

Tangela HP 80



NO. 0314, Vine Pokémon HT: 2'-3" WT: 22.9 lbs.

Gentle Slap 10

Vine Slap 30

weakness ×2 resistance retreat ★ ★

Illustration: Tetsuya Nomura

Hidden beneath a tangle of vines that grows thorny even if the vines are torn off, this Pokémon's true appearance remains a mystery.

001/167

Tangela HP 80 HOLO



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Illustration: Tetsuya Nomura

Hidden beneath a tangle of vines that grows thorny even if the vines are torn off, this Pokémon's true appearance remains a mystery.

001/167

Tangrowth HP 150



NO. 0465, Vine Pokémon HT: 6'-2" WT: 283.5 lbs.

Ability **Thicket Body**
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Loom Over 150-
This attack does 10 less damage for each damage counter on this Pokémon.

weakness ×2 resistance retreat ★ ★ ★

Illustration: Ken Sugimori

Tangrowth has two arms that it can extend in 3 places. Recent research has shown that these arms are, in fact, bundles of vines.

002/167

Tangrowth HP 150 HOLO



NO. 0465, Vine Pokémon HT: 6'-2" WT: 283.5 lbs.

Ability **Thicket Body**
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Loom Over 150-
This attack does 10 less damage for each damage counter on this Pokémon.

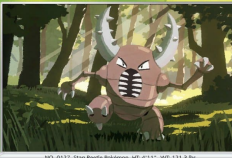
weakness ×2 resistance retreat ★ ★ ★

Illustration: Ken Sugimori

Tangrowth has two arms that it can extend in 3 places. Recent research has shown that these arms are, in fact, bundles of vines.

002/167

Pinsir HP 110



NO. 0317, Strong Bench Pokémon HT: 4'-11" WT: 121.8 lbs.

Slow Crunch
Discard all Energy from this Pokémon. At the end of your opponent's next turn, the Defending Pokémon will be Knocked Out.

Superpowered Horns 100

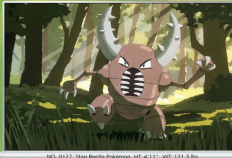
weakness ×2 resistance retreat ★ ★

Illustration: Hidenori Kusuhara

These Pokémon judge one another based on piners. Thicker, more impressive piners make for more popularity with the opposite gender.

003/167

Pinsir HP 110 HOLO



NO. 0317, Strong Bench Pokémon HT: 4'-11" WT: 121.8 lbs.

Slow Crunch
Discard all Energy from this Pokémon. At the end of your opponent's next turn, the Defending Pokémon will be Knocked Out.

Superpowered Horns 100

weakness ×2 resistance retreat ★ ★

Illustration: Hidenori Kusuhara

These Pokémon judge one another based on piners. Thicker, more impressive piners make for more popularity with the opposite gender.

003/167

Spinarak HP 60



NO. 0167, Strong Spin Pokémon HT: 1'-8" WT: 18.7 lbs.

Bug Bite 20

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

Some fishers wear its sturdy thread into nets to catch fish Pokémon.

004/167

Spinarak HP 60 HOLO



NO. 0167, Strong Spin Pokémon HT: 1'-8" WT: 18.7 lbs.

Bug Bite 20

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

Some fishers wear its sturdy thread into nets to catch fish Pokémon.

004/167

Ariados HP 90



NO. 0168, Long Leg Pokémon HT: 2'-7" WT: 23.9 lbs.

Ability **Big Net**
Your opponent's Active Evolution Pokémon's Retreat Cost is ★ more.

String Bind 10+
This attack does 30 more damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It wanders in search of food after darkness falls, never resting in a specific place.

005/167

Ariados HP 90 HOLO



NO. 0168, Long Leg Pokémon HT: 2'-7" WT: 23.9 lbs.

Ability **Big Net**
Your opponent's Active Evolution Pokémon's Retreat Cost is ★ more.

String Bind 10+
This attack does 30 more damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It wanders in search of food after darkness falls, never resting in a specific place.

005/167

Sunkern HP 40



NO. 0130, Seed Pokémon HT: 1'-1" WT: 4 lbs.

Bullet Seed 10×
Flip 4 coins. This attack does 10 damage for each heads.

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It is very weak. Its only means of defense is to shake its leaves desperately at its attacker.

006/167

Sunkern HP 40 HOLO



NO. 0130, Seed Pokémon HT: 1'-1" WT: 4 lbs.

Bullet Seed 10×
Flip 4 coins. This attack does 10 damage for each heads.

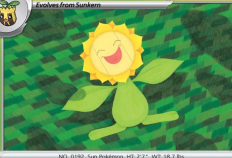
weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It is very weak. Its only means of defense is to shake its leaves desperately at its attacker.

006/167

Sunflora HP 100



NO. 0132, Sun Pokémon HT: 2'-7" WT: 18.7 lbs.

Redirected Sunlight 60×
This attack does 60 damage for each ★ Energy attached to all of your opponent's Pokémon.

Mega Drain 50
Heal 30 damage from this Pokémon.

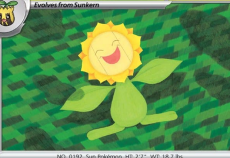
weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

Since it converts sunlight into energy, it is always looking in the direction of the sun.

007/167

Sunflora HP 100 HOLO



NO. 0132, Sun Pokémon HT: 2'-7" WT: 18.7 lbs.

Redirected Sunlight 60×
This attack does 60 damage for each ★ Energy attached to all of your opponent's Pokémon.

Mega Drain 50
Heal 30 damage from this Pokémon.

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

Since it converts sunlight into energy, it is always looking in the direction of the sun.

007/167

Heracross HP 120



NO. 0214, Single Horn Pokémon HT: 4'-11" WT: 119 lbs.

Body Slam 60
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Seismic Toss 130

weakness ×2 resistance retreat ★ ★

Illustration: Ken Sugimori

With its herculean powers, it can easily throw around an object that is 100 times its own weight.

008/167

Heracross HP 120 HOLO



NO. 0214, Single Horn Pokémon HT: 4'-11" WT: 119 lbs.

Body Slam 60
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Seismic Toss 130

weakness ×2 resistance retreat ★ ★

Illustration: Ken Sugimori

With its herculean powers, it can easily throw around an object that is 100 times its own weight.

008/167

Volbeat HP 70



NO. 0419, Firefly Pokémon HT: 2'-4" WT: 29 lbs.

Quick Sign
If you go first, you can use this attack during your first turn. Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Coordinated Strike 20+
If Illumise is on your Bench, this attack does 60 more damage.

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It flashes the light on its rear to communicate with other Volbeat. It loves the sweet aroma given off by Illumise.

009/167

Volbeat HP 70 HOLO



NO. 0419, Firefly Pokémon HT: 2'-4" WT: 29 lbs.

Quick Sign
If you go first, you can use this attack during your first turn. Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Coordinated Strike 20+
If Illumise is on your Bench, this attack does 60 more damage.

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It flashes the light on its rear to communicate with other Volbeat. It loves the sweet aroma given off by Illumise.

009/167

Illumise HP 70



NO. 0214, Firefly Pokémon HT: 2'-4" WT: 29 lbs.

Slowing Perfume
You can use this attack only if you go second, and only during your first turn. Shuffle 1 of your opponent's Benched Pokémon and all attached cards into their deck.

Glide 30

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It glides Volbeat to draw signs in the night sky. There are scholars who research the meaning of these signs.

010/167

Illumise HP 70 HOLO



NO. 0214, Firefly Pokémon HT: 2'-4" WT: 29 lbs.

Slowing Perfume
You can use this attack only if you go second, and only during your first turn. Shuffle 1 of your opponent's Benched Pokémon and all attached cards into their deck.

Glide 30

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

It glides Volbeat to draw signs in the night sky. There are scholars who research the meaning of these signs.

010/167

Leafeon HP 120



NO. 0410, Verdant Pokémon HT: 2'-3" WT: 56.3 lbs.

Leaflet Blessings
Attach a Basic ★ Energy card from your hand to 1 of your Benched Pokémon. If you do, heal all damage from that Pokémon.

Solar Beam 70

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

The younger they are, the more they could like fresh grass. With age, their fragrance takes on the color of fallen leaves.

011/167

Leafeon HP 120 HOLO



NO. 0410, Verdant Pokémon HT: 2'-3" WT: 56.3 lbs.

Leaflet Blessings
Attach a Basic ★ Energy card from your hand to 1 of your Benched Pokémon. If you do, heal all damage from that Pokémon.

Solar Beam 70

weakness ×2 resistance retreat ★

Illustration: Ken Sugimori

The younger they are, the more they could like fresh grass. With age, their fragrance takes on the color of fallen leaves.

011/167

Phantump HP 70



NO. 0108, Shump Pokémon HT: 1'-4" WT: 13.4 lbs.

Leech Seed 20
Heal 20 damage from this Pokémon.

weakness ×2 resistance retreat ★ ★

Illustration: Ken Sugimori

This Pokémon came to be when the spirit of a deceased child possessed a tree stump. It now wanders the forest searching for friends.

012/167

Phantump HP 70 HOLO



NO. 0108, Shump Pokémon HT: 1'-4" WT: 13.4 lbs.

Leech Seed 20
Heal 20 damage from this Pokémon.

weakness ×2 resistance retreat ★ ★

Illustration: Ken Sugimori

This Pokémon came to be when the spirit of a deceased child possessed a tree stump. It now wanders the forest searching for friends.

012/167

Trevenant HP 120



NO. 0109, Elden Tree Pokémon HT: 4'-11" WT: 155.5 lbs.

Giga Drain 50
Heal from this Pokémon the same amount of damage you did to your opponent's Active Pokémon.

Forest Dump 130

weakness ×2 resistance retreat ★ ★ ★

Illustration: Ken Sugimori

Trevenant is very bad at talking. In the forest, it doesn't even care if these Pokémon take up residence in the greenery on its head.

013/167



STAGE 1 Ninetales HP 120



NO. 0324, Fire Pokémon, HT: 2'7", WT: 45.3 lbs.

Eerie Glow 90
Your opponent's Active Pokémon is now Burned and Confused.

weakness ×2 resistance retreat ★

Min. KOHCHO RD
It has nine long tails and fur that glows gold. It is said to live for 1,000 years.

STAGE 1 Ninetales HP 120 HOLO



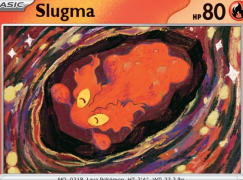
NO. 0324, Fire Pokémon, HT: 2'7", WT: 45.3 lbs.

Eerie Glow 90
Your opponent's Active Pokémon is now Burned and Confused.

weakness ×2 resistance retreat ★

Min. KOHCHO RD
It has nine long tails and fur that glows gold. It is said to live for 1,000 years.

BASIC Slugma HP 80



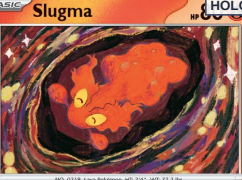
NO. 0318, Lava Pokémon, HT: 2'4", WT: 77.2 lbs.

Hot Magma 20
Your opponent's Active Pokémon is now Burned.

weakness ×2 resistance retreat ★

Min. Ogino
It's said that in ancient times, when volcanoes were more active, there were many more Slugs than there are now.

BASIC Slugma HP 80 HOLO



NO. 0318, Lava Pokémon, HT: 2'4", WT: 77.2 lbs.

Hot Magma 20
Your opponent's Active Pokémon is now Burned.

weakness ×2 resistance retreat ★

Min. Ogino
It's said that in ancient times, when volcanoes were more active, there were many more Slugs than there are now.

STAGE 1 Magcargo EX HP 270



NO. 0319, Fire Pokémon, HT: 2'4", WT: 88.2 lbs.

Hot Magma 70
Your opponent's Active Pokémon is now Burned.

Ground Burn 140+
Discard the top card of each player's deck. This attack does 140 more damage for each Energy card discarded in this way.

weakness ×2 resistance retreat ★

Min. Ogino
It is said that in ancient times, when volcanoes were more active, there were many more Slugs than there are now.

BASIC Torkoal HP 130



NO. 0324, Coal Pokémon, HT: 1'8", WT: 177.2 lbs.

Ramming Shell 30
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Fire Spin 110
Discard 2 Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Hase
Coal is the source of Torkoal's energy. Large amounts of coal can be found in the mountains where they live.

BASIC Torkoal HP 130 HOLO



NO. 0324, Coal Pokémon, HT: 1'8", WT: 177.2 lbs.

Ramming Shell 30
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Fire Spin 110
Discard 2 Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Hase
Coal is the source of Torkoal's energy. Large amounts of coal can be found in the mountains where they live.

BASIC Chimchar HP 60



NO. 0290, Chim Pokémon, HT: 1'8", WT: 13.7 lbs.

Firebreathing 20+
Flip a coin. If heads, this attack does 20 more damage.

weakness ×2 resistance retreat ★

Min. Jody
It is very rare and is feared by gas made in its belly. Even rain can't extinguish the fire.

BASIC Chimchar HP 60 HOLO



NO. 0290, Chim Pokémon, HT: 1'8", WT: 13.7 lbs.

Firebreathing 20+
Flip a coin. If heads, this attack does 20 more damage.

weakness ×2 resistance retreat ★

Min. Jody
It is very rare and is feared by gas made in its belly. Even rain can't extinguish the fire.

STAGE 1 Monferno HP 90



NO. 0291, Fire Pokémon, HT: 2'11", WT: 48.5 lbs.

Chop 40

Heat Blow 80
Discard an Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Jody
It is said to control the intensity of the fire on its tail to keep its foes at an ideal distance.

STAGE 1 Monferno HP 90 HOLO



NO. 0291, Fire Pokémon, HT: 2'11", WT: 48.5 lbs.

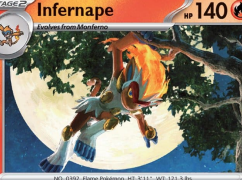
Chop 40

Heat Blow 80
Discard an Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Jody
It is said to control the intensity of the fire on its tail to keep its foes at an ideal distance.

STAGE 2 Infernape HP 140



NO. 0292, Fire Pokémon, HT: 2'11", WT: 121.2 lbs.

Ability: Pyro Dance
Once during your turn, you may attach a Basic Energy card, a Basic Energy card, or 1 of each from your hand to your Pokémon in any way you like.

Scorching Fire 200
Discard an Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Tokuji Wada
Its crown of fire is indicative of its fiery nature. Its flames by nature are in terms of quickness.

STAGE 2 Infernape HP 140 HOLO



NO. 0292, Fire Pokémon, HT: 2'11", WT: 121.2 lbs.

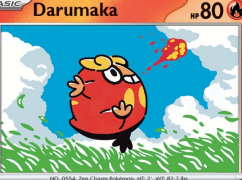
Ability: Pyro Dance
Once during your turn, you may attach a Basic Energy card, a Basic Energy card, or 1 of each from your hand to your Pokémon in any way you like.

Scorching Fire 200
Discard an Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Tokuji Wada
Its crown of fire is indicative of its fiery nature. Its flames by nature are in terms of quickness.

BASIC Darumaka HP 80



NO. 0354, Fire Pokémon, HT: 2', WT: 62.2 lbs.

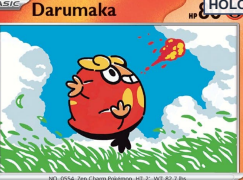
Strength 10

Fire Tackle 50
This Pokémon also does 20 damage to itself.

weakness ×2 resistance retreat ★

Min. Jody
It derives its power from the burning inside its body. If the fire dies, the Pokémon will immediately fall asleep.

BASIC Darumaka HP 80 HOLO



NO. 0354, Fire Pokémon, HT: 2', WT: 62.2 lbs.

Strength 10

Fire Tackle 50
This Pokémon also does 20 damage to itself.

weakness ×2 resistance retreat ★

Min. Jody
It derives its power from the burning inside its body. If the fire dies, the Pokémon will immediately fall asleep.

STAGE 1 Darmanitan HP 140



NO. 0355, Fighting Pokémon, HT: 4'2", WT: 204.8 lbs.

Rolling Tackle 60

Inferno Onrush 210
This Pokémon also does 70 damage to itself.

weakness ×2 resistance retreat ★

Min. OGINO
The thick skin of this hot-blooded Pokémon can deliver punches capable of obliterating a dump truck.

STAGE 1 Darmanitan HP 140 HOLO



NO. 0355, Fighting Pokémon, HT: 4'2", WT: 204.8 lbs.

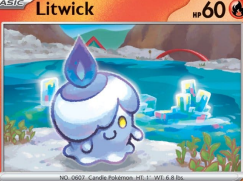
Rolling Tackle 60

Inferno Onrush 210
This Pokémon also does 70 damage to itself.

weakness ×2 resistance retreat ★

Min. OGINO
The thick skin of this hot-blooded Pokémon can deliver punches capable of obliterating a dump truck.

BASIC Litwick HP 60



NO. 0601, Candle Pokémon, HT: 1', WT: 6.8 lbs.

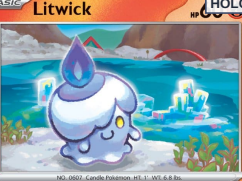
Call for Family
Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Live Coal 20

weakness ×2 resistance retreat ★

Min. Jody Hase
While showing a light and pretending to be a guide, it lures off the life force of anyone who follows it.

BASIC Litwick HP 60 HOLO



NO. 0601, Candle Pokémon, HT: 1', WT: 6.8 lbs.

Call for Family
Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Live Coal 20

weakness ×2 resistance retreat ★

Min. Jody Hase
While showing a light and pretending to be a guide, it lures off the life force of anyone who follows it.

STAGE 1 Lampent HP 80



NO. 0602, Lamp Pokémon, HT: 2', WT: 28.7 lbs.

Live Coal 20

Burn It All Up 60
Discard all Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Jody Hase
The spirit absorbs fuel's harmful fire. It hangs around hospitals waiting for people to pass on.

STAGE 1 Lampent HP 80 HOLO



NO. 0602, Lamp Pokémon, HT: 2', WT: 28.7 lbs.

Live Coal 20

Burn It All Up 60
Discard all Energy from this Pokémon.

weakness ×2 resistance retreat ★

Min. Jody Hase
The spirit absorbs fuel's harmful fire. It hangs around hospitals waiting for people to pass on.

STAGE 2 Chandelure HP 130



NO. 0603, Luring Pokémon, HT: 2'3", WT: 75.6 lbs.

Ability: Alluring Light
Once during your turn, you may have each player draw a card.

Mind Ruler 30+
This attack does 30 damage for each card in your opponent's hand.

weakness ×2 resistance retreat ★

Min. Jody Hase
It absorbs energy, which it then burns. By waving the flames on its arms, it puts the foe into a hypnotic trance.

STAGE 2 Chandelure HP 130 HOLO



NO. 0603, Luring Pokémon, HT: 2'3", WT: 75.6 lbs.

Ability: Alluring Light
Once during your turn, you may have each player draw a card.

Mind Ruler 30+
This attack does 30 damage for each card in your opponent's hand.

weakness ×2 resistance retreat ★

Min. Jody Hase
It absorbs energy, which it then burns. By waving the flames on its arms, it puts the foe into a hypnotic trance.

BASIC Chi-Yu HP 110



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

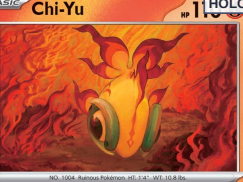
Allure
Draw 2 cards.

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

weakness ×2 resistance retreat ★

Min. Jody
The eyes are embedded in the curved head that spark multiple corals to hatch and become a Pokémon.

BASIC Chi-Yu HP 110 HOLO



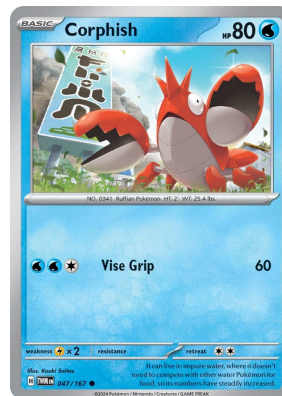
NO. 1004, Runestone Pokémon, HT: 1'4", WT: 10.8 lbs.

Allure
Draw 2 cards.

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

weakness ×2 resistance retreat ★

Min. Jody
The eyes are embedded in the curved head that spark multiple corals to hatch and become a Pokémon.





BASIC **Shinx** **HOLO** **HP 60** ⚡



NO. 0043, Spark Pokémon. HT: 1.8' - WT: 25.3 lbs.

Curiosity
Your opponent reveals their hand.

Static Shock 30

weakness ⚡ × 2 resistance retreat ★

Also, Fire Weakness
It has been revealed that this Pokémon is actually a fox. It's a bit of a troublemaker.

NO. 0043, Spark Pokémon. HT: 1.8' - WT: 25.3 lbs.

STAGE 1 **Luxio** **HOLO** **HP 90** ⚡



NO. 0046, Spark Pokémon. HT: 2.1' - WT: 62.2 lbs.

Big Bite 60
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
By gathering their tails together, they collectively generate powerful electricity from their claws.

NO. 0046, Spark Pokémon. HT: 2.1' - WT: 62.2 lbs.

STAGE 1 **Luxio** **HOLO** **HP 90** ⚡



NO. 0046, Spark Pokémon. HT: 2.1' - WT: 62.2 lbs.

Big Bite 60
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
By gathering their tails together, they collectively generate powerful electricity from their claws.

NO. 0046, Spark Pokémon. HT: 2.1' - WT: 62.2 lbs.

STAGE 2 **Luxray** **HOLO** **HP 310** ⚡



NO. 0048, Spark Pokémon. HT: 4.1' - WT: 152.3 lbs.

Piercing Gaze 120
Your opponent reveals their hand. Discard a card you find there.

Volt Strike 250
Discard all Energy from this Pokémon.

weakness ⚡ × 2 resistance retreat ★

Also, PLANNED Weakness
It has been revealed that this Pokémon is actually a fox. It's a bit of a troublemaker.

NO. 0048, Spark Pokémon. HT: 4.1' - WT: 152.3 lbs.

BASIC **Emolga** **HOLO** **HP 60** ⚡



NO. 0053, Sky-Swift Pokémon. HT: 1.4' - WT: 1.1 lbs.

Sky Wave 10
This attack also does 10 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ × 2 resistance retreat ★

Also, Skinning Weakness
As Emolga flutters through the air, it cracks its wings with electricity. This Pokémon is quite fast, but it can cause a lot of trouble.

NO. 0053, Sky-Swift Pokémon. HT: 1.4' - WT: 1.1 lbs.

BASIC **Emolga** **HOLO** **HP 60** ⚡



NO. 0053, Sky-Swift Pokémon. HT: 1.4' - WT: 1.1 lbs.

Sky Wave 10
This attack also does 10 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ × 2 resistance retreat ★

Also, Skinning Weakness
As Emolga flutters through the air, it cracks its wings with electricity. This Pokémon is quite fast, but it can cause a lot of trouble.

NO. 0053, Sky-Swift Pokémon. HT: 1.4' - WT: 1.1 lbs.

BASIC **Helioptile** **HOLO** **HP 60** ⚡



NO. 0054, Generator Pokémon. HT: 1.8' - WT: 13.2 lbs.

Collect
Draw a card.

Static Shock 10

weakness ⚡ × 2 resistance retreat ★

Also, Super Power Weakness
When spread, the ribs on its head act like solar panels, generating the power behind this Pokémon's electric moves.

NO. 0054, Generator Pokémon. HT: 1.8' - WT: 13.2 lbs.

BASIC **Helioptile** **HOLO** **HP 60** ⚡



NO. 0054, Generator Pokémon. HT: 1.8' - WT: 13.2 lbs.

Collect
Draw a card.

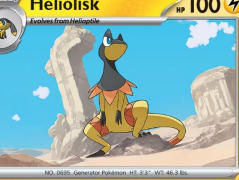
Static Shock 10

weakness ⚡ × 2 resistance retreat ★

Also, Super Power Weakness
When spread, the ribs on its head act like solar panels, generating the power behind this Pokémon's electric moves.

NO. 0054, Generator Pokémon. HT: 1.8' - WT: 13.2 lbs.

STAGE 1 **Heliolisk** **HOLO** **HP 100** ⚡



NO. 0055, Generator Pokémon. HT: 2.3' - WT: 45.3 lbs.

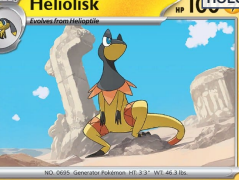
Wild Charge 70
This Pokémon also does 20 damage to itself.

weakness ⚡ × 2 resistance retreat ★

Also, Super Power Weakness
A now-washed desert culture measured these Pokémon. Appropriately, when Heliolisk came to the Gale region, its culture came with them.

NO. 0055, Generator Pokémon. HT: 2.3' - WT: 45.3 lbs.

STAGE 1 **Heliolisk** **HOLO** **HP 100** ⚡



NO. 0055, Generator Pokémon. HT: 2.3' - WT: 45.3 lbs.

Wild Charge 70
This Pokémon also does 20 damage to itself.

weakness ⚡ × 2 resistance retreat ★

Also, Super Power Weakness
A now-washed desert culture measured these Pokémon. Appropriately, when Heliolisk came to the Gale region, its culture came with them.

NO. 0055, Generator Pokémon. HT: 2.3' - WT: 45.3 lbs.

BASIC **Morpeko** **HOLO** **HP 70** ⚡



NO. 0057, Two-Sided Pokémon. HT: 1' - WT: 6.6 lbs.

Ability **Snack Seek**
Once during your turn, you may look at the top card of your deck. You may discard that card.

Pick and Stick
Attach up to 2 Basic Energy cards from your discard pile to your Pokémon in any way you like.

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
It has a small stomach. If it isn't constantly eating the snacks it keeps in its pockets, it will get hungry immediately.

NO. 0057, Two-Sided Pokémon. HT: 1' - WT: 6.6 lbs.

BASIC **Morpeko** **HOLO** **HP 70** ⚡



NO. 0057, Two-Sided Pokémon. HT: 1' - WT: 6.6 lbs.

Ability **Snack Seek**
Once during your turn, you may look at the top card of your deck. You may discard that card.

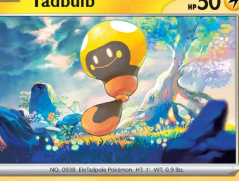
Pick and Stick
Attach up to 2 Basic Energy cards from your discard pile to your Pokémon in any way you like.

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
It has a small stomach. If it isn't constantly eating the snacks it keeps in its pockets, it will get hungry immediately.

NO. 0057, Two-Sided Pokémon. HT: 1' - WT: 6.6 lbs.

BASIC **Tadbulb** **HOLO** **HP 50** ⚡



NO. 0058, Electric Pokémon. HT: 1' - WT: 0.3 lbs.

Tackle 10

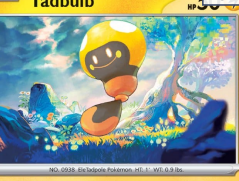
Electro Ball 20

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
It floats using the electricity stored in its body. When Thunder Shock is around, Tadbulb will float higher off the ground.

NO. 0058, Electric Pokémon. HT: 1' - WT: 0.3 lbs.

BASIC **Tadbulb** **HOLO** **HP 50** ⚡



NO. 0058, Electric Pokémon. HT: 1' - WT: 0.3 lbs.

Tackle 10

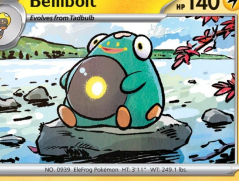
Electro Ball 20

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
It floats using the electricity stored in its body. When Thunder Shock is around, Tadbulb will float higher off the ground.

NO. 0058, Electric Pokémon. HT: 1' - WT: 0.3 lbs.

STAGE 1 **Bellibolt** **HOLO** **HP 140** ⚡



NO. 0059, Electric Pokémon. HT: 2.1' - WT: 249.1 lbs.

Thunder Shock 50
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

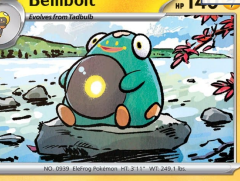
Electric Ball 130

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
What appears to be eyeballs are actually organs for discharging the electricity generated by Bellibolt's belly-button dynamo.

NO. 0059, Electric Pokémon. HT: 2.1' - WT: 249.1 lbs.

STAGE 1 **Bellibolt** **HOLO** **HP 140** ⚡



NO. 0059, Electric Pokémon. HT: 2.1' - WT: 249.1 lbs.

Thunder Shock 50
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

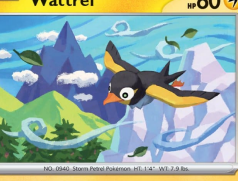
Electric Ball 130

weakness ⚡ × 2 resistance retreat ★

Also, Infernal Weakness
What appears to be eyeballs are actually organs for discharging the electricity generated by Bellibolt's belly-button dynamo.

NO. 0059, Electric Pokémon. HT: 2.1' - WT: 249.1 lbs.

BASIC **Wattrel** **HOLO** **HP 60** ⚡



NO. 0060, Storm-Find Pokémon. HT: 1.4' - WT: 7.3 lbs.

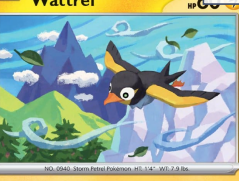
Thunder Shock 10
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Also, Infernal Weakness
These Pokémon make their nests on coastal cliffs. The nests have a strange, crackling texture, and they're a popular delicacy.

NO. 0060, Storm-Find Pokémon. HT: 1.4' - WT: 7.3 lbs.

BASIC **Wattrel** **HOLO** **HP 60** ⚡



NO. 0060, Storm-Find Pokémon. HT: 1.4' - WT: 7.3 lbs.

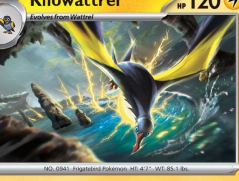
Thunder Shock 10
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Also, Infernal Weakness
These Pokémon make their nests on coastal cliffs. The nests have a strange, crackling texture, and they're a popular delicacy.

NO. 0060, Storm-Find Pokémon. HT: 1.4' - WT: 7.3 lbs.

STAGE 1 **Kilowattrel** **HOLO** **HP 120** ⚡



NO. 0061, Staged Pokémon. HT: 2.3' - WT: 85.1 lbs.

Wind Power Charge 10
During your next turn, attacks used by this Pokémon do 120 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

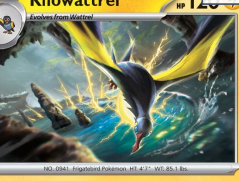
Strong Volt 100
Discard an Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Also, Infernal Weakness
It uses its throat sac to store electricity generated by its wings. There's hardly any of it in its feathers, so it's a poor swimmer.

NO. 0061, Staged Pokémon. HT: 2.3' - WT: 85.1 lbs.

STAGE 1 **Kilowattrel** **HOLO** **HP 120** ⚡



NO. 0061, Staged Pokémon. HT: 2.3' - WT: 85.1 lbs.

Wind Power Charge 10
During your next turn, attacks used by this Pokémon do 120 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Strong Volt 100
Discard an Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Also, Infernal Weakness
It uses its throat sac to store electricity generated by its wings. There's hardly any of it in its feathers, so it's a poor swimmer.

NO. 0061, Staged Pokémon. HT: 2.3' - WT: 85.1 lbs.

BASIC **Iron Thorns** **EX** **Future** **HP 230** ⚡



NO. 0062, Iron Pokémon. HT: 2' - WT: 16.5 lbs.

Ability **Initialization**
As long as this Pokémon is in the Active Pokémon position with a Rule Box in play (both yours and your opponent's), it has no Abilities (except for Future Pokémon). (Future Pokémon have Rule Boxes.)

Volt Cyclone 140
Move an Energy from this Pokémon to 1 of your Benched Pokémon.

weakness ⚡ × 2 resistance retreat ★

Also, PLANNED Weakness
It has been revealed that this Pokémon is actually a fox. It's a bit of a troublemaker.

NO. 0062, Iron Pokémon. HT: 2' - WT: 16.5 lbs.

BASIC **Clefairy** **HOLO** **HP 60** ⚡



NO. 0063, Fairy Pokémon. HT: 2' - WT: 16.5 lbs.

Moon Kick 40

weakness ⚡ × 2 resistance retreat ★

Also, Skinning Weakness
On nights with a full moon, they gather together and dance. The surrounding area is enveloped in an abnormal magnetic field.

NO. 0063, Fairy Pokémon. HT: 2' - WT: 16.5 lbs.

BASIC **Clefairy** **HOLO** **HP 60** ⚡



NO. 0063, Fairy Pokémon. HT: 2' - WT: 16.5 lbs.

Moon Kick 40

weakness ⚡ × 2 resistance retreat ★

Also, Skinning Weakness
On nights with a full moon, they gather together and dance. The surrounding area is enveloped in an abnormal magnetic field.

NO. 0063, Fairy Pokémon. HT: 2' - WT: 16.5 lbs.

STAGE 1 **Clefable** **HOLO** **HP 120** ⚡



NO. 0065, Fairy Pokémon. HT: 4.3' - WT: 88.3 lbs.

Metronome
Choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

Magical Shot 100

weakness ⚡ × 2 resistance retreat ★

Also, Skinning Weakness
It has an acute sense of hearing. It can easily hear a pin being dropped nearly 1,000 yards away.

NO. 0065, Fairy Pokémon. HT: 4.3' - WT: 88.3 lbs.

STAGE 1 **Clefable** **HOLO** **HP 120** ⚡



NO. 0065, Fairy Pokémon. HT: 4.3' - WT: 88.3 lbs.

Metronome
Choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

Magical Shot 100

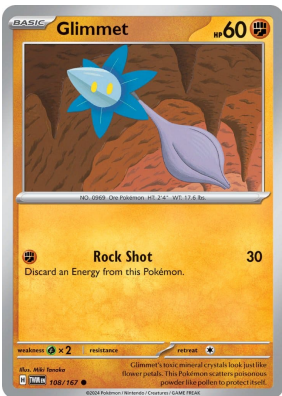
weakness ⚡ × 2 resistance retreat ★

Also, Skinning Weakness
It has an acute sense of hearing. It can easily hear a pin being dropped nearly 1,000 yards away.

NO. 0065, Fairy Pokémon. HT: 4.3' - WT: 88.3 lbs.









BASIC Farfetch'd **70** ★



Ability **Impromptu Carrier**
When you play this Pokémon from your hand onto your Bench during your turn, you may search your deck for a Pokémon Tool card and attach it to this Pokémon. Then, shuffle your deck.

★ **Mach Cut** 30
Discard a Special Energy from your opponent's Active Pokémon.

weakness ×2 resistance -30 retreat ★

Also, while in use:
It stalks this Pokémon carries in its wings serves as a sword for cut down opponents. In a like situation, the stalk can also serve as food.

132/167

BASIC Farfetch'd **70** ★ HOLO



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When you play this Pokémon from your hand onto your Bench during your turn, you may search your deck for a Pokémon Tool card and attach it to this Pokémon. Then, shuffle your deck.

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weakness ×2 resistance -30 retreat ★

Also, while in use:
It stalks this Pokémon carries in its wings serves as a sword for cut down opponents. In a like situation, the stalk can also serve as food.

132/167

BASIC Chansey **120** ★



★ **Lucky Attachment**
Attach a Basic Energy card from your hand to 1 of your Pokémon.

★★★ **Boundless Power** 80
During your next turn, this Pokémon can't attack.

weakness ×2 resistance retreat ★

Also, HYPODOMEK
It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

133/167

BASIC Chansey **120** ★ HOLO



★ **Lucky Attachment**
Attach a Basic Energy card from your hand to 1 of your Pokémon.

★★★ **Boundless Power** 80
During your next turn, this Pokémon can't attack.

weakness ×2 resistance retreat ★

Also, HYPODOMEK
It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

133/167

STAGE 1 Blissey **EX** **300** ★



Ability **Happy Switch**
Once during your turn, you may move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

★★★ **Return** 180
You may draw cards until you have 6 cards in your hand.

weakness ×2 resistance retreat ★★

Also, Normaloid
When your Pokémon EX is in Benched, your opponent takes 3 Basic cards.

134/167

BASIC Eevee **50** ★



★ **Ascension**
Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

★★★ **Quick Attack** 20+
Flip a coin. If heads, this attack does 20 more damage.

weakness ×2 resistance retreat ★

Also, when in use:
Its genetic code is irregular. It may mutate if it is exposed to radiation from element stones.

135/167

BASIC Eevee **50** ★ HOLO



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Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

★★★ **Quick Attack** 20+
Flip a coin. If heads, this attack does 20 more damage.

weakness ×2 resistance retreat ★

Also, when in use:
Its genetic code is irregular. It may mutate if it is exposed to radiation from element stones.

135/167

BASIC Snorlax **160** ★



★ **But First, Food**
Attach an Energy card from your hand to this Pokémon. If you do, heal 60 damage from this Pokémon.

★★★★★ **Heavy Impact** 160

weakness ×2 resistance retreat ★★

Also, Awakened Golem
Its stomach's digestive juices can dissolve any kind of poison. Eating things off the ground doesn't bother it at all.

136/167

BASIC Snorlax **160** ★ HOLO



★ **But First, Food**
Attach an Energy card from your hand to this Pokémon. If you do, heal 60 damage from this Pokémon.

★★★★★ **Heavy Impact** 160

weakness ×2 resistance retreat ★★

Also, Awakened Golem
Its stomach's digestive juices can dissolve any kind of poison. Eating things off the ground doesn't bother it at all.

136/167

BASIC Aipom **60** ★



★ **Hang Down** 10

★★ **Playful Kick** 20

weakness ×2 resistance retreat ★

Also, Mop Head
Its tail moves with greater dexterity than its hands. Making full use of this tail, Aipom lives high among the treetops.

137/167

BASIC Aipom **60** ★ HOLO



★ **Hang Down** 10

★★ **Playful Kick** 20

weakness ×2 resistance retreat ★

Also, Mop Head
Its tail moves with greater dexterity than its hands. Making full use of this tail, Aipom lives high among the treetops.

137/167

STAGE 1 Ambipom **110** ★



Ability **Wicked Tail**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may flip 2 coins. For each heads, choose a random card from your opponent's hand. Your opponent reveals those cards and shuffles them into their deck.

★★ **Gentle Slap** 100

weakness ×2 resistance retreat ★

Also, KICKBOY ID
Split into two, the tails are so adept at handling and doing things that Ambipom rarely uses its hands.

138/167

STAGE 1 Ambipom **110** ★ HOLO



Ability **Wicked Tail**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may flip 2 coins. For each heads, choose a random card from your opponent's hand. Your opponent reveals those cards and shuffles them into their deck.

★★ **Gentle Slap** 100

weakness ×2 resistance retreat ★

Also, KICKBOY ID
Split into two, the tails are so adept at handling and doing things that Ambipom rarely uses its hands.

138/167

BASIC Ducklett **60** ★



★ **Double Draw**
Draw 2 cards.

★ **Razor Wing** 20

weakness ×2 resistance -30 retreat ★

Also, Shikoh
It strengthens its body by diving into the depths of ponds, swimming around while looking for bog moss to eat.

139/167

BASIC Ducklett **60** ★ HOLO



★ **Double Draw**
Draw 2 cards.

★ **Razor Wing** 20

weakness ×2 resistance -30 retreat ★

Also, Shikoh
It strengthens its body by diving into the depths of ponds, swimming around while looking for bog moss to eat.

139/167

STAGE 1 Swanna **110** ★



★ **Fighting Wings** 20+
If your opponent's Active Pokémon is a Pokémon EX or Pokémon V this attack does 90 more damage.

★★ **Gust** 70

weakness ×2 resistance -30 retreat ★

Also, Swann Mage
It's said that many artists have taken inspiration from the sight of a Swanna performing a beautiful dance in the light of dawn.

140/167

STAGE 1 Swanna **110** ★ HOLO



★ **Fighting Wings** 20+
If your opponent's Active Pokémon is a Pokémon EX or Pokémon V this attack does 90 more damage.

★★ **Gust** 70

weakness ×2 resistance -30 retreat ★

Also, Swann Mage
It's said that many artists have taken inspiration from the sight of a Swanna performing a beautiful dance in the light of dawn.

140/167

BASIC Bloodmoon Ursaluna **EX** **260** ★



Ability **Seasoned Skill**
Blood Moon used by this Pokémon costs ★ less for each Prize card your opponent has taken.

★★★★★ **Blood Moon** 240
During your next turn, this Pokémon can't attack.

weakness ×2 resistance retreat ★★

Also, all of Ceph
When your Pokémon EX is Benched Out, your opponent takes 2 Prize cards.

141/167

Item **TRAINER** Accompanying Flute



Reveal the top 5 cards of your opponent's deck. You may choose any number of Basic Pokémon you find there and put those Pokémon onto their Bench. Your opponent shuffles the other cards back into their deck.

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

Also, AYUMI ODAISHIMA
142/167

Item **TRAINER** Accompanying Flute



Reveal the top 5 cards of your opponent's deck. You may choose any number of Basic Pokémon you find there and put those Pokémon onto their Bench. Your opponent shuffles the other cards back into their deck.

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

Also, AYUMI ODAISHIMA
142/167

Item **TRAINER** Bug Catching Set



Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of ○ Pokémon and Basic ○ Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

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

Also, AYUMI ODAISHIMA
143/167

Item **TRAINER** Bug Catching Set



Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of ○ Pokémon and Basic ○ Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

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

Also, AYUMI ODAISHIMA
143/167

Supporter **TRAINER** Caretaker



Draw 2 cards. If you drew any cards in this way and if Community Center is in play, shuffle this Caretaker into your deck instead of discarding it.

You may play only 1 Supporter card during your turn.

Also, Akira Kameyama
144/167

Supporter **TRAINER** Caretaker



Draw 2 cards. If you drew any cards in this way and if Community Center is in play, shuffle this Caretaker into your deck instead of discarding it.

You may play only 1 Supporter card during your turn.

Also, Akira Kameyama
144/167

Supporter **TRAINER** Carmine



If you go first, you may use this card during your first turn.

Discard your hand and draw 5 cards.

You may play only 1 Supporter card during your turn.

Also, Akira Kameyama
145/167

Supporter **TRAI** **HOLO**

Carmine



If you go first, you may use this card during your first turn.

Discard your hand and draw 5 cards.

Illus. Kenjiro
148/167 ♦ You may play only 1 Supporter card during your turn.

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Stadium **TRAINER**

Community Center



Once during each player's turn, if they played a Supporter card from their hand this turn, they may heal 10 damage from each of their Pokémon.

Illus. HARUNA Chikazane
146/167 ♦ 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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Stadium **TRAI** **HOLO**

Community Center



Once during each player's turn, if they played a Supporter card from their hand this turn, they may heal 10 damage from each of their Pokémon.

Illus. HARUNA Chikazane
146/167 ♦ 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**

Cook



Heal 70 damage from your Active Pokémon.

Illus. Mikiko Ishikawa
147/167 ♦ You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Cook



Heal 70 damage from your Active Pokémon.

Illus. Mikiko Ishikawa
147/167 ♦ You may play only 1 Supporter card during your turn.

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Item **TRAINER**

Enhanced Hammer



Discard a Special Energy from 1 of your opponent's Pokémon.

Illus. Kōji Yashikawa
148/167 ♦ You may play any number of Item cards during your turn.

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Item **TRAI** **HOLO**

Enhanced Hammer



Discard a Special Energy from 1 of your opponent's Pokémon.

Illus. Kōji Yashikawa
148/167 ♦ You may play any number of Item cards during your turn.

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Stadium **TRAINER**

Festival Grounds



Each Pokémon that has any Energy attached (both yours and your opponent's) recovers from all Special Conditions and can't be affected by any Special Conditions.

Illus. HARUNA Chikazane
149/167 ♦ 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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Stadium **TRAI** **HOLO**

Festival Grounds



Each Pokémon that has any Energy attached (both yours and your opponent's) recovers from all Special Conditions and can't be affected by any Special Conditions.

Illus. HARUNA Chikazane
149/167 ♦ 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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Pokémon Tool **TRAINER**

Handheld Fan



If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Teppei Banba
150/167 ♦ 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.

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Pokémon Tool **TRAI** **HOLO**

Handheld Fan



If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

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150/167 ♦ 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.

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Supporter **TRAINER**

Hassel



You can use this card only if any of your Pokémon were Knocked Out during your opponent's last turn.

Look at the top 8 cards of your deck and put up to 3 of them into your hand. Shuffle the other cards back into your deck.

Illus. GOSSAN
151/167 ♦ You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Hassel



You can use this card only if any of your Pokémon were Knocked Out during your opponent's last turn.

Look at the top 8 cards of your deck and put up to 3 of them into your hand. Shuffle the other cards back into your deck.

Illus. GOSSAN
151/167 ♦ You may play only 1 Supporter card during your turn.

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Item **TRAINER**

Hyper Aroma



Search your deck for up to 3 Stage 1 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Shōta Dochi
153/167 ♦ You may play any number of Item cards 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.

Illus. ARIYUO QOSHIMA
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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Stadium **TRAI** **HOLO**

Jamming Tower



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

Illus. ARIYUO QOSHIMA
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**

Kieran



Choose 1:

- Switch your Active Pokémon with 1 of your Benched Pokémon.
- During this turn, attacks used by your Pokémon do 30 more damage to your opponent's Active Pokémon **EX** and Active Pokémon **V** (before applying Weakness and Resistance).

Illus. GIDORA
154/167 ♦ You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Kieran



Choose 1:

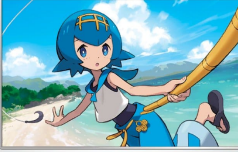
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Illus. GIDORA
154/167 ♦ You may play only 1 Supporter card during your turn.

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Supporter **TRAINER**

Lana's Aid



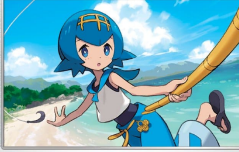
Put up to 3 in any combination of Pokémon that don't have a Rule Box and Basic Energy cards from your discard pile into your hand. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Anzaki Perennet
155/167 ♦ You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Lana's Aid



Put up to 3 in any combination of Pokémon that don't have a Rule Box and Basic Energy cards from your discard pile into your hand. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Anzaki Perennet
155/167 ♦ You may play only 1 Supporter card during your turn.

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Item **TRAINER**

Love Ball



Search your deck for a Pokémon with the same name as 1 of your opponent's Pokémon in play, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. Shōta Dochi Inc.
156/167 ♦ You may play any number of Item cards during your turn.

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Item **TRAI** **HOLO**

Love Ball



Search your deck for a Pokémon with the same name as 1 of your opponent's Pokémon in play, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. Shōta Dochi Inc.
156/167 ♦ You may play any number of Item cards during your turn.

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Supporter **TRAINER**

Lucian



Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player flips a coin. If heads, that player draws 6 cards. If tails, they draw 3 cards.

Illus. Inaf
157/167 ♦ You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Lucian



Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player flips a coin. If heads, that player draws 6 cards. If tails, they draw 3 cards.

Illus. Inaf
157/167 ♦ You may play only 1 Supporter card during your turn.

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Pokémon Tool **TRAINER**

Lucky Helmet



If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), draw 2 cards.

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158/167 ♦ 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.

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