

BASIC Sewaddle **HP 50**



NO. 0545, Sewing Pokémon, HT: 1.1, WT: 5.5 lbs.

Bug Bite 20

weakness × 2 resistance retreat

Max. Overalls KATO

1 **WFL** 001/086

Leavanny chews it in clothes they made for it when it hatched. It hides its head in its blood while it is sleeping.

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BASIC Sewaddle **HP 50** **HOLO**



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STAGE 1 Swadloon **HP 80**



NO. 0546, Leaf-shape Pokémon, HT: 1.4, WT: 16.3 lbs.

Ability **Healing Leaves**
Once during your turn, you may heal 20 damage from your Active Pokémon.

Bug Buzz 40

weakness × 2 resistance retreat

Max. Overalls KATO

1 **WFL** 002/086

Forests where Swadloon live have superb foliage because the nutrients they make from fallen leaves nourish the plant life.

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Forests where Swadloon live have superb foliage because the nutrients they make from fallen leaves nourish the plant life.

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STAGE 2 Leavanny **HP 130**



NO. 0547, Marigold Pokémon, HT: 3.1, WT: 45.2 lbs.

Healing Wrapping
Heal 100 damage from each of your Basic Pokémon.

X-Scissor 90+

Flip a coin. If heads, this attack does 40 more damage.

weakness × 2 resistance retreat

Max. Overalls KATO

1 **WFL** 003/086

Upon finding a small Pokémon, it weaves clothing for it from leaves, using the cotton on its arms and sticky silk.

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STAGE 2 Leavanny **HP 130** **HOLO**



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BASIC Cottonee **HP 60**



NO. 0548, Cotton Puff Pokémon, HT: 1.1, WT: 1.3 lbs.

Absorb 10
Heal 10 damage from this Pokémon.

weakness × 2 resistance retreat

Max. Not

1 **WFL** 004/086

When attacked, it escapes by shooting cotton from its body. The cotton serves as a decoy to distract the attacker.

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BASIC Cottonee **HP 60** **HOLO**



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Max. Not

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STAGE 1 Whimsicott **EX** **HP 230**



NO. 0549, Trickster Pokémon, HT: 1.4, WT: 16.3 lbs.

Energy Gift
Search your deck for up to 3 Basic Energy cards and attach them to your Pokémon in any way you like. Then, shuffle your deck.

Wondrous Cotton 50x
Your opponent reveals their hand. This attack does 50 damage for each Trainer card you find there.

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

weakness × 2 resistance retreat

Max. Not

1 **WFL** 005/086

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BASIC Deerling **HP 70**



NO. 0550, Season Pokémon, HT: 2, WT: 43 lbs.

Rear Kick 30

weakness × 2 resistance retreat

Max. Not

1 **WFL** 006/086

The color and scent of their fur changes to match the mountain grass. When they sense hostility, they hide in the grass.

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BASIC Deerling **HP 70** **HOLO**



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Rear Kick 30

weakness × 2 resistance retreat

Max. Not

1 **WFL** 006/086

The color and scent of their fur changes to match the mountain grass. When they sense hostility, they hide in the grass.

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STAGE 1 Sawsbuck **HP 130**



NO. 0556, Season Pokémon, HT: 6.3, WT: 203.9 lbs.

Push Down 50
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Solar Beam 100

weakness × 2 resistance retreat

Max. Not

1 **WFL** 007/086

They migrate according to the seasons. People can tell the season by looking at Sawsbuck's horns.

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STAGE 1 Sawsbuck **HP 130** **HOLO**



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Push Down 50
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Solar Beam 100

weakness × 2 resistance retreat

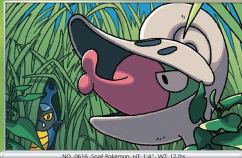
Max. Not

1 **WFL** 007/086

They migrate according to the seasons. People can tell the season by looking at Sawsbuck's horns.

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BASIC Shelmet **HP 60**



NO. 0561, Shell Pokémon, HT: 1.4, WT: 12 lbs.

Ability **Stimulated Evolution**
If you have Karrablast in play, this Pokémon can evolve during your first turn or the turn you play it.

Headbutt Bounce 10

weakness × 2 resistance retreat

Max. Sublet

1 **WFL** 008/086

When attacked, it defends itself by closing the lid of its shell. It can spit a sticky, poisonous liquid.

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STAGE 1 Accelgor **HP 100**



NO. 0612, Shell Out Pokémon, HT: 2.1, WT: 55.4 lbs.

Acid Spray 50
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

weakness × 2 resistance retreat

Max. Sublet

1 **WFL** 009/086

When its body dries out, it weakens. So, to prevent dehydration, it sprays acid in many layers of its integument.

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STAGE 1 Accelgor **HP 100** **HOLO**



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Max. Sublet

1 **WFL** 009/086

When its body dries out, it weakens. So, to prevent dehydration, it sprays acid in many layers of its integument.

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BASIC Virizion **HP 120**



NO. 0640, Grassland Pokémon, HT: 6.2, WT: 440.9 lbs.

Giga Drain 30
Heal from this Pokémon the same amount of damage you did to your opponent's Active Pokémon.

Emerald Blade 130
During your next turn, this Pokémon can't use attacks.

weakness × 2 resistance retreat

Max. Sublet

1 **WFL** 010/086

This Pokémon taught humans in order to protect its friends. Legends about it continue to be passed down.

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Max. Sublet

1 **WFL** 010/086

This Pokémon taught humans in order to protect its friends. Legends about it continue to be passed down.

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BASIC Tepig **HP 70**



NO. 0648, Fire Pig Pokémon, HT: 1.8, WT: 33.0 lbs.

Tackle 10

Rollout 30

weakness × 2 resistance retreat

Max. Not

1 **WFL** 011/086

It carefully designs its fur attacks while its feet click. It can deeply absorb its instincts.

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BASIC Tepig **HP 70** **HOLO**



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It carefully designs its fur attacks while its feet click. It can deeply absorb its instincts.

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STAGE 1 Pignite **HP 110**



NO. 0659, Fire Pig Pokémon, HT: 3.3, WT: 122.8 lbs.

Combustion 30

Heat Crash 80

weakness × 2 resistance retreat

Max. Not

1 **WFL** 012/086

When its internal fire flares up, its movements grow abrupt and faster. When it cools, it enters a daze.

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Max. Not

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STAGE 2 Emboar **HP 180**



NO. 0660, Mega Fire Pig Pokémon, HT: 5.1, WT: 251.3 lbs.

Ability **Inferno Fandango**
As often as you like during your turn, you may attach a Basic Energy card from your hand to 1 of your Pokémon.

Heat Crash 120

weakness × 2 resistance retreat

Max. Not

1 **WFL** 013/086

It can throw a fire punch by setting its feet on fire with its feet click. It can deeply absorb its instincts.

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STAGE 2 Emboar **HP 180** **HOLO**



NO. 0660, Mega Fire Pig Pokémon, HT: 5.1, WT: 251.3 lbs.

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weakness × 2 resistance retreat

Max. Not

1 **WFL** 013/086

It can throw a fire punch by setting its feet on fire with its feet click. It can deeply absorb its instincts.

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STAGE 1 Cofagrigus **HP 120**

NO. 0524, Cofagrigus Pokémon, HP: 120, WT: 3.2 lbs.

☉ ★ **Extended Damagriiguis**
Move all damage counters from 1 of your Benched Pokémon to 1 of your opponent's Pokémon.

☉ ★ ★ **Perplex** 60
Your opponent's Active Pokémon is now Confused.

weakness × 2 resistance -30 retreat ★ ★

Mr. Ben Topo
It has been said that they swallow those who get too close and turn them into zombies. They like to eat gold nuggets.

1 HP 042/086 ★

STAGE 1 Cofagrigus **HP 120** **HOLO**

NO. 0524, Cofagrigus Pokémon, HP: 120, WT: 3.2 lbs.

☉ ★ **Extended Damagriiguis**
Move all damage counters from 1 of your Benched Pokémon to 1 of your opponent's Pokémon.

☉ ★ ★ **Perplex** 60
Your opponent's Active Pokémon is now Confused.

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Mr. Ben Topo
It has been said that they swallow those who get too close and turn them into zombies. They like to eat gold nuggets.

1 HP 042/086 ★

BASIC Gothita **HP 70**

NO. 0524, Gothita Pokémon, HP: 70, WT: 12.8 lbs.

☉ **Super Psy Bolt** 20

weakness × 2 resistance -30 retreat ★

Mr. Munch
Their ribbonlike tentacles increase their psychic power. They are always staring at something.

1 HP 047/086 ★

BASIC Gothita **HP 70** **HOLO**

NO. 0524, Gothita Pokémon, HP: 70, WT: 12.8 lbs.

☉ **Super Psy Bolt** 20

weakness × 2 resistance -30 retreat ★

Mr. Munch
Their ribbonlike tentacles increase their psychic power. They are always staring at something.

1 HP 047/086 ★

STAGE 1 Gothorita **HP 90**

NO. 0525, Gothorita Pokémon, HP: 90, WT: 29.3 lbs.

☉ **Fortunate Eye**
Look at the top 5 cards of your opponent's deck and put them back in any order.

☉ ★ **Psychot** 40

weakness × 2 resistance -30 retreat ★ ★

Mr. Munch
They use hypnosis to control people and Pokémon. Ties of Gothorita's leading people are as solid as iron.

1 HP 042/086 ★

STAGE 1 Gothorita **HP 90** **HOLO**

NO. 0525, Gothorita Pokémon, HP: 90, WT: 29.3 lbs.

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Look at the top 5 cards of your opponent's deck and put them back in any order.

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weakness × 2 resistance -30 retreat ★ ★

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1 HP 042/086 ★

STAGE 2 Gothitelle **HP 150**

NO. 0526, Gothitelle Pokémon, HP: 150, WT: 47 lbs.

Ability Distorted Future
Once during your turn, if this Pokémon is in the Active Spot, you may have your opponent shuffle their hand into their deck and draw 3 cards.

☉ ★ **Synchro Shot** 90+
If you have the same number of cards in your hand as your opponent, this attack does 90 more damage.

weakness × 2 resistance -30 retreat ★ ★

Mr. Munch
Many claim thousands of light years away are visible in the space distorted by their intense psychic power.

1 HP 047/086 ★

STAGE 2 Gothitelle **HP 150** **HOLO**

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weakness × 2 resistance -30 retreat ★ ★

Mr. Munch
Many claim thousands of light years away are visible in the space distorted by their intense psychic power.

1 HP 047/086 ★

BASIC Frillish **HP 80**

NO. 0526, Frillish Pokémon, HP: 80, WT: 22.8 lbs.

☉ **Oceanic Gloom** 20
During your opponent's next turn, they can't play any Item cards from their hand.

weakness × 2 resistance -30 retreat ★ ★

Mr. MACHA Chikawa
With its fins, and like arms wrapped around the body of its opponent, it sinks to the ocean floor.

1 HP 044/086 ★

BASIC Frillish **HP 80** **HOLO**

NO. 0526, Frillish Pokémon, HP: 80, WT: 22.8 lbs.

☉ **Oceanic Gloom** 20
During your opponent's next turn, they can't play any Item cards from their hand.

weakness × 2 resistance -30 retreat ★ ★

Mr. MACHA Chikawa
With its fins, and like arms wrapped around the body of its opponent, it sinks to the ocean floor.

1 HP 044/086 ★

STAGE 1 Jellicent **EX** **HP 270**

NO. 0528, Jellicent Pokémon, HP: 270, WT: 29.3 lbs.

Ability Oceanic Curse
As long as this Pokémon is in the Active Spot, your opponent can't play any Item cards or Pokémon Tool cards from their hand.

☉ ★ **Power Press** 80+
If this Pokémon has at least 2 extra Energy attached (in addition to this attack's cost), this attack does 80 more damage.

weakness × 2 resistance -30 retreat ★ ★

Mr. MACHA Chikawa
When your Pokémon EX is in the Active Spot, your opponent takes a 30 percent penalty.

1 HP 045/086 ★

BASIC Roggenrola **HP 80**

NO. 0528, Roggenrola Pokémon, HP: 80, WT: 29.3 lbs.

Harden
During your opponent's next turn, prevent all damage done to this Pokémon by attacks if that damage is 40 or less.

Rolling Rocks 30

weakness × 2 resistance -30 retreat ★ ★

Mr. Asaki Dynamis
It is not a hexagonal in shape. Compressed and solid, its body is as hard as steel.

1 HP 046/086 ★

BASIC Roggenrola **HP 80** **HOLO**

NO. 0528, Roggenrola Pokémon, HP: 80, WT: 29.3 lbs.

Harden
During your opponent's next turn, prevent all damage done to this Pokémon by attacks if that damage is 40 or less.

Rolling Rocks 30

weakness × 2 resistance -30 retreat ★ ★

Mr. Asaki Dynamis
It is not a hexagonal in shape. Compressed and solid, its body is as hard as steel.

1 HP 046/086 ★

STAGE 1 Boldore **HP 110**

NO. 0529, Boldore Pokémon, HP: 110, WT: 224.9 lbs.

Smack Down 30+
If your opponent's Active Pokémon has Resistance, this attack does 50 more damage.

Power Gem 90

weakness × 2 resistance -30 retreat ★ ★

Mr. Asaki Dynamis
When it overflows with power, the orange crystal on its body glows. It looks like it could power up in a heartbeat.

1 HP 047/086 ★

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Smack Down 30+
If your opponent's Active Pokémon has Resistance, this attack does 50 more damage.

Power Gem 90

weakness × 2 resistance -30 retreat ★ ★

Mr. Asaki Dynamis
When it overflows with power, the orange crystal on its body glows. It looks like it could power up in a heartbeat.

1 HP 047/086 ★

STAGE 2 Gigalith **HP 170**

NO. 0529, Gigalith Pokémon, HP: 170, WT: 124.9 lbs.

Vengeful Cannon 20×
This attack does 20 damage for each damage counter on all of your Benched Pokémon.

Heavy Impact 160

weakness × 2 resistance -30 retreat ★ ★

Mr. Asaki Dynamis
Compressing the energy from its internal core lets it fire off all attacks capable of blasting away a mountain.

1 HP 048/086 ★

STAGE 2 Gigalith **HP 170** **HOLO**

NO. 0529, Gigalith Pokémon, HP: 170, WT: 124.9 lbs.

Vengeful Cannon 20×
This attack does 20 damage for each damage counter on all of your Benched Pokémon.

Heavy Impact 160

weakness × 2 resistance -30 retreat ★ ★

Mr. Asaki Dynamis
Compressing the energy from its internal core lets it fire off all attacks capable of blasting away a mountain.

1 HP 048/086 ★

BASIC Sawk **HP 110**

NO. 0530, Sawk Pokémon, HP: 110, WT: 112.8 lbs.

Elbow Strike 30

Rising Chop 90
If your opponent's Active Pokémon isn't a Pokémon EX, this attack does nothing. This attack's damage isn't affected by Weakness or Resistance.

weakness × 2 resistance -30 retreat ★

Mr. Saku
The sound of Sawk punching boulders and trees can be heard all the way from the mountains where they train.

1 HP 049/086 ★

BASIC Sawk **HP 110** **HOLO**

NO. 0530, Sawk Pokémon, HP: 110, WT: 112.8 lbs.

Elbow Strike 30

Rising Chop 90
If your opponent's Active Pokémon isn't a Pokémon EX, this attack does nothing. This attack's damage isn't affected by Weakness or Resistance.

weakness × 2 resistance -30 retreat ★

Mr. Saku
The sound of Sawk punching boulders and trees can be heard all the way from the mountains where they train.

1 HP 049/086 ★

STAGE 1 Archen **HP 80**

NO. 0530, Archen Pokémon, HP: 80, WT: 30.8 lbs.

Acrobatics 30+
Flip 2 coins. This attack does 30 more damage for each heads.

weakness × 2 resistance -30 retreat ★ ★

Mr. Hany Akasaka
Add to be an ancestor of final Pokémon, they were able to fly and moved about by hopping from branch to branch.

1 HP 050/086 ★

STAGE 1 Archen **HP 80** **HOLO**

NO. 0530, Archen Pokémon, HP: 80, WT: 30.8 lbs.

Acrobatics 30+
Flip 2 coins. This attack does 30 more damage for each heads.

weakness × 2 resistance -30 retreat ★ ★

Mr. Hany Akasaka
Add to be an ancestor of final Pokémon, they were able to fly and moved about by hopping from branch to branch.

1 HP 050/086 ★

STAGE 2 Archeops **HP 140**

NO. 0531, Archeops Pokémon, HP: 140, WT: 30.8 lbs.

Ability Ancient Wing
Once during your turn, if this Pokémon is in the Active Spot, you may evolve 1 of your opponent's evolved Pokémon by putting the highest Stage Evolution card on it into your opponent's hand.

Rock Throw 100

weakness × 2 resistance -30 retreat ★ ★

Mr. Hany Akasaka
They are intelligent and will cooperate to catch prey from the ground. They use a warning call to take flight.

1 HP 051/086 ★

STAGE 2 Archeops **HP 140** **HOLO**

NO. 0531, Archeops Pokémon, HP: 140, WT: 30.8 lbs.

Ability Ancient Wing
Once during your turn, if this Pokémon is in the Active Spot, you may evolve 1 of your opponent's evolved Pokémon by putting the highest Stage Evolution card on it into your opponent's hand.

Rock Throw 100

weakness × 2 resistance -30 retreat ★ ★

Mr. Hany Akasaka
They are intelligent and will cooperate to catch prey from the ground. They use a warning call to take flight.

1 HP 051/086 ★

BASIC Mienfoo **HP 60**

NO. 0531, Mienfoo Pokémon, HP: 60, WT: 44.1 lbs.

Kick 20

weakness × 2 resistance -30 retreat ★

Mr. Kiri
In light, they dominate with elegance of flowing, continuous attacks. With their sharp claws, they cut enemies.

1 HP 052/086 ★

BASIC Mienfoo **HP 60** **HOLO**

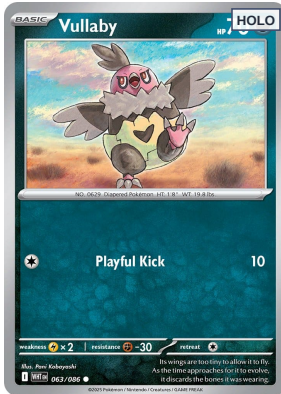
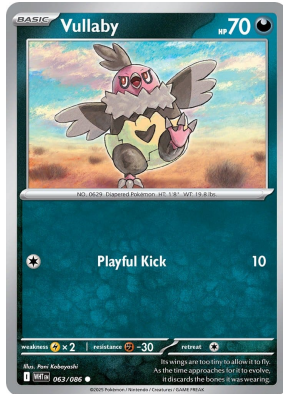
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Kick 20

weakness × 2 resistance -30 retreat ★

Mr. Kiri
In light, they dominate with elegance of flowing, continuous attacks. With their sharp claws, they cut enemies.

1 HP 052/086 ★





Item **TRAINER**

Antique Plume Fossil **60**



Evolves into Archeops

Play this card as if it were a 60-HP Basic ★ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **Plume Protection**

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks from your opponent's Pokémon.

Min. Atsushi Ohsahama

1 HP 079/086

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

Item **TRA** **HOLO**

Antique Plume Fossil **60**



Evolves into Archeops

Play this card as if it were a 60-HP Basic ★ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **Plume Protection**

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks from your opponent's Pokémon.

Min. Atsushi Ohsahama

1 HP 079/086

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

Pokémon Tool **TRAINER**

Brave Bangle



If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance). (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Min. Teppei Benchi

1 HP 080/086

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.

Pokémon Tool **TRA** **HOLO**

Brave Bangle



If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance). (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Min. Teppei Benchi

1 HP 080/086

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**

Cheren



Draw 3 cards.

Min. Atsushi Furusawa

1 HP 081/086

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Cheren



Draw 3 cards.

Min. Atsushi Furusawa

1 HP 081/086

You may play only 1 Supporter card during your turn.

Item **TRAINER**

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Min. Shuhei Benji Inc.

1 HP 082/086

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

Item **TRA** **HOLO**

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Min. Shuhei Benji Inc.

1 HP 082/086

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

Supporter **TRAINER**

Harlequin



Each player shuffles their hand into their deck. Then, flip a coin. If heads, you draw 5 cards, and your opponent draws 3 cards. If tails, you draw 3 cards, and your opponent draws 5 cards.

Min. Teppei

1 HP 083/086

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Harlequin



Each player shuffles their hand into their deck. Then, flip a coin. If heads, you draw 5 cards, and your opponent draws 3 cards. If tails, you draw 3 cards, and your opponent draws 5 cards.

Min. Teppei

1 HP 083/086

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Min. yuu

1 HP 084/086

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Min. yuu

1 HP 084/086

You may play only 1 Supporter card during your turn.

Item **TRAINER**

Tool Scrapper



Choose up to 2 Pokémon Tools attached to Pokémon (yours or your opponent's) and discard them.

Min. Shuhei Benji Inc.

1 HP 085/086

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

Item **TRA** **HOLO**

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Min. Shuhei Benji Inc.

1 HP 085/086

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Special Energy **ENERGY**

Ignition Energy ★ ★ ★



If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

As long as this card is attached to a Pokémon, it provides ★ Energy.

If this card is attached to an Evolution Pokémon, it provides ★ ★ ★ Energy instead.

Min. yuu

1 HP 086/086

Special Energy **ENE** **HOLO**

Ignition Energy ★ ★ ★



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Min. yuu

1 HP 086/086

BASIC

Sewaddle **50** ♀



Bug Bite 20

Min. yuu

1 HP 087/086

STAGE 1

Swadloon **80** ♀



Ability **Healing Leaves**

Once during your turn, you may heal 20 damage from your Active Pokémon.

Bug Buzz 40

Min. yuu

1 HP 088/086

STAGE 1

Leavanny **130** ♀



Ability **Healing Wrapping**

Heal 100 damage from each of your Basic Pokémon.

X-Scissor 90

Min. yuu

1 HP 089/086

BASIC

Cottonee **60** ♀



Absorb 10

Min. yuu

1 HP 090/086

BASIC

Deerling **70** ♀



Rear Kick 30

Min. yuu

1 HP 091/086

STAGE 1

Sawsbuck **130** ♀



Push Down 50

Solar Beam 100

Min. yuu

1 HP 092/086

BASIC

Shelmet **60** ♀



Ability **Stimulated Evolution**

If you have a Larvesta in play, this Pokémon can evolve during your next turn or the turn you play it.

Headbutt Bounce 10

Min. yuu

1 HP 093/086

STAGE 1

Accelgor **100** ♀



Acid Spray 50

Min. yuu

1 HP 094/086

BASIC

Virizion **120** ♀



Giga Drain 30

Emerald Blade 130

Min. yuu

1 HP 095/086

