

STAGE 1 N's Darmanitan **HP 140** 



NO. 0555, Basic Pokémon, HT: 4'-2", WT: 103.4 lbs.

Back Draft 30×
This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

Flamebody Cannon 90
Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1    0228/159

This Pokémon's power level rises along with the temperature of the fire, which can reach 3,200 degrees Fahrenheit.

STAGE 1 N's Darmanitan **HP 140**  HOLO



NO. 0555, Basic Pokémon, HT: 4'-2", WT: 103.4 lbs.

Back Draft 30×
This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

Flamebody Cannon 90
Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1    0227/159

This Pokémon's power level rises along with the temperature of the fire, which can reach 3,200 degrees Fahrenheit.

BASIC Larvesta **HP 80** 



NO. 0636, Basic Pokémon, HT: 2'-2", WT: 43.3 lbs.

Will-O-Wisp 10

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   028/159

In ancient times, Larvesta was worshipped as the emissary of the sun. However, it was also viewed as a burden since it often caused forest fires.

BASIC Larvesta **HP 80**  HOLO



NO. 0636, Basic Pokémon, HT: 2'-2", WT: 43.3 lbs.

Will-O-Wisp 10

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   028/159

In ancient times, Larvesta was worshipped as the emissary of the sun. However, it was also viewed as a burden since it often caused forest fires.

STAGE 1 Volcarona **HP 140** 



NO. 0637, Basic Pokémon, HT: 5'-2", WT: 101.4 lbs.

Smoldering Scales 80

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   029/159

This Pokémon catches burning scales. Most of the danger of these scales is not in their heat—it's in the way they rob the surrounding air of oxygen.

STAGE 1 Volcarona **HP 140**  HOLO



NO. 0637, Basic Pokémon, HT: 5'-2", WT: 101.4 lbs.

Smoldering Scales 80

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   029/159

This Pokémon catches burning scales. Most of the danger of these scales is not in their heat—it's in the way they rob the surrounding air of oxygen.

BASIC Reshiram **HP 220** 



NO. 0645, EX Pokémon, HT: 6'-10", WT: 268.6 lbs.

Fire Wing 40

Scorching Fire 200
Discard an Energy from this Pokémon.

Pokémon EX rule When your Pokémon EX is in a Restricted Set, your opponent takes 2 Prize cards.

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   031/159

BASIC Volcanion **HP 220** 



NO. 0646, EX Pokémon, HT: 5'-7", WT: 122.1 lbs.

Ability Scalding Steam
Once during your turn, if this Pokémon is in the Active Spot, you may make your opponent's Active Pokémon Burned.

Scorching Cyclone 160
Move an Energy from this Pokémon to 1 of your Benched Pokémon.

Pokémon EX rule When your Pokémon EX is in a Restricted Set, your opponent takes 2 Prize cards.

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   031/159

BASIC Articuno **HP 110** 



NO. 0144, Basic Pokémon, HT: 5'-7", WT: 122.1 lbs.

Frigid Fluttering
Search your deck for up to 2 Basic  Energy cards and attach them to this Pokémon. Then, shuffle your deck.

Ice Blast 110

Weakness:  ×2 Resistance:  -30 Retreat:  

Min. Retreat: 1   032/159

This Pokémon can control ice as well. Articuno is said to live in snowy mountains called with pinnacles.

BASIC Articuno **HP 110**  HOLO



NO. 0144, Basic Pokémon, HT: 5'-7", WT: 122.1 lbs.

Frigid Fluttering
Search your deck for up to 2 Basic  Energy cards and attach them to this Pokémon. Then, shuffle your deck.

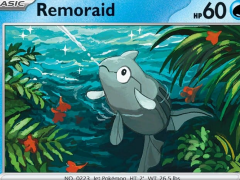
Ice Blast 110

Weakness:  ×2 Resistance:  -30 Retreat:  

Min. Retreat: 1   032/159

This Pokémon can control ice as well. Articuno is said to live in snowy mountains called with pinnacles.

BASIC Remoraidd **HP 60** 



NO. 0223, Basic Pokémon, HT: 2', WT: 25.5 lbs.

Flail 10×
This attack does 10 damage for each damage counter on this Pokémon.

Rain Splash 20

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   020/159

Using its dorsal fin as a reaction pad, it flings its opponent's catchable fish away for delivery.

BASIC Remoraidd **HP 60**  HOLO



NO. 0223, Basic Pokémon, HT: 2', WT: 25.5 lbs.

Flail 10×
This attack does 10 damage for each damage counter on this Pokémon.

Rain Splash 20

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   020/159

Using its dorsal fin as a reaction pad, it flings its opponent's catchable fish away for delivery.

STAGE 1 Octillery **HP 110** 



NO. 0224, Basic Pokémon, HT: 2'-11", WT: 42.8 lbs.

Aqua Wash 20
You may put an Energy attached to your opponent's Active Pokémon into their hand.

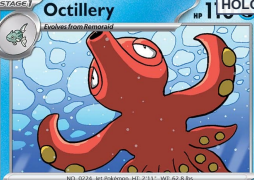
Octo Beatdown 90×
Flip a coin until you get tails. This attack does 90 damage for each heads.

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   034/159

It traps enemies with its suction-cupped tentacles, then smashes them with its rock-hard head.

STAGE 1 Octillery **HP 110**  HOLO



NO. 0224, Basic Pokémon, HT: 2'-11", WT: 42.8 lbs.

Aqua Wash 20
You may put an Energy attached to your opponent's Active Pokémon into their hand.

Octo Beatdown 90×
Flip a coin until you get tails. This attack does 90 damage for each heads.

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   034/159

It traps enemies with its suction-cupped tentacles, then smashes them with its rock-hard head.

BASIC Lotad **HP 60** 



NO. 0225, Basic Pokémon, HT: 1'-8", WT: 5.7 lbs.

Water Gun 20

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   020/159

The lotus leaf is said to be naturally dust repellent, and will shake clean even after transpiring. Pokémon that are covered in mud.

BASIC Lotad **HP 60**  HOLO



NO. 0225, Basic Pokémon, HT: 1'-8", WT: 5.7 lbs.

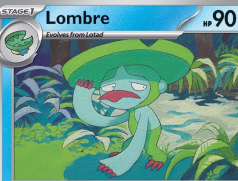
Water Gun 20

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   020/159

The lotus leaf is said to be naturally dust repellent, and will shake clean even after transpiring. Pokémon that are covered in mud.

STAGE 1 Lombre **HP 90** 



NO. 0221, Basic Pokémon, HT: 3'-11", WT: 71.7 lbs.

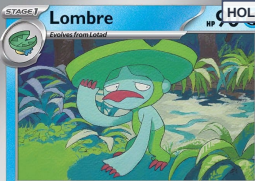
Aqua Slash 70
During your next turn, this Pokémon can't attack.

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   036/159

Q10 follows in Pokémon sets of a mischievous child who uses reborn as a Pokémon.

STAGE 1 Lombre **HP 90**  HOLO



NO. 0221, Basic Pokémon, HT: 3'-11", WT: 71.7 lbs.

Aqua Slash 70
During your next turn, this Pokémon can't attack.

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   036/159

Q10 follows in Pokémon sets of a mischievous child who uses reborn as a Pokémon.

STAGE 1 Ludicolo **HP 140** 



NO. 0222, Basic Pokémon, HT: 4'-11", WT: 121.3 lbs.

Ability Vibrant Dance
All of your Pokémon in play get +40 HP. The effect of Vibrant Dance doesn't stack.

Hydro Splash 130

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   037/159

There are steel tubes throughout its whole body that produce energy when hit by sound waves with a powerful rhythm.

STAGE 1 Ludicolo **HP 140**  HOLO



NO. 0222, Basic Pokémon, HT: 4'-11", WT: 121.3 lbs.

Ability Vibrant Dance
All of your Pokémon in play get +40 HP. The effect of Vibrant Dance doesn't stack.

Hydro Splash 130

Weakness:  ×2 Resistance:  Retreat:  

Min. Retreat: 1   037/159

There are steel tubes throughout its whole body that produce energy when hit by sound waves with a powerful rhythm.

BASIC Wingull **HP 60** 



NO. 0228, Basic Pokémon, HT: 2', WT: 20.9 lbs.

Flap 20

Weakness:  ×2 Resistance:  -30 Retreat:  

Min. Retreat: 1   038/159

It rides upon ocean winds as if it were a glider. In the winter, it heads toward the south.

BASIC Wingull **HP 60**  HOLO



NO. 0228, Basic Pokémon, HT: 2', WT: 20.9 lbs.

Flap 20

Weakness:  ×2 Resistance:  -30 Retreat:  

Min. Retreat: 1   038/159

It rides upon ocean winds as if it were a glider. In the winter, it heads toward the south.

STAGE 1 Pelipper **HP 120** 



NO. 0229, Basic Pokémon, HT: 2'-11", WT: 61.7 lbs.

Spit Up 30

Speed Dive 70

Weakness:  ×2 Resistance:  -30 Retreat:  

Min. Retreat: 1   039/159

It protects its young in its beak. It soaks up waves, trapping them in dark bubbles that the water can't catch.

STAGE 1 Pelipper **HP 120**  HOLO



NO. 0229, Basic Pokémon, HT: 2'-11", WT: 61.7 lbs.

Spit Up 30

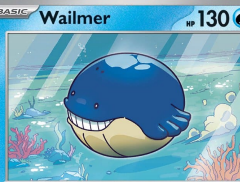
Speed Dive 70

Weakness:  ×2 Resistance:  -30 Retreat:  

Min. Retreat: 1   039/159

It protects its young in its beak. It soaks up waves, trapping them in dark bubbles that the water can't catch.

BASIC Wailmer **HP 130** 



NO. 0230, Basic Pokémon, HT: 6'-2", WT: 286.6 lbs.

Surf 60

Weakness:  ×2 Resistance:  Retreat:  

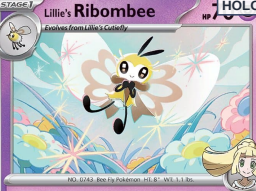
Min. Retreat: 1   040/159

When it rains, it produces a large amount of electricity. It becomes like a big, round ball. It's a ton of food.





STAGE 1 Lillie's Ribombee **HP 70** **HOLO**
Evolves from Lillie's Cutiefly



Ability **Inviting Wink**
 When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may have your opponent reveal their hand and you put any number of Basic Pokémon you find there onto their Bench.

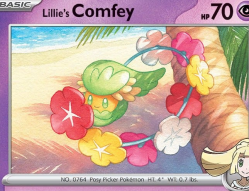
Magical Shot 50

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 067/159

It uses its wings to fly. When it flutters, it releases a cloud of pollen. It uses this pollen to make its opponents feel sleepy.

BASIC Lillie's Comfey **HP 70**



Inviting Flowers
 You may search your deck for any number of Basic Lillie's Comfey and put them onto your Bench. Then, shuffle your deck.

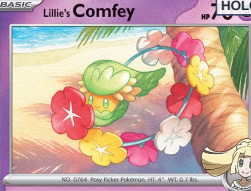
Fade Out 30
 Put this Pokémon and all attached cards into your hand.

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 068/159

It uses its vine to pick flowers. The flowers that Comfey attaches to itself develop healing properties.

BASIC Lillie's Comfey **HP 70**



Inviting Flowers
 You may search your deck for any number of Basic Lillie's Comfey and put them onto your Bench. Then, shuffle your deck.

Fade Out 30
 Put this Pokémon and all attached cards into your hand.

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 068/159

It uses its vine to pick flowers. The flowers that Comfey attaches to itself develop healing properties.

BASIC Mimikyu **HP 190**



Mischievous Hands
 Choose 2 of your opponent's Pokémon and put 3 damage counters on each of them.

Ghostly Trip 120
 Your opponent's Active Pokémon is now Confused.

weakness x2 resistance -30 retreat

Min. Name: Sato
 Ill. Name: Sato
 # 069/159

It uses its ghostly powers to scare its opponents. It is popular with people who love to be scared.

BASIC Dhelmise **HP 130**



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

Anchor Smash 130

weakness x2 resistance -30 retreat

Min. Name: Sato
 Ill. Name: Sato
 # 070/159

After a piece of seaweed merged with debris from a volcanic ship, it was reborn as this ghost Pokémon.

BASIC Dhelmise **HP 130** **HOLO**



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

Anchor Smash 130

weakness x2 resistance -30 retreat

Min. Name: Sato
 Ill. Name: Sato
 # 070/159

After a piece of seaweed merged with debris from a volcanic ship, it was reborn as this ghost Pokémon.

BASIC Impidimp **HP 70**



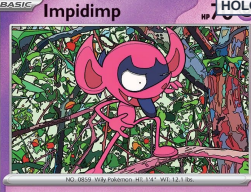
Gentle Slap 20

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 071/159

They live in groups, pestering and playing pranks on each other to push their misdeeds and pranks.

BASIC Impidimp **HP 70** **HOLO**



Gentle Slap 20

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 071/159

They live in groups, pestering and playing pranks on each other to push their misdeeds and pranks.

STAGE 1 Morgrem **HP 90**



Light Punch 30

Smash Kick 50

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 072/159

This Pokémon absorbs negative emotions and turns them into energy. It's popular with people who love to be scared.

STAGE 1 Morgrem **HP 90** **HOLO**



Light Punch 30

Smash Kick 50

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 072/159

This Pokémon absorbs negative emotions and turns them into energy. It's popular with people who love to be scared.

STAGE 1 Grimmsnarl **HP 170**



Shadowy Knot 50x
 This attack does 50 damage for each in your opponent's Active Pokémon's Retreat Cost.

Mega Punch 120

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 073/159

It lives deep within the forest. Even after evolving into this updated form, it hasn't grown up on its petty misdeeds and pranks.

STAGE 1 Grimmsnarl **HP 170** **HOLO**



Shadowy Knot 50x
 This attack does 50 damage for each in your opponent's Active Pokémon's Retreat Cost.

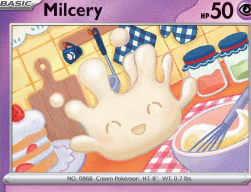
Mega Punch 120

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 073/159

It lives deep within the forest. Even after evolving into this updated form, it hasn't grown up on its petty misdeeds and pranks.

BASIC Milcery **HP 50**



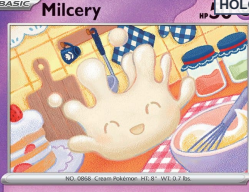
Tackle 20

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 074/159

When attacked, it takes its foe and covers them in cream. With its foe either blinded or weakened by dishevelment, Milcery fires.

BASIC Milcery **HP 50** **HOLO**



Tackle 20

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 074/159

When attacked, it takes its foe and covers them in cream. With its foe either blinded or weakened by dishevelment, Milcery fires.

STAGE 1 Alcremie **HP 250**



Confectionary Gift
 Once during your turn, you may heal 30 damage from 1 of your Pokémon.

Whipped Shot 160

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 075/159

It lives deep within the forest. Even after evolving into this updated form, it hasn't grown up on its petty misdeeds and pranks.

BASIC Cubone **HP 70**



Stampede 10

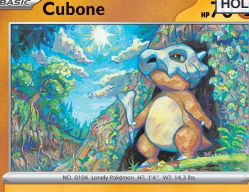
Light Punch 20

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 076/159

When the memory of its deepest fear brings it to tears, its cries echo resoundingly within the skull it wears on its head.

BASIC Cubone **HP 70** **HOLO**



Stampede 10

Light Punch 20

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 076/159

When the memory of its deepest fear brings it to tears, its cries echo resoundingly within the skull it wears on its head.

BASIC Swinub **HP 70**



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

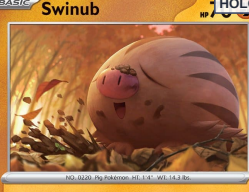
Lunge Out 10

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 077/159

It searches for food by digging into the ground with its snout. Even frozen ground doesn't give it any trouble.

BASIC Swinub **HP 70** **HOLO**



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

Lunge Out 10

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 077/159

It searches for food by digging into the ground with its snout. Even frozen ground doesn't give it any trouble.

STAGE 1 Piloswine **HP 100**



Strength 20

Impaling Tusk 50

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 078/159

Covered by a shaggy coat, it is resistant to the cold. Its back of ice thickens when it snows.

STAGE 1 Piloswine **HP 100** **HOLO**



Strength 20

Impaling Tusk 50

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 078/159

Covered by a shaggy coat, it is resistant to the cold. Its back of ice thickens when it snows.

STAGE 1 Mamoswine **HP 340**



Mammoth Hauler
 Once during your turn, you may search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Rumbling March 180+
 This attack does 40 more damage for each Stage 2 Pokémon on your Bench.

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 079/159

It lives deep within the forest. Even after evolving into this updated form, it hasn't grown up on its petty misdeeds and pranks.

BASIC Larvitar **HP 70**



Crunch 20
 Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 080/159

From deep underground, this Pokémon becomes a prehistoric roaring monster that makes a roar.

BASIC Larvitar **HP 70** **HOLO**



Crunch 20
 Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 080/159

From deep underground, this Pokémon becomes a prehistoric roaring monster that makes a roar.

STAGE 1 Pupitar **HP 90**

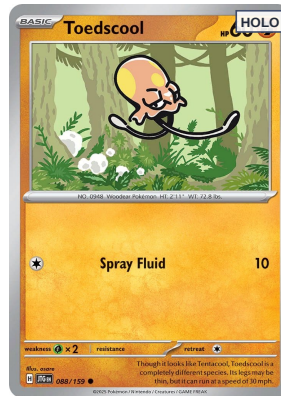
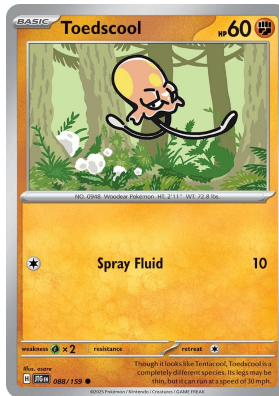
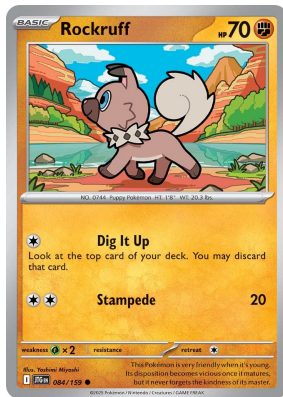


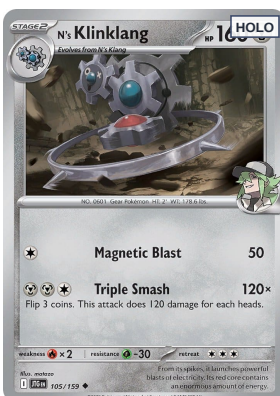
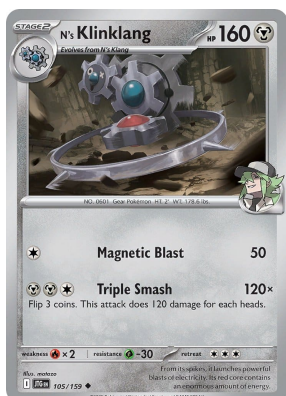
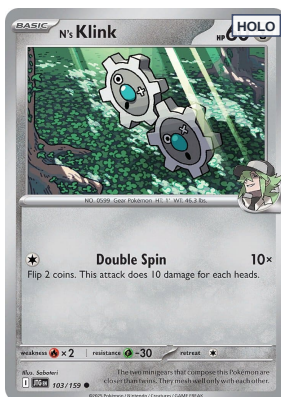
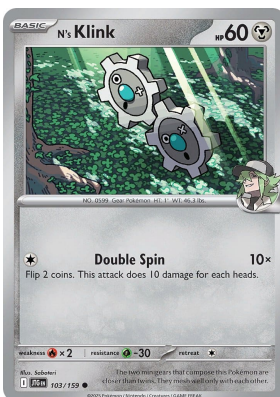
Take Down 60
 This Pokémon also does 20 damage to itself.

weakness x2 resistance retreat

Min. Name: Sato
 Ill. Name: Sato
 # 081/159

This pupa lives around while waiting with great force. It can breathe out flames.





BASIC **Magearna** **HOLO** **HP 100**



Ability **Auto Heal**
As long as this Pokémon is in the Active Spot, whenever you attach an Energy card from your hand to 1 of your Pokémon, heal 90 damage from that Pokémon.

★ **Spike Draw** 20
Draw 2 cards.

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 107/159

NO. 0829: Ancient Pokémon. HT: 2'-3". WT: 172.6 lbs.

Although it was built roughly 500 years ago by ancient, the part called the Soul Shield is the actual life-form.

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STAGE 2 **Hop's Corviknight** **HP 170**



Evolves from Hop's Corviknight

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

★ **Steel Wing** 150
During your opponent's next turn, this Pokémon takes 60 less damage from attacks (after applying Weakness and Resistance).

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 108/159

NO. 0822: Raven Pokémon. HT: 2'-3". WT: 165.3 lbs.

Although its wings have partly turned to steel and become heavy as a result, this Pokémon flies through the skies with ease.

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STAGE 2 **Hop's Corviknight** **HOLO** **HP 170**



Evolves from Hop's Corviknight

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

★ **Steel Wing** 150
During your opponent's next turn, this Pokémon takes 60 less damage from attacks (after applying Weakness and Resistance).

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 108/159

NO. 0822: Raven Pokémon. HT: 2'-3". WT: 165.3 lbs.

Although its wings have partly turned to steel and become heavy as a result, this Pokémon flies through the skies with ease.

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BASIC **Cufant** **HP 100**



Rollout 80

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 109/159

NO. 0828: Capeworm Pokémon. HT: 2'-11". WT: 203.5 lbs.

Cufant can lift loads weighing five tons. In the morning, it feeds its cubs with its tent. In search of the one suitable for its cubs, it feeds.

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BASIC **Cufant** **HOLO** **HP 100**



Rollout 80

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 109/159

NO. 0828: Capeworm Pokémon. HT: 2'-11". WT: 203.5 lbs.

Cufant can lift loads weighing five tons. In the morning, it feeds its cubs with its tent. In search of the one suitable for its cubs, it feeds.

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STAGE 1 **Copperajah** **HP 190**



Evolves from Bagon

★ **Ram** 100

★ **Mega Impact** 160

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 110/159

NO. 0829: Capeworm Pokémon. HT: 2'-11". WT: 143.3 lbs.

Copperajah is a prehistoric, Cantanarian Pokémon. Specimens with vibrant green skin (common) and the elegant of others of their kind.

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STAGE 1 **Copperajah** **HOLO** **HP 190**



Evolves from Bagon

★ **Ram** 100

★ **Mega Impact** 160

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 110/159

NO. 0829: Capeworm Pokémon. HT: 2'-11". WT: 143.3 lbs.

Copperajah is a prehistoric, Cantanarian Pokémon. Specimens with vibrant green skin (common) and the elegant of others of their kind.

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BASIC **Hop's Zacian** **EX** **HP 230**



Evolves from Bagon

★ **Insta-Strike** 30
This attack also does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

★ **Brave Slash** 240
During your next turn, this Pokémon can't use Brave Slash.

Pokémon EX rule When your Pokémon EX is in the Active Spot, your opponent takes 2 Prize cards.

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 111/159

NO. 0829: Capeworm Pokémon. HT: 2'-11". WT: 143.3 lbs.

Copperajah is a prehistoric, Cantanarian Pokémon. Specimens with vibrant green skin (common) and the elegant of others of their kind.

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BASIC **Bagon** **HP 70**



★ **Bite** 10

★ **Reckless Charge** 50
This Pokémon also does 10 damage to itself.

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 112/159

NO. 0821: Rock head Pokémon. HT: 2'-11". WT: 82.6 lbs.

Bagon has a head that can shatter boulders. It is longly hopes for wings to grow out can fly.

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BASIC **Bagon** **HOLO** **HP 70**



★ **Bite** 10

★ **Reckless Charge** 50
This Pokémon also does 10 damage to itself.

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 112/159

NO. 0821: Rock head Pokémon. HT: 2'-11". WT: 82.6 lbs.

Bagon has a head that can shatter boulders. It is longly hopes for wings to grow out can fly.

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STAGE 1 **Shelgon** **HP 100**



Evolves from Bagon

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

★ **Heavy Impact** 80

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 113/159

NO. 0822: Endurance Pokémon. HT: 2'-11". WT: 223.6 lbs.

The cells within its shell transform with regular speed, preparing it for evolution.

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STAGE 1 **Shelgon** **HOLO** **HP 100**



Evolves from Bagon

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

★ **Heavy Impact** 80

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 113/159

NO. 0822: Endurance Pokémon. HT: 2'-11". WT: 223.6 lbs.

The cells within its shell transform with regular speed, preparing it for evolution.

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STAGE 2 **Salamence** **EX** **HP 320**



Evolves from Shelgon

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

★ **Dragon Impact** 300
Discard 2 Energy from this Pokémon.

Pokémon EX rule When your Pokémon EX is in the Active Spot, your opponent takes 2 Prize cards.

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 114/159

NO. 0823: Dragon Pokémon. HT: 2'-11". WT: 101.6 lbs.

Salamence is a prehistoric, Cantanarian Pokémon. Specimens with vibrant green skin (common) and the elegant of others of their kind.

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BASIC **Druidragon** **HP 120**



★ **Dragon's Fury** 20
Attach a Basic Energy card from your discard pile to 1 of your Pokémon.

★ **Slashing Claw** 120

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 115/159

NO. 0821: Cave Pokémon. HT: 2'-11". WT: 80.6 lbs.

Druidragon is a prehistoric, Cantanarian Pokémon. Specimens with vibrant green skin (common) and the elegant of others of their kind.

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BASIC **Druidragon** **HOLO** **HP 120**



★ **Dragon's Fury** 20
Attach a Basic Energy card from your discard pile to 1 of your Pokémon.

★ **Slashing Claw** 120

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 115/159

NO. 0821: Cave Pokémon. HT: 2'-11". WT: 80.6 lbs.

Druidragon is a prehistoric, Cantanarian Pokémon. Specimens with vibrant green skin (common) and the elegant of others of their kind.

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BASIC **N's Reshiram** **HP 130**



★ **Powerful Rage** 20×
This attack does 20 damage for each damage counter on this Pokémon.

★ **Virtuous Flame** 170

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 116/159

NO. 0824: Vast White Pokémon. HT: 2'-11". WT: 223.6 lbs.

According to myth, if people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

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BASIC **N's Reshiram** **HOLO** **HP 130**



★ **Powerful Rage** 20×
This attack does 20 damage for each damage counter on this Pokémon.

★ **Virtuous Flame** 170

weakness × 2 resistance -30 retreat ★

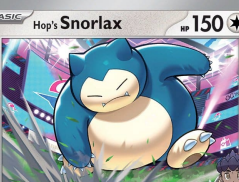
Min. HP: 100
Max. HP: 116/159

NO. 0824: Vast White Pokémon. HT: 2'-11". WT: 223.6 lbs.

According to myth, if people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

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BASIC **Hop's Snorlax** **HP 150**



★ **Extra Helpings** 140
Attacks used by your Hop's Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance). The effect of Extra Helpings doesn't stack.

★ **Dynamic Press** 140
This Pokémon also does 80 damage to itself.

weakness × 2 resistance -30 retreat ★

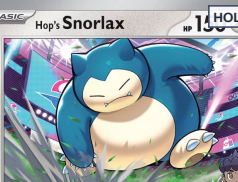
Min. HP: 100
Max. HP: 117/159

NO. 0825: Sleeping Pokémon. HT: 6'-11". WT: 101.6 lbs.

The gluttonous Pokémon eats constantly, apart from when it's asleep. It discards nearly 900 pounds of food per day.

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BASIC **Hop's Snorlax** **HOLO** **HP 150**



★ **Extra Helpings** 140
Attacks used by your Hop's Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance). The effect of Extra Helpings doesn't stack.

★ **Dynamic Press** 140
This Pokémon also does 80 damage to itself.

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 117/159

NO. 0825: Sleeping Pokémon. HT: 6'-11". WT: 101.6 lbs.

The gluttonous Pokémon eats constantly, apart from when it's asleep. It discards nearly 900 pounds of food per day.

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BASIC **Sentret** **HP 60**



★ **Smack** 20

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 118/159

NO. 0163: Small Pokémon. HT: 2'-11". WT: 13.2 lbs.

This Pokémon is extremely cautious. Its supple tail is well-used and firm to the touch.

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BASIC **Sentret** **HOLO** **HP 60**



★ **Smack** 20

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 118/159

NO. 0163: Small Pokémon. HT: 2'-11". WT: 13.2 lbs.

This Pokémon is extremely cautious. Its supple tail is well-used and firm to the touch.

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STAGE 1 **Furret** **HP 120**



Evolves from Sentret

★ **Scratch** 40

★ **Jet Headbutt** 70

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 119/159

NO. 0162: Long Body Pokémon. HT: 5'-11". WT: 71.2 lbs.

It relies on its long, narrow neck. Once they're old enough, it takes them outside the nest to prepare them for independence.

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STAGE 1 **Furret** **HOLO** **HP 120**



Evolves from Sentret

★ **Scratch** 40

★ **Jet Headbutt** 70

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 119/159

NO. 0162: Long Body Pokémon. HT: 5'-11". WT: 71.2 lbs.

It relies on its long, narrow neck. Once they're old enough, it takes them outside the nest to prepare them for independence.

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BASIC **Dunsparce** **HP 70**



★ **Trading Places** 20
Switch this Pokémon with 1 of your Benched Pokémon.

★ **Ram** 20

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 120/159

NO. 0035: Land Snake Pokémon. HT: 4'-11". WT: 20.9 lbs.

It creates mazes in dark locations. When spotted, it flows into the ground by digging with its tail.

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BASIC **Dunsparce** **HOLO** **HP 70**



★ **Trading Places** 20
Switch this Pokémon with 1 of your Benched Pokémon.

★ **Ram** 20

weakness × 2 resistance -30 retreat ★

Min. HP: 100
Max. HP: 120/159

NO. 0035: Land Snake Pokémon. HT: 4'-11". WT: 20.9 lbs.

It creates mazes in dark locations. When spotted, it flows into the ground by digging with its tail.

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STAGE 1 Hop's Corvisquire **HP 90** ★

Evolves from Hop's Rookidee



NO. 0824, Storm Pokémon, H1, 2-7, WI, 29.8 Bn.

★ Speed Dive 30

★★★ Razor Wing 80

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Scavenger Guyline This intelligent Pokémon will quickly learn how to use any tool it can hold in its beak or its talons.

134/159

STAGE 1 Hop's Corvisquire **HP 90** ★ **HOLO**

Evolves from Hop's Rookidee



NO. 0824, Storm Pokémon, H1, 2-7, WI, 29.8 Bn.

★ Speed Dive 30

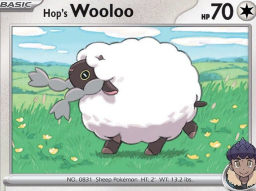
★★★ Razor Wing 80

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Scavenger Guyline This intelligent Pokémon will quickly learn how to use any tool it can hold in its beak or its talons.

134/159

BASIC Hop's Wooloo **HP 70** ★



NO. 0825, Sheep Pokémon, H1, 2, WI, 1.2 Bn.

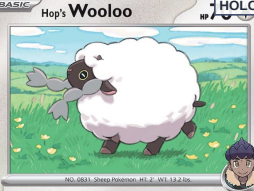
★★★ Smash Kick 50

weakness ♀ ×2 resistance ♂ retreat ★

Also, Tamest Chalk If its fleece grows too long, Wooloo won't be able to move. Cloth made with the wool of this Pokémon is surprisingly strong.

135/159

BASIC Hop's Wooloo **HP 70** ★ **HOLO**



NO. 0825, Sheep Pokémon, H1, 2, WI, 1.2 Bn.

★★★ Smash Kick 50

weakness ♀ ×2 resistance ♂ retreat ★

Also, Tamest Chalk If its fleece grows too long, Wooloo won't be able to move. Cloth made with the wool of this Pokémon is surprisingly strong.

135/159

STAGE 1 Hop's Dubwool **HP 120** ★

Evolves from Hop's Wooloo



NO. 0826, Sheep Pokémon, H1, 4-7, WI, 34.8 Bn.

Ability Defiant Horn
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may switch in 1 of your opponent's Benched Pokémon to the Active Spot.

★★★ Headbutt 80

weakness ♀ ×2 resistance ♂ retreat ★

Also, Ryme Marquage Its majestic horns are meant only to impress the opposite gender. They never see use in battle.

136/159

STAGE 1 Hop's Dubwool **HP 120** ★ **HOLO**

Evolves from Hop's Wooloo



NO. 0826, Sheep Pokémon, H1, 4-7, WI, 34.8 Bn.

Ability Defiant Horn
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may switch in 1 of your opponent's Benched Pokémon to the Active Spot.

★★★ Headbutt 80

weakness ♀ ×2 resistance ♂ retreat ★

Also, Ryme Marquage Its majestic horns are meant only to impress the opposite gender. They never see use in battle.

136/159

BASIC Cramorant **HP 110** ★



NO. 0845, Gulp Pokémon, H1, 2-7, WI, 29.8 Bn.

★★ Ceaseless Spitting 50×
Flip a coin until you get tails. This attack does 50 damage for each heads.

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Tamest Chalk It's an incredibly poor learner because it uses the bare minimum amount of energy for its brain. It focuses on battling instead.

127/159

BASIC Cramorant **HP 110** ★ **HOLO**



NO. 0845, Gulp Pokémon, H1, 2-7, WI, 29.8 Bn.

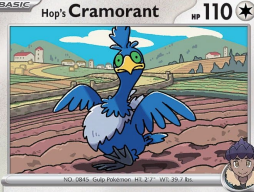
★★ Ceaseless Spitting 50×
Flip a coin until you get tails. This attack does 50 damage for each heads.

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Tamest Chalk It's an incredibly poor learner because it uses the bare minimum amount of energy for its brain. It focuses on battling instead.

127/159

BASIC Hop's Cramorant **HP 110** ★



NO. 0845, Gulp Pokémon, H1, 2-7, WI, 29.8 Bn.

★ Fickle Spitting 120
If your opponent doesn't have exactly 3 or 4 Prize cards remaining, this attack does nothing.

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Subdel Cramorant instinctively swallow everything whole. They're at their most formidable when they're struggling to swallow overly large prey.

138/159

BASIC Hop's Cramorant **HP 110** ★ **HOLO**



NO. 0845, Gulp Pokémon, H1, 2-7, WI, 29.8 Bn.

★ Fickle Spitting 120
If your opponent doesn't have exactly 3 or 4 Prize cards remaining, this attack does nothing.

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Subdel Cramorant instinctively swallow everything whole. They're at their most formidable when they're struggling to swallow overly large prey.

138/159

BASIC Lechonk **HP 70** ★



NO. 0515, Hog Pokémon, H1, 1-5, WI, 22.5 Bn.

★ Ram 10

weakness ♀ ×2 resistance ♂ retreat ★

Also, OKACHEKE This Pokémon spurs all but the finest of foods. Its body gives off an herblike scent that bug Pokémon detect.

139/159

BASIC Lechonk **HP 70** ★ **HOLO**



NO. 0515, Hog Pokémon, H1, 1-5, WI, 22.5 Bn.

★ Ram 10

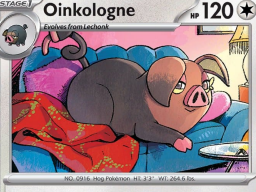
weakness ♀ ×2 resistance ♂ retreat ★

Also, OKACHEKE This Pokémon spurs all but the finest of foods. Its body gives off an herblike scent that bug Pokémon detect.

139/159

STAGE 1 Oinkologne **HP 120** ★

Evolves from Lechonk



NO. 0516, Hog Pokémon, H1, 2-7, WI, 26.8 Bn.

★★ Aromatic Stomps 50
Flip a coin. If heads, during your opponent's next turn, the Defending Pokémon can't attack.

★★★ Headbutt Bounce 120

weakness ♀ ×2 resistance ♂ retreat ★

Also, Mine Nohki This is a metallic Pokémon that likes to keep things dry. It throws itself as a flail arena that soothes the Pokémon around it.

140/159

STAGE 1 Oinkologne **HP 120** ★ **HOLO**

Evolves from Lechonk



NO. 0516, Hog Pokémon, H1, 2-7, WI, 26.8 Bn.

★★ Aromatic Stomps 50
Flip a coin. If heads, during your opponent's next turn, the Defending Pokémon can't attack.

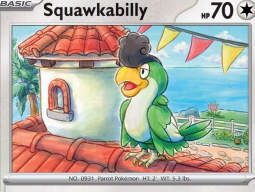
★★★ Headbutt Bounce 120

weakness ♀ ×2 resistance ♂ retreat ★

Also, Mine Nohki This is a metallic Pokémon that likes to keep things dry. It throws itself as a flail arena that soothes the Pokémon around it.

140/159

BASIC Squawkability **HP 70** ★



NO. 0523, Pigeon Pokémon, H1, 2, WI, 5.3 Bn.

★ Add On
Draw 2 cards.

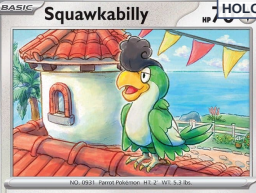
★★ Hyper Voice 40

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Gossan Green-feathered flocks hold the most sway. When they're out searching for food in the mornings and evenings, it gets very noisy.

141/159

BASIC Squawkability **HP 70** ★ **HOLO**



NO. 0523, Pigeon Pokémon, H1, 2, WI, 5.3 Bn.

★ Add On
Draw 2 cards.

★★ Hyper Voice 40

weakness ♀ ×2 resistance ♂ -30 retreat ★

Also, Gossan Green-feathered flocks hold the most sway. When they're out searching for food in the mornings and evenings, it gets very noisy.

141/159

Supporter Billy & O'Nare **TRAINER** **HOLO**



NO. 0524, Trainer, H1, 2, WI, 1.2 Bn.

Draw 2 cards. Then, if you have 10 or more cards in your hand, draw 2 more cards.

weakness ♀ ×2 resistance ♂ retreat ★

Also, Sennel Salomon You may play only 1 Supporter card during your turn.

142/159

Supporter Billy & O'Nare **TRAINER** **HOLO**



NO. 0524, Trainer, H1, 2, WI, 1.2 Bn.

Draw 2 cards. Then, if you have 10 or more cards in your hand, draw 2 more cards.

weakness ♀ ×2 resistance ♂ retreat ★

Also, Sennel Salomon You may play only 1 Supporter card during your turn.

142/159

Supporter Black Belt's Training **TRAINER** **HOLO**



NO. 0525, Trainer, H1, 2, WI, 1.2 Bn.

During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

weakness ♀ ×2 resistance ♂ retreat ★

Also, Gossan You may play only 1 Supporter card during your turn.

143/159

Supporter Black Belt's Training **TRAINER** **HOLO**



NO. 0525, Trainer, H1, 2, WI, 1.2 Bn.

During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

weakness ♀ ×2 resistance ♂ retreat ★

Also, Gossan You may play only 1 Supporter card during your turn.

143/159

Supporter Black Belt's Training **TRAINER** **HOLO**



NO. 0525, Trainer, H1, 2, WI, 1.2 Bn.

During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

weakness ♀ ×2 resistance ♂ retreat ★

Also, Gossan You may play only 1 Supporter card during your turn.

143/159

Supporter Black Belt's Training **TRAINER** **HOLO**



NO. 0525, Trainer, H1, 2, WI, 1.2 Bn.

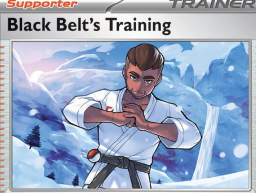
During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

weakness ♀ ×2 resistance ♂ retreat ★

Also, Gossan You may play only 1 Supporter card during your turn.

143/159

Supporter Black Belt's Training **TRAINER** **HOLO**



NO. 0525, Trainer, H1, 2, WI, 1.2 Bn.

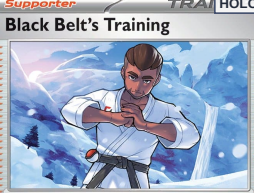
During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

weakness ♀ ×2 resistance ♂ retreat ★

Also, Gossan You may play only 1 Supporter card during your turn.

143/159

Supporter Black Belt's Training **TRAINER** **HOLO**



NO. 0525, Trainer, H1, 2, WI, 1.2 Bn.

During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

weakness ♀ ×2 resistance ♂ retreat ★

Also, Gossan You may play only 1 Supporter card during your turn.

143/159

Supporter Brock's Scouting **TRAINER** **HOLO**



NO. 0526, Trainer, H1, 2, WI, 1.2 Bn.

Search your deck for up to 2 Basic Pokémon or 1 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

weakness ♀ ×2 resistance ♂ retreat ★

Also, Tamest You may play only 1 Supporter card during your turn.

146/159

Supporter TRAI HOLO

Brock's Scouting



Search your deck for up to 2 Basic Pokémon or 1 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Nameless
146/159

Item TRAINER

Hop's Bag



Search your deck for up to 2 Basic Hop's Pokémon and put them onto your Bench. Then, shuffle your deck.

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

Also, Ariana Ohashima
147/159

Item TRAI HOLO

Hop's Bag



Search your deck for up to 2 Basic Hop's Pokémon and put them onto your Bench. Then, shuffle your deck.

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

Also, Ariana Ohashima
147/159

Pokémon Tool TRAINER

Hop's Choice Band



Attacks used by the Hop's Pokémon this card is attached to cost $\frac{1}{2}$ less and do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Flavor Text: 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.

Also, Teppei Beech
148/159

Pokémon Tool TRAI HOLO

Hop's Choice Band



Attacks used by the Hop's Pokémon this card is attached to cost $\frac{1}{2}$ less and do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Flavor Text: 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.

Also, Teppei Beech
148/159

Supporter TRAINER

Iris's Fighting Spirit



You can use this card only if you discard another card from your hand.

Draw cards until you have 6 cards in your hand.

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Nameless
149/159

Supporter TRAI HOLO

Iris's Fighting Spirit



You can use this card only if you discard another card from your hand.

Draw cards until you have 6 cards in your hand.

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Nameless
149/159

Stadium TRAINER

Levinciaia



Once during each player's turn, that player may put up to 2 Basic $\frac{1}{2}$ Energy cards from their discard pile into their hand.

Flavor Text: 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.

Also, Marina Okamoto
150/159

Stadium TRAI HOLO

Levinciaia



Once during each player's turn, that player may put up to 2 Basic $\frac{1}{2}$ Energy cards from their discard pile into their hand.

Flavor Text: 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.

Also, Marina Okamoto
150/159

Pokémon Tool TRAINER

Lillie's Pearl



If the Lillie's Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 fewer Prize card.

Flavor Text: 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.

Also, Ariana Ohashima
151/159

Pokémon Tool TRAI HOLO

Lillie's Pearl



If the Lillie's Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 fewer Prize card.

Flavor Text: 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.

Also, Ariana Ohashima
151/159

Stadium TRAINER

N's Castle



N's Pokémon in play (both yours and your opponent's) have no Retreat Cost.

Flavor Text: 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.

Also, Ariana Ohashima
152/159

Stadium TRAI HOLO

N's Castle



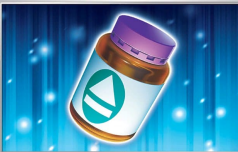
N's Pokémon in play (both yours and your opponent's) have no Retreat Cost.

Flavor Text: 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.

Also, Ariana Ohashima
152/159

Item TRAINER

N's PP Up



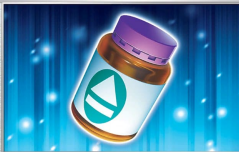
Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

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

Also, Teppei Beech
153/159

Item TRAI HOLO

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

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

Also, Teppei Beech
153/159

Stadium TRAINER

Postwick



Attacks used by Hop's Pokémon (both yours and your opponent's) do 30 more damage to the opponent's Active Pokémon (before applying Weakness and Resistance).

Flavor Text: 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.

Also, Ariana Ohashima
154/159

Stadium TRAI HOLO

Postwick



Attacks used by Hop's Pokémon (both yours and your opponent's) do 30 more damage to the opponent's Active Pokémon (before applying Weakness and Resistance).

Flavor Text: 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.

Also, Ariana Ohashima
154/159

Supporter TRAINER

Professor's Research



Discard your hand and draw 7 cards.

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Nameless
155/159

Supporter TRAI HOLO

Professor's Research



Discard your hand and draw 7 cards.

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Nameless
155/159

Item TRAINER

Redeemable Ticket



Count your Prize cards, shuffle them, and put them on the bottom of your deck. Then, take that many cards from the top of your deck and put them face down as your Prize cards.

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

Also, Studio Bore Inc.
156/159

Item TRAI HOLO

Redeemable Ticket



Count your Prize cards, shuffle them, and put them on the bottom of your deck. Then, take that many cards from the top of your deck and put them face down as your Prize cards.

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

Also, Studio Bore Inc.
156/159

Supporter TRAINER

Ruffian



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

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Hideo Aikawa
157/159

Supporter TRAI HOLO

Ruffian



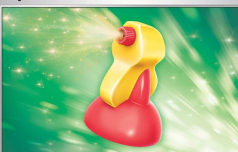
Discard a Pokémon Tool and a Special Energy from 1 of your opponent's Pokémon.

Flavor Text: You may play only 1 Supporter card during your turn.

Also, Hideo Aikawa
157/159

Item TRAINER

Super Potion



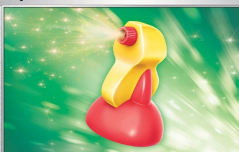
Heal 60 damage from 1 of your Pokémon. If you healed any damage in this way, discard an Energy from that Pokémon.

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

Also, Studio Bore Inc.
158/159

Item TRAI HOLO

Super Potion



Heal 60 damage from 1 of your Pokémon. If you healed any damage in this way, discard an Energy from that Pokémon.

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

Also, Studio Bore Inc.
158/159

