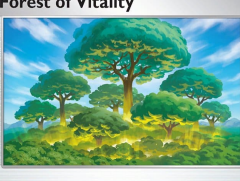
You may play any number of Item cards during your turn.

Also, Toyoh Bech

116/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Stadium **Trainer** **Forest of Vitality**



Each player's Pokémon can evolve into Pokémon during the turn they play those Pokémon, except during their first turn.

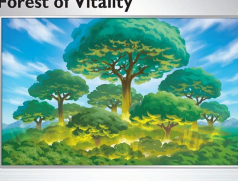
You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be placed.

Also, AYUMI ODAKIRAMA

117/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Stadium **Trainer** **Forest of Vitality**



Each player's Pokémon can evolve into Pokémon during the turn they play those Pokémon, except during their first turn.

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 placed.

Also, AYUMI ODAKIRAMA

117/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Item **Trainer** **Iron Defender**



During your opponent's next turn, all of your Pokémon take 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance). (This includes new Pokémon that come into play.)

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

Also, Studio Bore Inc.

118/132

©2023 Pokémon. Nintendo. Creatures. GAME FREAK

Item **TRAI** **HOLO**

Iron Defender



During your opponent's next turn, all of your ♠️ Pokémon take 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance). (This includes new Pokémon that come into play.)

Art: Studio Bore Inc.

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

118/132

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.

Art: Atsushi Furukawa

You may play only 1 Supporter card during your turn.

119/132

Supporter **TRAI** **HOLO**

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.

Art: Atsushi Furukawa

You may play only 1 Supporter card during your turn.

119/132

Supporter **TRAINER**

Lt. Surge's Bargain



Ask your opponent if each player may take a Prize card. If yes, each player takes a Prize card. If no, you draw 4 cards.

Art: Hidenori Yoshino

You may play only 1 Supporter card during your turn.

120/132

Supporter **TRAI** **HOLO**

Lt. Surge's Bargain



Ask your opponent if each player may take a Prize card. If yes, each player takes a Prize card. If no, you draw 4 cards.

Art: Hidenori Yoshino

You may play only 1 Supporter card during your turn.

120/132

Item **TRAINER**

Mega Signal



Search your deck for a Mega Evolution Pokémon **EX**, reveal it, and put it into your hand. Then, shuffle your deck.

Art: Kenji Yano

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

121/132

Item **TRAI** **HOLO**

Mega Signal



Search your deck for a Mega Evolution Pokémon **EX**, reveal it, and put it into your hand. Then, shuffle your deck.

Art: Kenji Yano

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

121/132

Stadium **TRAINER**

Mystery Garden



Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have ♠️ Pokémon in play.

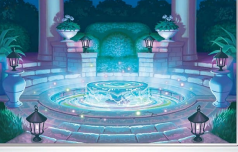
Art: Akiyuki Ohsawana

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.

122/132

Stadium **TRAI** **HOLO**

Mystery Garden



Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have ♠️ Pokémon in play.

Art: Akiyuki Ohsawana

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.

122/132

Supporter **TRAINER**

Pokémon Center Lady



Heal 60 damage from 1 of your Pokémon, and it recovers from all Special Conditions.

Art: Tetsuya Nishida

You may play only 1 Supporter card during your turn.

123/132

Supporter **TRAI** **HOLO**

Pokémon Center Lady



Heal 60 damage from 1 of your Pokémon, and it recovers from all Special Conditions.

Art: Tetsuya Nishida

You may play only 1 Supporter card during your turn.

123/132

Item **TRAINER**

Premium Power Pro



During this turn, attacks used by your ♠️ Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Art: Tetsuya Nishida

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

124/132

Item **TRAI** **HOLO**

Premium Power Pro



During this turn, attacks used by your ♠️ Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

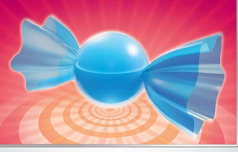
Art: Tetsuya Nishida

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

124/132

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.

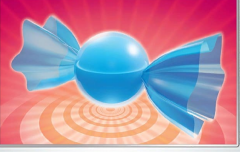
Art: Studio Bore Inc.

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

125/132

Item **TRAI** **HOLO**

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.

Art: Studio Bore Inc.

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

125/132

Item **TRAINER**

Repel



Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Art: Studio Bore Inc.

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

126/132

Item **TRAI** **HOLO**

Repel



Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Art: Studio Bore Inc.

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

126/132

Stadium **TRAINER**

Risky Ruins



Whenever any player puts a Basic non-♠️ Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

Art: Inazumi

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.

127/132

Stadium **TRAI** **HOLO**

Risky Ruins



Whenever any player puts a Basic non-♠️ Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

Art: Inazumi

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.

127/132

Item **TRAINER**

Strange Timepiece



Devolve 1 of your evolved ♠️ Pokémon by putting any number of Evolution cards on it into your hand. (That Pokémon can't evolve this turn.)

Art: Tetsuya Nishida

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

128/132

Item **TRAI** **HOLO**

Strange Timepiece



Devolve 1 of your evolved ♠️ Pokémon by putting any number of Evolution cards on it into your hand. (That Pokémon can't evolve this turn.)

Art: Tetsuya Nishida

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

128/132

Stadium **TRAINER**

Surfing Beach



Once during each player's turn, that player may switch their Active ♠️ Pokémon with 1 of their Benched ♠️ Pokémon.

Art: Akiyuki Ohsawana

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.

129/132

Stadium **TRAI** **HOLO**

Surfing Beach



Once during each player's turn, that player may switch their Active ♠️ Pokémon with 1 of their Benched ♠️ Pokémon.

Art: Akiyuki Ohsawana

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.

129/132

Item **TRAINER**

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Art: Studio Bore Inc.

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

130/132

Item **TRAI** **HOLO**

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Art: Studio Bore Inc.

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

130/132

