

SUN & MOON

CELESTIAL

STORM

BASIC **Bellsprout** **HP 60**



NO. 069 Flower Pokémon HT 2'04" WT 5.8 lbs.

Blot 20
Heal 10 damage from this Pokémon.

weakness **Fire** x2 | resistance | retreat

Illus. Masako Yamashita
4/158

Its head looks like a human face. Because of the fact, it is rumored to be a type of legendary manebreak plant.

STAGE 1 **Weepinbell** **HP 80**



NO. 070 Parasitic Pokémon HT 3'03" WT 14.1 lbs.

Growth
Attach up to 2 Energy cards from your hand to this Pokémon.


Double Razor Leaf 30x
Flip 2 coins. This attack does 30 damage for each heads.

weakness **Fire** x2 | resistance | retreat

Illus. Miki Tanaka
2/158

It spits out Poison Powder to immobilize the enemy and then finishes it with a spray of Acid.

STAGE 2 **Victreebel** **HP 140**



NO. 071 Parasitic Pokémon HT 5'07" WT 34.2 lbs.

Ability **Fragrance Trap**
Once during your turn (before your attack), you may flip a coin. If heads, switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

Corrosive Acid 80
Flip a coin. If heads, your opponent's Active Pokémon is now Burned.

weakness **Fire** x2 | resistance | retreat

Illus. Miki Tanaka
3/158

Once ingested into this Pokémon's body, even the hardest object will melt into nothing.

BASIC **Scyther** **HP 70**



NO. 128 Martial Pokémon HT 4'11" WT 123.5 lbs.

Twin Play
Search your deck for up to 2 Scyther and put them onto your Bench. Then, shuffle your deck.

Agility 20
Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

weakness **Fire** x2 | resistance | retreat

Illus. Hajime Kawajiri
4/158

While young, they live together deep in the mountains, training themselves in how to fight with their scythes and move at high speeds.

BASIC Spinarak HP 50



NO. 167. Insect Spid Pokémon. HT: 1'08" WT: 18.7 lbs.

Stun Poison 20+
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed and Poisoned.

Pierce 20

weakness ♣ × 2 | resistance | retreat ♣

Illus. Sachiko Adachi
Some fishermen weave its sturdy thread into nets to catch fish Pokémon.

STAGE 2 Ariados HP 70

Evolves from Spinarak



NO. 168. Long Leg Pokémon. HT: 2'07" WT: 23.9 lbs.


Reactive Poison 20+
This attack does 50 more damage for each Special Condition affecting your opponent's Active Pokémon.

Spider Trap
You may switch 1 of your opponent's Benched Pokémon with their Active Pokémon. Your opponent's Active Pokémon is now Asleep and Poisoned.

weakness ♣ × 2 | resistance | retreat ♣

Illus. Mizuhiko Aoki
It spins thread from both its rear and its mouth. Then it wraps it grey up in thread and uses their bodily fluids at its leisure.

BASIC Treecko HP 50



NO. 252. Wood Gecko Pokémon. HT: 1'08" WT: 11.0 lbs.

Sleep Poison
Your opponent's Active Pokémon is now Asleep and Poisoned.

weakness ♣ × 2 | resistance | retreat ♣

Illus. Sebia
Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

BASIC Treecko HP 70



NO. 252. Wood Gecko Pokémon. HT: 1'08" WT: 11.0 lbs.

Smack 10

Tail Whap 20

weakness ♣ × 2 | resistance | retreat ♣

Illus. Mitsuhiro Akiyama
Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

STAGE 2 Grovyle HP 80

Evolves from Treecko



NO. 253. Wood Gecko Pokémon. HT: 2'11" WT: 47.6 lbs.

Leaf Blade 20+
Flip a coin. If heads, this attack does 40 more damage.

weakness ♣ × 2 | resistance | retreat ♣

Illus. Shin Nishimura
It lives in dense jungles. While crouching in on its prey, it leaps from branch to branch.

STAGE 2 Sceptile HP 140

Evolves from Grovyle



NO. 254. Forest Pokémon. HT: 5'10" WT: 115.1 lbs.

Ability Power of Nature
Prevent all damage done to your Pokémon that have any Energy attached to them by attacks from your opponent's Ultra Beasts.

Powerful Storm 20×
This attack does 20 damage times the amount of Energy attached to all of your Pokémon.

weakness ♣ × 2 | resistance | retreat ♣

Illus. Mizuhiko Aoki
It lightly leaps about the jungle and uses the sharp blades on its arms to strike its prey.

BASIC Seedot HP 40



NO. 273. Acorn Pokémon. HT: 1'08" WT: 8.8 lbs.

Hang Down 10

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

weakness ♣ × 2 | resistance | retreat ♣

Illus. Miki Imai
When it dangles from a tree branch, it looks just like an acorn. It enjoys scaring other Pokémon.

BASIC Seedot HP 60



NO. 273. Acorn Pokémon. HT: 1'08" WT: 8.8 lbs.

Stampede 30

weakness ♣ × 2 | resistance | retreat ♣

Illus. Miki Imai
When it dangles from a tree branch, it looks just like an acorn. It enjoys scaring other Pokémon.

STAGE 1 Nuzleaf HP 90

Evolves from Seedot



NO. 274 Weedy Pokémon HT 1'11" WT 61.7 lbs.

Pound 20

Clear the Room 20
Your opponent reveals their hand. Choose a Supporter card you find there. Your opponent shuffles that card into their deck.

weakness ♣ × 2 resistance retreat ♣

Ill. Ken Sugimori
13/168

If it lives deep in forests, with the leaf on its head, it makes a flute whose song studies listeners tremble.

STAGE 2 Shiftry GX HP 240

Evolves from Nuzleaf



Perplex 40
Your opponent's Active Pokémon is now Confused.

Extrasensory 90+
If you have the same number of cards in your hand as your opponent, this attack does 90 more damage.

Den of Iniquity GX
Choose 1 of your opponent's Pokémon. Your opponent attaches that Pokémon and all cards attached to it into their deck (you may choose 1 GX card in a row).

weakness ♣ × 2 resistance retreat ♣

ILL. PLANTA Igarashi
14/168

Pokémon-GX rule: When your Pokémon-GX is Knocked Out, your opponent takes 3 Prize cards.

BASIC Surskit HP 50



NO. 283 Pond Water Pokémon HT 1'10" WT 3.7 lbs.

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

weakness ♣ × 2 resistance retreat ♣

Ill. Ken Sugimori
15/168

When this Pokémon senses danger, a sweet fluid oozes from the tip of its head. The taste of it disgusts leaf Pokémon.

STAGE 1 Masquerain HP 90

Evolves from Surskit



NO. 284 Eyebeat Pokémon HT 2'01" WT 3.9 lbs.

Surprising Pattern
Discard all Special Energy from each of your opponent's Pokémon.

Hurricane Wing 40×
Flip 4 coins. This attack does 40 damage for each heads.

weakness ♣ × 2 resistance retreat ♣

Ill. Yukiko Koba
16/168

Its wings and antennae don't cope well with moisture. After a rain, it faces forward to dry off.

BASIC Volbeat HP 70



NO. 313 Fairy Pokémon HT 2'04" WT 39.0 lbs.

Pheromone Catch 20+
If your Illumise used Pheromone Signals during your last turn, this attack does 100 more damage.

weakness ♣ × 2 resistance retreat ♣

Ill. Sogo Tsuruta
17/168

It flies around clean ponds. At night, its real light up. It communicates with others by flashing its light.

BASIC Illumise HP 70



NO. 314 Fairy Pokémon HT 2'00" WT 39.0 lbs.

Pheromone Signals 20
Your opponent's Active Pokémon is now Confused.

weakness ♣ × 2 resistance retreat ♣

Ill. Sogo Tsuruta
18/168

With its sweet aroma, it guides Volbeat to draw eyes with light in the night sky.

BASIC Cacnea HP 60



NO. 331 Cactus Pokémon HT 1'04" WT 113.1 lbs.

Ability Poison Payback
If this Pokémon is your Active Pokémon and is damaged by an opponent's attack (even if this Pokémon is Knocked Out), the Attacking Pokémon is now Poisoned.

Light Punch 10

weakness ♣ × 2 resistance retreat ♣

Ill. Anko Nakahara
19/168

It prefers harsh environments such as deserts. It can survive for 30 days on water stored in its body.

BASIC Celesteela HP 140

Ultra Beast



NO. 797 Launch Pokémon HT 30'10" WT 2204.4 lbs.

Moon Raker 160
If the total of both players' remaining Prize cards is exactly 6, this attack can be used for ♠.

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Kenney
100/168

Crewed by Ultra Beasts, Whirlwinds have seen it burn down a forest by expelling gas from its two arms.

BASIC **Kartana** **HP 60** 



Ultra Beast

Divine Paper **40+**
If your opponent has exactly 6 Prize cards remaining, this attack does 90 more damage.

weakness  x 2 | resistance  -20 | retreat 

Ill. Hosono
101/168 •
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One of the Ultra Beasts that came to the world, it was observed cutting down a giant tree with one stroke of its blade.

BASIC **Stakataka** **GX** **HP 180** 



Ultra Beast

Ability **Ultra Wall**
Your Ultra Beasts take 10 less damage from your opponent's attacks (after applying Weakness and Resistance).

Gigaton Stomp **120**

Assembly GX **50+**
This attack does 30 more damage for each Prize card you have taken. (It can't be more than 1 GX attack a turn.)

weakness  x 2 | resistance  -20 | retreat 

Ill. Shin Goujyo
102/168 •
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Pokémon-GX rule When your Pokémon-GX is Knocked Out, your opponent takes 2 Prize cards.

BASIC **Bagon** **HP 60** 



Rock Head **10**
During your opponent's next turn, this Pokémon takes 10 less damage from attacks (after applying Weakness and Resistance).

weakness  x 2 | resistance | retreat 

Ill. Imai
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With its steel-hard stone head, it headsbutt indiscriminately. This is because of the stress it feels at being unable to fly.

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



Reckless Charge **40**
This Pokémon does 10 damage to itself.

weakness  x 2 | resistance | retreat 

Ill. Imai
104/168 •
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With its steel-hard stone head, it headsbutt indiscriminately. This is because of the stress it feels at being unable to fly.

STAGE 1 **Shelgon** **HP 90** 



Evolves from Bagon

Raging Blade **30+**
If this Pokémon has any damage counters on it, this attack does 50 more damage.

weakness  x 2 | resistance | retreat 

Ill. Anzai It
105/168 •
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They lurk deep within caves—motionless, neither eating nor drinking. Why they don't die is not known.

STAGE 2 **Salamence** **HP 150** 



Evolves from Shelgon

Ability **Dragon Wind**
If this Pokémon is your Active Pokémon, once during your turn (before your attack), you may switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

Dragon Claw **100**

weakness  x 2 | resistance | retreat 

Ill. Shinzō Arita
106/168 •
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It flies around on its wings, which have grown in at last. In its happiness, it pushes hot flames, turning up the fields it passes over.

BASIC **Latias** **HP 130** 



Prism Star Rule You can't have more than 1  card with the same name in your deck. If a  card would go to the discard pile, put it in the Lost Zone instead.

Dreamy Mist **30**
Attach a basic Energy card from your discard pile to each of your Basic Benched  Pokémon.

weakness  x 2 | resistance | retreat 

Ill. Anzai Dymon
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It can telepathically communicate with people. It makes its appearance using its down that reflects light.

BASIC **Latios** **HP 140** 



Prism Star Rule You can't have more than 1  card with the same name in your deck. If a  card would go to the discard pile, put it in the Lost Zone instead.

Dragon Fleet **50x**
This attack does 50 damage for each of your Evolution  Pokémon in play.

weakness  x 2 | resistance | retreat 

Ill. Anzai Dymon
108/168 •
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It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

BASIC Rayquaza GX HP 180



Ability Stormy Winds
When you play this Pokémon from your hand onto your Bench during your turn, you may discard the top 3 cards of your deck. If you do, attach a basic Energy card from your discard pile to this Pokémon.

Dragon Break 30×
This attack does 30 damage times the amount of basic Energy attached to your Pokémon.

Tempest GX
Discard your hand and draw 10 cards, you cannot be knocked out in a game.

weakness: ×2 resistance retreat

Ill. Stan Duplessis Pokémon-GX rule: When your Pokémon-GX is knocked out, your opponent takes 3 Prize cards.

BASIC Dunsparce HP 50



NO. 256 Land Snake Pokémon HT 4'11" WT 30.9 lbs.

Strike and Run
Search your deck for up to 3 Basic Pokémon and put them onto your Bench. Then, shuffle your deck. If you put any Pokémon onto your Bench in this way, you may switch this Pokémon with 1 of your Benched Pokémon.

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

weakness: ×2 resistance retreat

Ill. Mizuhito Arita It digs into the ground with its tail and makes a mouse-like nest. It can fly just a little.

BASIC Wingull HP 60



NO. 278 Seagull Pokémon HT 2'00" WT 20.9 lbs.

Glide 10

weakness: ×2 resistance -20 retreat

Ill. Ken Sugimori Fishermen keep an eye out for Wingull at the sky, because whenever they're fishing, the ocean is sure to be teeming with fish Pokémon.

STAGE 2 Pelipper HP 120

Evolves from Wingull



NO. 279 Water Bird Pokémon HT 3'11" WT 61.7 lbs.

Firefighting 30
Discard a Energy from your opponent's Active Pokémon.

Water Pulse 80
Your opponent's Active Pokémon is now Asleep.

weakness: ×2 resistance -20 retreat

Ill. Shigenori Nagishi Gathering food is the work of young males. They store food in their capacious beaks and carry it back to others waiting in the nest.

BASIC Slakoth HP 60



NO. 287 Sacker Pokémon HT 2'02" WT 52.9 lbs.

Claw 20
Flip a coin. If tails, this attack does nothing.

Slack Off
Heal all damage from this Pokémon. It can't attack during your next turn.

weakness: ×2 resistance retreat

Ill. Kagemaru Himeno If it eats just three leaves in a day, it is satisfied. Other than that, it sleeps for 20 hours a day.

STAGE 2 Vigoroth HP 80

Evolves from Slakoth



NO. 288 Wild Monkey Pokémon HT 4'02" WT 102.5 lbs.

Fury Swipes 20×
Flip 3 coins. This attack does 20 damage for each heads.

Rage 20+
This attack does 10 more damage for each damage counter on this Pokémon.

weakness: ×2 resistance retreat

Ill. Kagemaru Himeno Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

STAGE 2 Slaking HP 160

Evolves from Vigoroth



NO. 289 Lazy Pokémon HT 6'02" WT 287.7 lbs.

Ability Lazy
As long as this Pokémon is your Active Pokémon, your opponent's Pokémon in play have no Abilities, except for Lazy.

Critical Move 160
Discard an Energy from this Pokémon. It can't attack during your next turn.

weakness: ×2 resistance retreat

Ill. Ken Sugimori It is the world's most doleful Pokémon. However, it can exert healing power by releasing pent-up energy all at once.

BASIC Whismur HP 60



NO. 291 Whisper Pokémon HT 2'00" WT 35.9 lbs.

Bawl
You can use this attack only if you go second, and only on your first turn. Your opponent can't play any Trainer cards from their hand during their next turn.

Pound 20

weakness: ×2 resistance retreat

Ill. Shirosoh If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

BASIC Whismur **HP 70** ★



NO. 291 Whisper Pokémon HT 2'03" WT 35.9 lbs.

*** **Wail** 40
Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

weakness ♀ x 2 resistance retreat ♀

Ill. Aaiko Ito
117/158 •
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If it senses danger, it cures the foe by crying out with the volume of a jet-plane engine.

STAGE 2 Loudred **HP 100** ★



NO. 294 Big Voice Pokémon HT 3'03" WT 89.2 lbs.

*** **Cracking Voice** 60
Your opponent's Active Pokémon is now Confused.

weakness ♀ x 2 resistance retreat ♀

Ill. Masahito Fukuda
118/158 •
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The shock waves from its cries can tip over trees. It stamps its feet to power up.

STAGE 2 Exploud **HP 150** ★



NO. 295 Loud Noise Pokémon HT 4'11" WT 185.2 lbs.

*** **Dangerous Concert** 80
This attack does 30 damage to each of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

*** **Heavy Impact** 100

weakness ♀ x 2 resistance retreat ♀

Ill. Kenzo
119/158 •
©2010 Pokémon

Its roar in battle shakes the ground like a tremor or like an earthquake has struck.

BASIC Skitty **HP 60** ★



NO. 300 Kitten Pokémon HT 2'03" WT 24.3 lbs.

★ **Fake Out** 10
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ♀ x 2 resistance retreat ♀

Ill. Ken Sugimori
120/158 •
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It shows its cute side by chasing its own tail until it gets dizzy.

STAGE 2 Delcatty **HP 90** ★



NO. 301 Feline Pokémon HT 3'02" WT 71.9 lbs.

Ability Search for Friends
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put 2 Supporter cards from your discard pile into your hand.

*** **Cat Kick** 40

weakness ♀ x 2 resistance retreat ♀

Ill. Saki
121/158 •
©2010 Pokémon

It is highly popular among female Trainers for its sublime fur. It does not keep a nest.

BASIC Kecleon **HP 80** ★



NO. 352 Color Swap Pokémon HT 3'02" WT 48.5 lbs.

Ability Unit Color 2
As long as this Pokémon has Unit Energy ♀♂ attached to it, it is a ♀, ♂, and ♀ Pokémon.

*** **Slash** 80

weakness ♀ x 2 resistance retreat ♀

Ill. OOHAMA
122/158 •
©2010 Pokémon

It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

TRAINER Item

Acro Bike



Look at the top 2 cards of your deck and put 1 of them into your hand. Discard the other card.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Toshiyuki
123/158 •
©2010 Pokémon

TRAINER Supporter

Apricorn Maker



Search your deck for up to 2 Item cards that have the word "Ball" in their name, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Eiyama Mitsuru
124/158 •
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TRAINER

Item

Beast Ball



Look at your face-down Prize cards. You may reveal an Ultra Beast card you find there, put it into your hand, and put this Beast Ball in its place. (If you don't reveal an Ultra Beast card, put this card in the discard pile.) Then, shuffle your face-down Prize cards.

Illus. Ryo Ueda
125/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Supporter

Bill's Maintenance



Shuffle a card from your hand into your deck. If you do, draw 3 cards.

Illus. Ken Sugimori
126/168

You may play only 1 Supporter card during your turn (before your attack).

TRAINER

Supporter

Copycat



Shuffle your hand into your deck. Then, draw a card for each card in your opponent's hand.

Illus. Ken Sugimori
127/168

You may play only 1 Supporter card during your turn (before your attack).

TRAINER

Item

Energy Recycle System



Choose 1:

- Put a basic Energy card from your discard pile into your hand.
- Shuffle 3 basic Energy cards from your discard pile into your deck.

Illus. Zeki
128/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Item

Energy Switch



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

Illus. Ken Sugimori
129/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Supporter

Fisherman



Put 4 basic Energy cards from your discard pile into your hand.

Illus. Masakazu Fukuda
130/168

You may play only 1 Supporter card during your turn (before your attack).

TRAINER

Item

Friend Ball



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

Illus. Katsune Taketa
131/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Supporter

Hau



Draw 3 cards.

Illus. TOKIWA
132/168

You may play only 1 Supporter card during your turn (before your attack).

TRAINER | Supporter

Hiker



Look at the top 5 cards of either player's deck and choose 1 of them. That player shuffles the other cards back into their deck. Then, put the card you chose on top of that deck.

Illus. Naoki Saito
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You may play only 1 Supporter card during your turn (before your attack).

TRAINER | Item

Hustle Belt



Pokémon Tool Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

If the Pokémon this card is attached to has 30 HP or less remaining and has any damage counters on it, its attacks do 60 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Illus. Naohiko Saito
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You may play as many Item cards as you like during your turn (before your attack).

TRAINER | Item

Last Chance Potion



Heal 120 damage from 1 of your Pokémon that has 30 HP or less remaining.

Illus. Ayaka Yoshida
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You may play as many Item cards as you like during your turn (before your attack).

TRAINER | Item

Life Herb



Flip a coin. If heads, heal 60 damage and remove all Special Conditions from 1 of your Pokémon.

Illus. Eyo Ueda
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You may play as many Item cards as you like during your turn (before your attack).

TRAINER | Supporter

Lisia



Search your deck for up to 2 ♦ (Prism Star) cards, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Ryouji Mizuno
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You may play only 1 Supporter card during your turn (before your attack).

TRAINER | Item

Lure Ball



Flip 3 coins. For each heads, put an Evolution Pokémon from your discard pile into your hand.

Illus. Katsura Sobue
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You may play as many Item cards as you like during your turn (before your attack).

TRAINER | Supporter

The Masked Royal



Attach a basic Energy card from your hand to one of your Stage 2 ♂, ♀, or ♀ Pokémon.

Illus. Ken Sugimori
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You may play only 1 Supporter card during your turn (before your attack).

TRAINER | Item

PokéNav



Look at the top 3 cards of your deck. You may reveal a Pokémon or Energy card you find there and put it into your hand. Put the other cards back in any order.

Illus. Katsura Sobue
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You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Item

Rainbow Brush



Choose an Energy card attached to 1 of your Pokémon. Search your deck for a basic Energy card and switch it with that card. Shuffle the first Energy card into your deck.

Illus. Eiki Yoshida
141/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Item

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Eiki Yoshida
142/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Stadium

Shrine of Punishment



Between turns, put 1 damage counter on each Pokémon-GX and Pokémon-EX (both yours and your opponent's).

Illus. Shiro Graphics
143/168

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

TRAINER

Stadium

Sky Pillar



Prevent all effects of the opponent's attacks, including damage, done to Benched Pokémon (both yours and your opponent's).

Illus. Eiki Yoshida
144/168

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

TRAINER

Supporter

Steven's Resolve



Search your deck for up to 3 cards and put them into your hand. Then, shuffle your deck. Your turn ends.

Illus. Hiroki Ariga
145/168

You may play only 1 Supporter card during your turn (before your attack).

TRAINER

Item

Super Scoop Up



Flip a coin. If heads, put 1 of your Pokémon and all cards attached to it into your hand.

Illus. Kenji Kamekubi
146/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Item

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Hiromichi Sugiyama
147/168

You may play as many Item cards as you like during your turn (before your attack).

TRAINER

Supporter

Tate & Liza



Choose 1:

- Shuffle your hand into your deck. Then, draw 5 cards.
- Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Riegan Münster
148/168

You may play only 1 Supporter card during your turn (before your attack).

TRAINER | Supporter

TV Reporter



Draw 3 cards. Then, discard a card from your hand. If you have no cards in your deck, you can't play this card.

You may play only 1 Supporter card during your turn (before your attack).

149/168

TRAINER | Supporter

Underground Expedition




Look at the bottom 4 cards of your deck and put 2 of them into your hand. Put the other cards back on the bottom of your deck in any order.

You may play only 1 Supporter card during your turn (before your attack).

150/168

ENERGY | Special Energy

Rainbow Energy



This card provides ★ Energy. While in play, this card provides every type of Energy but provides only 1 Energy at a time. When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

151/168

STAGE 2 Shiftry **GX** | HP 240

Evolves from Machop



Perplex 40
Your opponent's Active Pokémon is now Confused.

Extrasensory 90+
If you have the same number of cards in your hand as your opponent, this attack does 90 more damage.

Den of Iniquity GX
Choose 1 of your opponent's Pokémon. Your opponent shuffles that Pokémon and all cards attached to it into their deck. (You can't use more than 1 GX attack in a game.)

weakness: ×2 | resistance: retreat

152/168

STAGE 2 Blaziken **GX** | HP 240

Evolves from Combusken



Slash 60

Explosive Kick 210
Discard 2 Energy from this Pokémon.

Blaze Out GX
Discard 2 Energy from your opponent's Pokémon. (The earliest possible GX attack in a game.)

weakness: ×2 | resistance: retreat

153/168

BASIC Articuno **GX** | HP 170



Ability: Legendary Ascent
When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, move any number of Energy from your other Pokémon to this Pokémon.

Ice Wing 130

Cold Crush GX
Discard all Energy from both Active Pokémon. (The earliest possible GX attack in a game.)

weakness: ×2 | resistance: retreat

154/168

STAGE 1 Electrode **GX** | HP 190

Evolves from Voltorb



Ability: Extra Energy Bomb
Once during your turn (before your attack), you may attach 5 Energy cards from your discard pile to your Pokémon, except Pokémon-GX or Pokémon-GX in any way you like. If you do, this Pokémon is Knocked Out.

Electro Ball 50

Crush and Burn GX 30+
Discard any amount of Energy from your Pokémon. This attack does 50 more damage for each card you discarded in this way. (You can't use more than 1 GX attack in a game.)

weakness: ×2 | resistance: -20 | retreat

155/168

BASIC Mr. Mime **GX** | HP 150



Ability: Magic Evens
Prevent all damage done to this Pokémon by your opponent's attacks if that damage is exactly 20, 40, 60, 80, 100, 120, 140, 160, 180, 200, 220, 240, or 260.

Breakdown
For each card in your opponent's hand, put 1 damage counter on their Active Pokémon.

Life Trick GX
Heal all damage from this Pokémon, for each more than 1 GX attack in a game.

weakness: | resistance: retreat

156/168

STAGE 2 Banette GX HP 190

Evolves from Shuppet

Ability Shady Move
Once during your turn (before your attack), if this Pokémon is your Active Pokémon, you may move 1 damage counter from 1 Pokémon to another Pokémon.

Shadow Chant 30+
This attack does 10 more damage for each Supporter card in your discard pile. You can't add more than 100 damage in this way.

Tomb Hunt GX
Put 3 cards from your discard pile into your hand. (Search accordingly.) (GX) (evolves only)

weakness x2 resistance -20 retreat

152/158

STAGE 2 Scizor GX HP 210

Evolves from Scyther

Ability Danger Perception
If this Pokémon's remaining HP is 100 or less, its attacks do 80 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Steel Wing 80
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Cross-Cut GX 100+
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 100 more damage. (You can't add more than 100 damage.) (GX) (evolves only)

weakness x2 resistance -20 retreat

158/168

BASIC Stakataka GX HP 180

Ultra Beast

Ability Ultra Wall
Your Ultra Beasts take 10 less damage from your opponent's attacks (after applying Weakness and Resistance).

Gigaton Stomp 120
This attack does 50 more damage for each Prize card you have taken. (You can't add more than 100 damage.) (GX) (evolves only)

Assembly GX 50+
This attack does 50 more damage for each Prize card you have taken. (You can't add more than 100 damage.) (GX) (evolves only)

weakness x2 resistance -20 retreat

159/168

BASIC Rayquaza GX HP 180

Ability Stormy Winds
When you play this Pokémon from your hand onto your Bench during your turn, you may discard the top 3 cards of your deck. If you do, attach a basic Energy card from your discard pile to this Pokémon.

Dragon Break 30+
This attack does 30 damage times the amount of basic Energy attached to this Pokémon.

Tempest GX
Discard your hand and draw 10 cards, the maximum over 10. (GX) (evolves only)

weakness x2 resistance retreat

150/158

TRAINER Supporter

Apricorn Maker

Search your deck for up to 2 Item cards that have the word "Berry" in their name, reveal them, and put them into your hand. Then shuffle your deck.

You may play only 1 Supporter card during your turn (before your attack).

102/158

TRAINER Supporter

Bill's Maintenance

Shuffle a card from your hand into your deck. If you do, draw 3 cards.

You may play only 1 Supporter card during your turn (before your attack).

102/158

TRAINER Supporter

Copycat

Shuffle your hand into your deck. Then, draw a card for each card in your opponent's hand.

You may play only 1 Supporter card during your turn (before your attack).

162/168

TRAINER Supporter

Lisia

Search your deck for up to 2 Prism Star cards, reveal them, and put them into your hand. Then shuffle your deck.

You may play only 1 Supporter card during your turn (before your attack).

164/168

TRAINER | Supporter

Steven's Resolve



Search your deck for up to 3 cards and put them into your hand. Then, shuffle your deck. Your turn ends.

You may play only 1 Supporter card during your turn (before your attack).

Illus. Masahiro Ueda
256/158
Basic Pokémon

TRAINER | Supporter

Tate & Liza



Choose 1:


- Shuffle your hand into your deck. Then, draw 5 cards.
- Switch your Active Pokémon with 1 of your Bench Pokémon.

You may play only 1 Supporter card during your turn (before your attack).

Illus. Masahiro Ueda
256/158
Basic Pokémon

TRAINER | Supporter

TV Reporter



Draw 3 cards. Then, discard a card from your hand. If you have no cards in your deck, you can't play this card.

You may play only 1 Supporter card during your turn (before your attack).

Illus. Masahiro Ueda
256/158
Basic Pokémon

TRAINER | Supporter

Underground Expedition



Look at the bottom 4 cards of your deck and put 2 of them into your hand. Put the other cards back on the bottom of your deck in any order.

You may play only 1 Supporter card during your turn (before your attack).

Illus. Masahiro Ueda
256/158
Basic Pokémon

STAGE 1 Cacturne **HP 110**

Evolves from Cactura



NO. 332. Slowbro Pokémon. HT 4'03" WT 170.6 lbs.

Ability **Poison Payback**
If this Pokémon is your Active Pokémon and is damaged by an opponent's attack (even if this Pokémon is Knocked Out), the Attacking Pokémon is now Poisoned.

Feint Attack
This attack does 50 damage to 1 of your opponent's Pokémon. This damage isn't affected by Weakness, Resistance, or any other effects on that Pokémon.

weakness x2 | resistance | retreat

Illus. Atsuko Nishida
20/168
Basic Pokémon

Pals of them follow travelers through the desert until the travelers can no longer move.

BASIC Tropius **HP 110**



NO. 357. Fruit Pokémon. HT 6'10" WT 226.5 lbs.

Find a Friend
Search your deck for up to 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Solar Beam 70

weakness x2 | resistance | retreat

Illus. Eiyasu Mizuno
21/168
Basic Pokémon

The bunch of fruit around its neck opens twice a year and is delicious. It's a highly favored tropical snack.

BASIC Dhelmise **HP 130**



NO. 781. Sea Creeper Pokémon. HT 1'2" WT 46.3 lbs.

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

Powerful Spin 130
This Pokémon can't attack during your next turn.

weakness x2 | resistance | retreat

Illus. Ryoko Ueda
22/168
Basic Pokémon

The soul of seaweed ablit in the waves became reborn as this Pokémon. It maintains itself with new infusions of sea salt detritus and seaweed.

BASIC Slugma **HP 70**



NO. 218. Lava Pokémon. HT 1'04" WT 77.2 lbs.

Magma Ring 10
The Defending Pokémon can't retreat during your opponent's next turn.

Flare 20

weakness x2 | resistance | retreat

Illus. Akira Nishida
23/168
Basic Pokémon

Its body is made of magma. If it doesn't keep moving, its body will cool and harden.

STAGE 2 Magcargo HP 90

Evolves from Slugma



NO. 219 Lava Pokémon HT 2'00" WT 121.3 lbs.

Ability Smooth Over
Once during your turn (before your attack), you may search your deck for a card, shuffle your deck, then put that card on top of it.

Combustion 50

weakness $\times 2$ resistance retreat

Ill. Mikitō Hiroshi
24/158

Its body is as hot as lava and it always believes flames will occasionally burn from its shell.

BASIC Torchic HP 50



NO. 255 Chick Pokémon HT 1'04" WT 5.5 lbs.

Ember 30
Discard an Energy from this Pokémon.

weakness $\times 2$ resistance retreat

Ill. Kagemaru Himeno
25/158

A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,300 degrees Fahrenheit.

BASIC Torchic HP 70



NO. 255 Chick Pokémon HT 1'04" WT 5.5 lbs.

Peck 10

Live Coal 20

weakness $\times 2$ resistance retreat

Ill. MARIKO
26/158

A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,300 degrees Fahrenheit.

STAGE 2 Combusken HP 80

Evolves from Torchic



NO. 256 Young Fowl Pokémon HT 2'11" WT 41.0 lbs.

Double Kick 30 \times
Flip 2 coins. This attack does 30 damage for each heads.

Flamethrower 80
Discard an Energy from this Pokémon.

weakness $\times 2$ resistance retreat

Ill. Miwa
27/158

During a battle, the hot flames in its body increase. It is known for its outstanding destructive power.

STAGE 2 Blaziken GX HP 240

Evolves from Combusken



NO. 257 Fire Pokémon HT 4'08" WT 158.5 lbs.

Slash 60

Explosive Kick 210
Discard 2 Energy from this Pokémon.

Blaze Out GX
Discard 2 Energy from your opponent's Pokémon. Retreat all opponent's GX cards in play.

weakness $\times 2$ resistance retreat

Ill. Shin Gougi
28/158

Pokémon-GX rule What your Pokémon-GX is Enraged Out, your opponent takes 3 Prize cards.

BASIC Torkoal HP 120



NO. 324 Coal Pokémon HT 1'18" WT 177.2 lbs.

Flaming Honk 30
Discard the top 4 cards of your deck. If any of those cards are Energy cards, attach them to your Pokémon in any way you like.

Searing Flame 80
Your opponent's Active Pokémon is now Burned.

weakness $\times 2$ resistance retreat

Ill. Shin Gougi
29/158

If the fire burning within its shell goes out, it will die. Those who wish to take one in their house must always keep something flammable at hand.

BASIC Oricorio HP 90



NO. 341 Dancing Pokémon HT 2'10" WT 7.5 lbs.

Captivating Salsa
Switch 1 of your opponent's Benched Pokémon with their Active Pokémon. The new Active Pokémon is now Burned and Confused.

Heat Blast 70

weakness $\times 2$ resistance -20 retreat

Ill. Naoya Kimura
30/158

This Oricorio has speed and wit. Its passionate dance moves cause its enemies to combust in both body and mind.

BASIC Articuno GX HP 170

Evolves from Articuno



NO. 350 Ice Pokémon HT 4'08" WT 158.5 lbs.

Legendary Ascent
When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, move any number of Energy from your other Pokémon to this Pokémon.

Ice Wing 130

Cold Crush GX
Discard all Energy from both Active Pokémon. Retreat all GX cards in play.

weakness $\times 2$ resistance retreat

Ill. Shin Gougi
31/158

Pokémon-GX rule What your Pokémon-GX is Enraged Out, your opponent takes 3 Prize cards.

BASIC **Mudkip** **HP 60**



NO. 258 Mud Fish Pokémon HT 1'04" WT 16.8 lbs.

Water Reserve
Search your deck for up to 3 ♣ Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

weakness ♣ x 2 | resistance | retreat ♣

Illus. Shigenori Negishi
32/758

In water, the fin on its head senses the flow of water. It uses the strength in both hands.

BASIC **Mudkip** **HP 70**



NO. 258 Mud Fish Pokémon HT 1'04" WT 16.8 lbs.

Tackle 10

Wave Splash 20

weakness ♣ x 2 | resistance | retreat ♣

Illus. Alan Tozaki
33/758

In water, the fin on its head senses the flow of water. It uses the strength in both hands.

STAGE 2 **Marshtomp** **HP 90**

Evolves from Mudkip



NO. 259 Mud Fish Pokémon HT 2'04" WT 61.7 lbs.

Muddy Water 20
This attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Surf 70

weakness ♣ x 2 | resistance | retreat ♣ ♣

Illus. Ken Sugimori
34/758

Living on muddy ground that provides poor footing has made its legs sturdy.

STAGE 2 **Swampert** **HP 160**

Evolves from Marshtomp



NO. 260 Mud Fish Pokémon HT 4'11" WT 180.6 lbs.

Ability Power Draw
Once during your turn (before your attack), you may discard a card from your hand. If you do, draw 3 cards.

Hydro Pump 80+
This attack does 20 more damage times the amount of ♣ Energy attached to this Pokémon.

weakness ♣ x 2 | resistance | retreat ♣ ♣ ♣

Illus. SATOSHI NAKAJI
35/758

It can swim while towing a large ship. It has big blue eyes with a ring of its thick arms.

BASIC **Lotad** **HP 60**



NO. 270 Water-based Pokémon HT 1'08" WT 5.7 lbs.

Surprise 10
Choose a random card from your opponent's hand. Your opponent reveals that card and shuffles it into their deck.

weakness ♣ x 2 | resistance | retreat ♣

Illus. Anzai Nobuko
36/758

It swims above the clear water. It does not drink water for eating; the lotus on its head will.

STAGE 1 **Lombre** **HP 80**

Evolves from Lotad



NO. 271 Jelly Pokémon HT 3'11" WT 71.8 lbs.

Ability Aqua Lift
If this Pokémon has any ♣ Energy attached to it, it has no Retreat Cost.

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

weakness ♣ x 2 | resistance | retreat ♣

Illus. Anzai Nobuko
37/758

It has a water-breathless spot. If it spots an enemy, it will fog up the talking hole to interfere.

STAGE 2 **Ludicolo** **HP 140**

Evolves from Lombre



NO. 272 Landsea Pokémon HT 4'11" WT 121.8 lbs.

Ability Swing Dance
Once during your turn (before your attack), you may draw a card.

Circular Steps 70+
This attack does 10 more damage for each other Pokémon in play (both yours and your opponent's).

weakness ♣ x 2 | resistance | retreat ♣ ♣

Illus. Anzai Nobuko
38/758

The rhythm of light, festive music, activates Ludicolo's ears, making it more powerful.

BASIC **Wailmer** **HP 120**



NO. 320 Bal Whale Pokémon HT 6'07" WT 286.6 lbs.

Wave Swallower 50
Flip a coin until you get tails. For each heads, heal 50 damage from this Pokémon.

weakness ♣ x 2 | resistance | retreat ♣ ♣ ♣

Illus. Kagemaru Hiroyuki
39/758

It shakes off by spraying jets of water from the nostrils above its eyes. It eats a solid meal of Wailswallow every day.

STAGE 2 **Wailord** **HP 220**

Evolves from Wailmer

NO. 321 First Whale Pokémon HT 47'03" WT 877.4 lbs.

Ability **Dwindling Wave** **200-**
This attack does 40 less damage for each damage counter on this Pokémon.

weakness **x2** resistance retreat **+**

Ill. Anzaki Shinya
40/158

Its immense size is the reason for its popularity. Wailord watching is a fave for sightseeing activity in certain parts of the world.

BASIC **Clamperl** **HP 50**

NO. 336 Bubble Pokémon HT 1'04" WT 115.7 lbs.

Ability **Evolutionary Advantage**
If you go second, this Pokémon can evolve during your first turn.

Sparkling Pearl **10**

weakness **x2** resistance retreat **+**

Ill. art
47/158

It is protected by a sturdy shell. Once in a lifetime, it makes a magnificent pearl.

STAGE 2 **Huntail** **HP 110**

Evolves from Clamperl

NO. 367 Deep Sea Pokémon HT 5'03" WT 58.5 lbs.

Big Bite **30**
The Defending Pokémon can't retreat during your opponent's next turn.

Dangerous Bite **40+**
If your opponent's Active Pokémon is a Basic Pokémon, this attack does 80 more damage.

weakness **x2** resistance retreat **+**

Ill. Shigenori Nagata
42/158

It lives deep to the sea. With a tail shaped like a small fish, it attracts unsuspecting prey.

STAGE 2 **Gorebyss** **HP 90**

Evolves from Clamperl

NO. 368 South Sea Pokémon HT 5'11" WT 49.8 lbs.

Deflecting Splash **30**
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Evolution Pokémon.

weakness **x2** resistance retreat

Ill. Mine
43/158

Its swimming form is exquisitely elegant. With its fins, it breaks an seaweed that grows between rocks.

BASIC **Luvdisc** **HP 70**

NO. 370 Benevolent Pokémon HT 2'00" WT 19.2 lbs.

Even Game
Search your deck for a number of Basic Pokémon up to the number of your opponent's Benched Pokémon and put those Pokémon onto your Bench. Then, shuffle your deck.

Water Pulse **20**
Your opponent's Active Pokémon is now Asleep.

weakness **x2** resistance retreat **+**

Ill. Arika In
44/158

Loveapples have a soft spot for this Pokémon. Its homogenous body allows release this Pokémon into the sea.

BASIC **Regice** **HP 120**

NO. 378 Iceberg Pokémon HT 5'11" WT 385.8 lbs.

Ability **Icy Barrier**
As long as this Pokémon is your Active Pokémon, your opponent can't play any Stadium cards from their hand.

Icy Wind **60**
Your opponent's Active Pokémon is now Asleep.

weakness **x2** resistance retreat **+**

Ill. Ishida
45/158

Its body is made of ice from the ice in a sea. It contains liquid ice at -100 degrees Celsius.

BASIC **Kyogre** **HP 130**

NO. 382 Sea Basin Pokémon HT 14'09" WT 776.8 lbs.

Dual Splash
This attack does 30 damage to 2 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Grand Wave **120**
This Pokémon can't use Grand Wave during your next turn.

weakness **x2** resistance retreat **+**

Ill. Shin Meguro
46/158

It is said to have awakened the sea by blowing the spirit of a hot love away in a massive storm.

BASIC **Voltorb** **HP 50**

NO. 100 Ball Pokémon HT 1'08" WT 22.9 lbs.

Ability **Floating Electrons**
If this Pokémon has any Energy attached to it, it has no Retreat Cost.

Thunder Shock **20**
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness **x2** resistance **-20** retreat **+**

Ill. Ken Sugimori
47/158

Usually found in power plants. Easily mistaken for a Poliball, it has zapped many people.

STAGE 1 Electrode GX **HP 190** ⚡

Evolves from Voltorb

Ability **Extra Energy Bomb**
Once during your turn (before your attack), you may attach 5 Energy cards from your discarded pile to your Pokémon, except Pokémon-GX or Pokémon-EX, in any way you like. If you do, this Pokémon is Knocked Out.

⚡ ⭐ **Electro Ball** 50

⚡ ⭐ **Crush and Burn GX** 30+

Clear any amount of Energy from your Pokémon. This attack does 80 more damage for each card you discarded in this way. (The card is not in a game.)

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Shou Graphics
Pokémon-GX rule: When your Pokémon-GX is Knocked Out, your opponent takes 3 Prize cards.
48/168
Basic Pokémon

BASIC Chinchou **HP 60** ⚡

Ability **Energy Grounding**
When 1 of your Pokémon is Knocked Out by damage from an opponent's attack, you may move a basic Energy card from that Pokémon to this Pokémon.

⚡ ⭐ **Pound** 10

⚡ ⭐ **Spark** 10
This attack does 10 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Aya Kuroki
It lives in the depths beyond the reach of sunlight. It flashes lights on its antennae to communicate with others of its kind.
49/168
Basic Pokémon

STAGE 1 Lanturn **HP 110** ⚡

Evolves from Chinchou

Ability **Energy Grounding**
When 1 of your Pokémon is Knocked Out by damage from an opponent's attack, you may move a basic Energy card from that Pokémon to this Pokémon.

⚡ ⚡ ⭐ **Lightning Strike** 70+

You may discard all ⚡ Energy from this Pokémon. If you do, this attack does 70 more damage.

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Aya Kuroki
This Pokémon flashes a bright light that blinds its prey. This creates an opening for it to deliver an electrical attack.
50/168
Basic Pokémon

BASIC Electrike **HP 50** ⚡

Ability **Energy Grounding**
When 1 of your Pokémon is Knocked Out by damage from an opponent's attack, you may move a basic Energy card from that Pokémon to this Pokémon.

⚡ **Zap Kick** 20

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Kazuki Sakai
It stores static electricity in its fur for discharging. It gives off sparks if a storm approaches.
51/168
Basic Pokémon

STAGE 1 Manetric **HP 110** ⚡

Evolves from Electrike

Ability **Electric Start**
If you go second, and if this Pokémon is in your hand when you are setting up to play, you may put it face down as your Active Pokémon or on your Bench.

⚡ **Double Charge** 40
You may attach up to 2 basic Energy cards from your hand to 1 of your Benched Pokémon.

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Satoshi Ishino
It discharges electricity from its mane. It creates a thundercloud overhead to drip lightning bolts.
52/168
Basic Pokémon

BASIC Plusle **HP 70** ⚡

Ability **Electric Start**
If you go second, and if this Pokémon is in your hand when you are setting up to play, you may put it face down as your Active Pokémon or on your Bench.

⚡ ⭐ **Draw for Everybody**
Shuffle your hand into your deck. Then, draw a card for each Benched Pokémon (both yours and your opponent's).

⚡ ⭐ **Electro Ball** 30

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Katsuhiko Itou
It absorbs electricity from telephone poles. It shoots out its body to create crackling noises.
53/168
Basic Pokémon

BASIC Minun **HP 70** ⚡

Ability **Electric Start**
If you go second, and if this Pokémon is in your hand when you are setting up to play, you may put it face down as your Active Pokémon or on your Bench.

⚡ ⭐ **Ditch and Draw**
You may discard any number of cards from your hand. Then, draw cards until you have 5 cards in your hand.

⚡ ⭐ **Electro Ball** 30

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Satoshi Ishino
It cheers on friends. If its friends are losing, its body lets off more and more sparks.
54/168
Basic Pokémon

BASIC Oricorio **HP 90** ⚡

Ability **Electric Start**
If you go second, and if this Pokémon is in your hand when you are setting up to play, you may put it face down as your Active Pokémon or on your Bench.

⚡ **Zappy Pom-Poms**
This attack does 30 damage to each Pokémon-GX and Pokémon-EX (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

⚡ ⭐ ⭐ **Electric Ball** 70

weakness ⚡ × 2 | resistance ⚡ -20 | retreat ⚡

Ill. Sabu
It creates an electric charge by adding its feathers together. It dances over to its enemies and delivers shocking electrical punches.
55/168
Basic Pokémon

BASIC Mr. Mime GX HP 150



Ability **Magic Events**
Prevent all damage done to this Pokémon by your opponent's attacks if that damage is exactly 20, 40, 60, 80, 100, 120, 140, 160, 180, 200, 220, 240, or 260.

Breakdown
For each card in your opponent's hand, put 1 damage counter on their Active Pokémon.

Life Trick GX
Deal all damage from this Pokémon. (It can't use more than 1 GX attack per turn.)

weakness | resistance | retreat

Illustration: Ken Sugimori
Pokémon-GX rule: When your Pokémon-GX is Knocked Out, your opponent takes 1 Prize card.
56/168

BASIC Gulpin HP 60



NO. 316 Stomach Pokémon. HT 1'04" WT 22.7 lbs.

Yawn 10
Your opponent's Active Pokémon is now Asleep.

Spit Poison 10
Your opponent's Active Pokémon is now Poisoned.

weakness x2 | resistance | retreat

Illustration: Takanashi
There is nothing its stomach can't digest. While it is digesting, its overpowering gases are expelled.
57/168

STAGE 2 Swalot HP 120



NO. 317 Poison Bag Pokémon. HT 5'03" WT 136.4 lbs.

Amnesia 30
Choose 1 of your opponent's Active Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Swallow Up 40+
If, before doing damage, your opponent's Active Pokémon has less remaining HP than this Pokémon, this attack does 80 more damage.

weakness x2 | resistance | retreat

Illustration: Takanashi
It grips anything that fits in its mouth. Its special enzymes can dissolve anything.
58/168

BASIC Spookin HP 60



NO. 325 Bounce Pokémon. HT 2'04" WT 67.5 lbs.

Bounce 10
Switch this Pokémon with 1 of your Benched Pokémon.

weakness x2 | resistance | retreat

Illustration: RAYDO
It bounces around on its tail to keep its heart pumping. It carries a great brain Charger on its head.
59/168

STAGE 2 Grumpig HP 120



NO. 326 Marzipan Pokémon. HT 2'11" WT 157.6 lbs.

Mirror Step 10+
If 1 of your opponent's Pokémon in play has the same name as 1 of your Pokémon in play, this attack does 70 more damage.

weakness x2 | resistance | retreat

Illustration: Ken Sugimori
It uses black pearls to amplify its psychic power. It does an odd dance to gain control over foes.
60/168

BASIC Lunatone HP 80



NO. 327 Moonstone Pokémon. HT 2'03" WT 370.4 lbs.

Ability **Sol Shade**
If you have Solrock in play, ♣ Pokémon in play (both yours and your opponent's) have no Abilities, except Pokémon-GX and Pokémon-EX.

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

weakness x2 | resistance | retreat

Illustration: Ritsu Nakamura
It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.
61/168

BASIC Solrock HP 90



NO. 328 Moonstone Pokémon. HT 2'11" WT 129.5 lbs.

Ability **Sunbeam**
The maximum HP of each of your Lunatone in play is 130.

Scorching Light 10
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed. If tails, your opponent's Active Pokémon is now Burned.

weakness x2 | resistance | retreat

Illustration: Kyohei Shimizu
It absorbs solar energy during the day. Always expressionless, it can sense what its foe is thinking.
62/168

BASIC Shuppet HP 60



NO. 353 Puppet Pokémon. HT 2'00" WT 5.1 lbs.

Headbutt 10

Will-O-Wisp 20

weakness x2 | resistance -20 | retreat

Illustration: Shinkai Aino
It gives vengeful emotions and fangs to those under the eyes of humans where vengeful people live.
63/168

BASIC Shuppet HP 50



NO. 351 Puppet Pokémon HT 2'02" WT 5.1 lbs.

Perplex
Your opponent's Active Pokémon is now Confused.

weakness ♀ x2 | resistance ♂ -20 | retreat ♀

Ill. Et Tomba
64/768 •
SWSH Trainer

It gives vengeful emotions and hangs in rows under the eaves of houses where vengeful people live.

STAGE 2 Banette HP 90

Evolves from Shuppet



NO. 354 Marowack Pokémon HT 3'02" WT 27.6 lbs.

Ability Red Eyes
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put a Basic Pokémon from your opponent's discard pile onto their Bench.

Enemy Show
For each of your opponent's Pokémon in play, put 1 damage counter on your opponent's Pokémon in any way you like.

weakness ♀ x2 | resistance ♂ -20 | retreat ♀

Ill. Et Tomba
65/768 •
SWSH Trainer

Strong feelings of hatred turned a puppet into a Pokémon. If it opens its mouth, its cursed energy escapes.

STAGE 2 Banette GX HP 190

Evolves from Shuppet



Ability Shady Move
Once during your turn (before your attack), if this Pokémon is your Active Pokémon, you may move 1 damage counter from 1 Pokémon to another Pokémon.

Shadow Chant 30+
This attack does 10 more damage for each Supporter card in your discard pile. You can't add more than 100 damage in this way.

Tomb Hunt GX
Put 3 cards from your discard pile into your hand, the rest are removed from play. (GX moves are gone.)

weakness ♀ x2 | resistance ♂ -20 | retreat ♀

Ill. Sean Goffney
66/768 •
SWSH Trainer

Pokémon-GX rule When your Pokémon-GX is Knocked Out, your opponent takes 3 Prize cards.

BASIC Deoxys HP 120



NO. 386 DNA Pokémon HT 5'02" WT 134.0 lbs.

Psychic 20+
This attack does 20 more damage times the amount of Energy attached to your opponent's Active Pokémon.

Power Blast 120
Discard an Energy from this Pokémon.

weakness ♀ x2 | resistance ♂ | retreat ♀

Ill. Masahiro Fukuda
67/768 •
SWSH Trainer

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

BASIC Deoxys HP 130



NO. 386 DNA Pokémon HT 5'02" WT 134.0 lbs.

Reflect
During your opponent's next turn, this Pokémon takes 40 less damage from attacks (after applying Weakness and Resistance).

Psychic Corkscrew 80
This attack's damage isn't affected by Resistance.

weakness ♀ x2 | resistance ♂ | retreat ♀

Ill. Arika Yokida
68/768 •
SWSH Trainer

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

BASIC Deoxys HP 100



NO. 386 DNA Pokémon HT 5'02" WT 134.0 lbs.

Teleportation Burst 20
You may switch this Pokémon with 1 of your Benched Pokémon.

Spear Dive
This attack does 50 damage to 1 of your opponent's Pokémon. This damage isn't affected by Weakness or Resistance.

weakness ♀ x2 | resistance ♂ | retreat ♀

Ill. Kozuki Jaimo
69/768 •
SWSH Trainer

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

STAGE 2 Lunala HP 160

Evolves from Castform



NO. 752 Moon Pokémon HT 1'01" WT 264.6 lbs.

Ability Shadow Shield
If this Pokémon has any ♀ Energy attached to it, it takes 20 less damage from attacks (after applying Weakness and Resistance).

Full Moon Ray 80+
This attack does 20 more damage times the amount of Energy attached to your opponent's Active Pokémon.

weakness ♀ x2 | resistance ♂ -20 | retreat ♀

Ill. Sean Goffney
70/768 •
SWSH Trainer

It is said to be a female evolution of Castform. When its third eye activates, away it flies to another world.

BASIC Onix HP 100



NO. 595 Rock Snake Pokémon HT 28'10" WT 463.0 lbs.

Screech
During your next turn, the Defending Pokémon takes 20 more damage from attacks (after applying Weakness and Resistance).

Rage 10+
This attack does 10 more damage for each damage counter on this Pokémon.

weakness ♀ x2 | resistance ♂ | retreat ♀

Ill. Shinjiro Aoki
71/768 •
SWSH Trainer

It usually lives underground. It searches for food while facing its way through the ground at 30 miles per hour.

BASIC Phanpy HP 70



NO. 221 Long nose Pokémon HT 1'08" WT 73.9 lbs.

Tackle 10

Endure 10
Flip a coin. If heads, if this Pokémon would be Knocked Out by damage from an attack during your opponent's next turn, it is not Knocked Out, and its remaining HP becomes 10.

weakness x 2 | resistance | retreat

Ill. Ken Sugimori
72/168
BASIC Pokémon

It is strong despite its compact size. It can easily pick up and carry an adult human on its back.

STAGE 1 Donphan HP 130



NO. 232 Armor Pokémon HT 3'01" WT 264.6 lbs.

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


Rapid Spin 50
Switch this Pokémon with 1 of your Benched Pokémon. If you do, your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

weakness x 2 | resistance | retreat

Ill. Ken Sugimori
73/168
BASIC Pokémon

The longer and bigger its tusks, the higher its rank in its herd. The tusks take long to grow.

BASIC Larvitar HP 60



NO. 246 Rock Skin Pokémon HT 2'00" WT 156.7 lbs.

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

Rock Throw 20

weakness x 2 | resistance | retreat

Ill. Ken Sugimori
74/168
BASIC Pokémon

It digs deep underground, it comes aboveground and becomes a pupa once it has finished eating the surrounding soil.

STAGE 1 Pupitar HP 80



NO. 247 Hard Shell Pokémon HT 3'11" WT 215.1 lbs.

Skull Bash 20

Dust Devil 20
This attack does 20 damage to each non- Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness x 2 | resistance | retreat

Ill. Hisanobu Yoshida
75/168
BASIC Pokémon

Its shell is as hard as sheet rock, and it is also very strong. Its breathing can topple a mountain.

BASIC Meditite HP 70



NO. 307 Meditate Pokémon HT 2'00" WT 24.7 lbs.

Bide 10
Flip a coin. If heads, if this Pokémon would be Knocked Out by damage from an attack during your opponent's next turn, it is not Knocked Out, and its remaining HP becomes 10.

Kick 30

weakness x 2 | resistance | retreat

Ill. Shinsuke
76/168
BASIC Pokémon

It eats just one berry a day. By enduring hunger, its spirit is tempered and made sharper.

STAGE 1 Medicham HP 90



NO. 308 Meditate Pokémon HT 4'03" WT 60.4 lbs.

Strike of Enlightenment 10+
If this Pokémon's remaining HP is 30 or less, this attack does 160 more damage.

Spinning Kick 90
This Pokémon does 30 damage to itself.

weakness x 2 | resistance | retreat

Ill. Shin Tachibana
77/168
BASIC Pokémon

Through yoga training, it gained the psychic power to predict its foe's next move.

BASIC Baltoy HP 60



NO. 343 Clay Doll Pokémon HT 1'08" WT 47.4 lbs.

Psy Bolt 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness x 2 | resistance | retreat

Ill. Ken Sugimori
78/168
BASIC Pokémon

It moves by spinning on its foot. It is a rare Pokémon that was discovered in ancient ruins.

STAGE 1 Claydol HP 110



NO. 344 Clay Doll Pokémon HT 4'11" WT 238.1 lbs.

Psy Bolt 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Miraculous Spin 40x
This attack does 40 damage for each Steven's Resolve card in your discard pile.

weakness x 2 | resistance | retreat

Ill. Ken Sugimori
79/168
BASIC Pokémon

It is said that it originates from clay dolls made by an ancient civilization.

BASIC Regirock HP 120



NO. 377 Rock-Peak Pokémon. HT: 5'07" WT: 507.1 lbs.

Enhanced Stomp 20+
If this Pokémon has a Pokémon Tool card attached to it, this attack does 20 more damage.

Hammer Arm 100
Discard the top card of your opponent's deck.

weakness x2 resistance retreat

Ill. Ayako Yoshida
The same rocks that form its body have been found in ground layers around the world.

BASIC Groudon HP 130



NO. 363 Continent Pokémon. HT: 11'10" WT: 2094.4 lbs.

Wreck 50+
If there is any Stadium card in play, this attack does 50 more damage. Then, discard that Stadium card.

Ground Slash 130
Discard an Energy from this Pokémon.

weakness x2 resistance retreat

Ill. Masahito Fukuda
This legendary Pokémon is said to represent the land. It went to sleep after defeating Kyogre.

STAGE 2 Palossand GX HP 210

Evolves from Sandygast



Eerie Light 60
Your opponent's Active Pokémon is now Confused.

Absorb Life 100
Heal 20 damage from this Pokémon.

Sandy Fear GX 60x
Look at the top 13 cards of your opponent's deck and discard any number of Pokémon you find there. This does 10 damage for each card you discarded in this way. Your opponent shuffles the other cards back into their deck. (This GX attack is a GX attack.)

weakness x2 resistance retreat

Ill. Sean Gagliardi
Palossand GX rule: When your Pokémon-GX is knocked out, your opponent takes 3 Prize cards.

BASIC Minior HP 90



NO. 774 Meteor Pokémon. HT: 1'00" WT: 68.2 lbs.

Ability Falling Star
Once during your turn (before your attack), if this Pokémon is in your hand and your Bench isn't full, you may move your Active Pokémon to your Bench and play this Pokémon as your new Active Pokémon.

Swift 30
This attack's damage isn't affected by Weakness, Resistance, or any other effects on your opponent's Active Pokémon.

weakness x2 resistance retreat

Ill. art
Staring impacts can knock it out of its shell. This Pokémon was born from scattered meteorite bits.

BASIC Aolain Rattata HP 40



NO. 019 Mouse Pokémon. HT: 1'00" WT: 8.4 lbs.

Call for the Boss
Search your deck for Aolain Raticate or Aolain Raticate-GX, reveal it, and put it into your hand. Then, shuffle your deck.

Gnaw 20

weakness x2 resistance -20 retreat

Ill. Shiroshuk
When the sun goes down, it has come to live. It curls around down on a chair for good food for the boss of its nest—Raticate.

STAGE 2 Aolain Raticate GX HP 200

Evolves from Aolain Rattata



Chuck Away 40x
Discard up to 3 cards from your hand. This attack does 40 damage for each card you discarded in this way.

Hyper Fang 150
Flip a coin. If tails, this attack does nothing.

Item Maniac GX
Search your deck for up to 6 Item cards, reveal them, and put them into your hand. Then, shuffle your deck. (The next one uses this GX attack to a gain.)

weakness x2 resistance -20 retreat

Ill. Sean Gagliardi
Palossand GX rule: When your Pokémon-GX is knocked out, your opponent takes 3 Prize cards.

BASIC Sneasel HP 60



NO. 215 Sharp Claw Pokémon. HT: 2'11" WT: 61.7 lbs.

Fury Swipes 10x
Flip 3 coins. This attack does 10 damage for each heads.

Beat Up 30x
Flip a coin for each Pokémon you have in play. This attack does 30 damage for each heads.

weakness x2 resistance -20 retreat

Ill. Ken Sugimori
It uses its claws to pierce holes in eggs so it can wrap out the inside. Benders's outside of a scowge and will drive it away on a scowge.

STAGE 2 Tyranitar HP 170

Evolves from Tyranitar



NO. 248 Armor Pokémon. HT: 6'07" WT: 645.3 lbs.

Slam 60x
Flip 2 coins. This attack does 60 damage for each heads.

Trample 120
For each Benched Pokémon (both yours and your opponent's), flip a coin. If heads, this attack does 60 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

weakness x2 resistance -20 retreat

Ill. Masahito Fukuda
It's a camouflager. It blocks down mountains and boxes rivers. Maps must be redrawn to include it.

BASIC Sableye HP 70



NO. 302 Darkness Pokémon HT 1'08" WT 24.8 lbs.

Ability Escalate
Once during your turn (before your attack), you may look at the top card of your deck. You may discard that card.

★ **Disable** 10
Choose 1 of your opponent's Active Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

weakness ♣ x2 resistance ♠ -20 retreat ♣

Illus. Takahiro Boku
92/168

This Pokémon is afraid. When its eyes meet a shiny object, it begins to glow with a sinister glow. If a Sableye that glows will steal people's eyes away.

STAGE 2 Steelix HP 190



NO. 208 Iron Snake Pokémon HT 30'02" WT 881.8 lbs.

★ ★ **Tackle** 30

★ ★ ★ **Tail Crush** 80+
Flip a coin. If heads, this attack does 40 more damage.

weakness ♣ x2 resistance ♠ -20 retreat ♣ ♣ ♣ ♣

Illus. Ken Sugimori
89/168

It glows its way through boulders with its sturdy jaws. Its eyes can see in the darkness underground.

STAGE 2 Scizor GX HP 210



NO. 300 Steel Bug Pokémon HT 2'03" WT 25.4 lbs.

Ability Danger Perception
If this Pokémon's remaining HP is 100 or less, its attacks do 80 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

★ ★ **Steel Wing** 80
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

★ ★ ★ **Cross-Cut GX** 100+
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 180 more damage. (It can be used only once per turn.)

weakness ♣ x2 resistance ♠ -20 retreat ♣

Illus. Shin Ogihara
90/168

Pokémon-GX rule: When your Pokémon-GX is knocked out, your opponent takes 3 Prize cards.

BASIC Mawile HP 70



NO. 303 Darkness Pokémon HT 2'03" WT 25.4 lbs.

★ **Mining**
Search your deck for an Item card, reveal it, and put it into your hand. Then, shuffle your deck. If that card is a Pokémon Tool card, instead of putting it into your hand, you may attach it to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

★ ★ **Bite Off** 20+
If your opponent's Active Pokémon is a Pokémon-GX or a Pokémon-EX, this attack does 30 more damage (before applying Weakness and Resistance).

weakness ♣ x2 resistance ♠ -20 retreat ♣

Illus. Eiyama Hiroshi
91/168

Attached to its head is a dagger of jaws formed by horns. It can chew through steel beams.

BASIC Beldum HP 60



NO. 374 Iron Ball Pokémon HT 2'02" WT 209.9 lbs.

Ability Conductive Body
As long as this Pokémon is your Active Pokémon, its Retreat Cost is ★ less for each Beldum on your Bench.

★ **Ram** 10

weakness ♣ x2 resistance ♠ -20 retreat ♣ ♣ ♣

Illus. Naoya Kitano
92/168

With magnetic traction, it pulls its opponents in close. When they're in range, it stashes them with its rear claws.

BASIC Beldum HP 70



NO. 374 Iron Ball Pokémon HT 2'02" WT 209.9 lbs.

★ ★ **Single Smash** 50
Flip a coin. If tails, this attack does nothing.

weakness ♣ x2 resistance ♠ -20 retreat ♣ ♣ ♣

Illus. Naoya
93/168

With magnetic traction, it pulls its opponents in close. When they're in range, it stashes them with its rear claws.

STAGE 2 Metang HP 90



NO. 375 Iron Claw Pokémon HT 3'11" WT 446.4 lbs.

★ **Bullet Punch** 20+
Flip 2 coins. This attack does 20 more damage for each heads.

weakness ♣ x2 resistance ♠ -20 retreat ♣ ♣ ♣

Illus. SAIZOU NAKAI
94/168

It reflects magnetic winds, so it punches. Never pass a day without expanding 60 mph.

STAGE 2 Metagross HP 170



NO. 376 Iron Leg Pokémon HT 5'03" WT 1212.5 lbs.

Ability Extend
As long as this Pokémon is your Active Pokémon, your turn does not end when you play Steven's Resolve.

★ **Meteor Mash** 60
During your next turn, this Pokémon's Meteor Mash attack does 60 more damage (before applying Weakness and Resistance).

weakness ♣ x2 resistance ♠ -20 retreat ♣ ♣ ♣ ♣

Illus. TDKISHI
95/168

A galaxy of two Metang. This Pokémon can perform any calculation in a flash by utilizing parallel processing in its brain.

BASIC **Registeel** **HP 120**



NO. 379 Iron Pokémon HT 6'03" WT 451.9 lbs.

Ability Exoskeleton
This Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Silver Fist **60+**
If your opponent's Active Pokémon has an Ability, this attack does 60 more damage.

weakness **× 2** resistance **-20** retreat

Ill. Shin Meguro
96/768 •
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It's body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

BASIC **Jirachi** **HP 80**



[Prism Star] Rule You can't have more than 1 **♦** card with the same name in your deck. If a **♦** card would go to the discard pile, put it in the **Lost Zone** instead.

Ability Wish Upon a Star
If you took this Pokémon as a face-down Prize card during your turn and your Bench isn't full, before you put it into your hand, you may put it onto your Bench and take 1 more Prize card.

Perish Dream **10**
This Pokémon is now Asleep. At the end of your opponent's next turn, the Defending Pokémon will be Knocked Out.

weakness **× 2** resistance **-20** retreat

Ill. Kazu Satou
92/768 •
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It is said to have the ability to grant any wish for just one wish every thousand years.

BASIC **Heatran** **HP 130**



NO. 485 Lava Dome Pokémon HT 5'10" WT 948.0 lbs.

Steelworks
Look at the top 4 cards of your deck and attach any number of **♣** Energy cards you find there to 1 of your Pokémon. Shuffle the other cards back into your deck.

Steel Tackle **120**
This Pokémon does 30 damage to itself.

weakness **× 2** resistance **-20** retreat

Ill. Masahiro Fukuda
98/768 •
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Italing blood-like magma, it oozes through its body. It makes its dwelling place in volcanic caves.

STAGE 2 **Solgaleo** **HP 160**



NO. 791 Sunne Pokémon HT 11'02" WT 507.1 lbs.
Evolves from Calyrex

Ability Full Metal Body
If this Pokémon has any **♣** Energy attached to it, it has no Weakness.

Rising Dash **130**
This attack's damage isn't affected by Resistance.

weakness **× 2** resistance **-20** retreat

Ill. Shin Gouhara
99/768 •
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It is said to live in another world. The intense light it radiates from the surface of its body can make the darkest of paths light up like midday.