

EX: Hidden Legends
Total: 101 Cards
Release Date: June 16, 2004
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1/101

Banette

70 HP 

Stage 1 – evolves from Shuppet

★ Shadow Steal (10+)

Does 10 damage plus 20 more damage for each Special Energy card in your opponent's discard pile.

★ Darkness Chant

Count the number of Basic Pokémon or Evolution cards in your discard pile. Put that many damage counters on the Defending Pokémon. You can't put more than 6 damage counters on the Defending Pokémon in this way.


Weakness: 

Resistance: 

Retreat Cost: ★

2/101

Claydol

80 HP 

Stage 1 – evolves from Baltoy

Poké-BODY: Primal Pull

As long as Claydol is your Active Pokémon, each player's Evolved Pokémon pays ★ more Energy to use its attacks.

 Muddy Eye (10x)

Does 10 damage times the number of basic Energy cards attached to Claydol and the Defending Pokémon.

Weakness: 

Resistance:

Retreat Cost: ★

3/101

Crobat

90 HP 

Stage 2 – evolves from Golbat

★ Flutter Trick (20)

Flip a coin. If heads, look at your opponent's hand and choose 1 card. Your opponent discards the card you choose.

★ Triple Poison (10)

The Defending Pokémon is now Poisoned. Put 3 damage counters instead of 1 on the Defending Pokémon between turns.



Weakness: 

Resistance:

Retreat Cost: ★


4/101

Dark Celebi

70 HP  

Basic Pokémon

★ Dark Provide

Attach up to 1  or  Energy card from your hand to your Pokémon.

☞☞ Leaf Poison (20)

The Defending Pokémon is now Poisoned.

Weakness: ⚡

Resistance:

Retreat Cost: ★

5/101

Electrode

70 HP ⚡

Stage 1 – evolves from Voltorb

⚡ Swift (30)

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

★★★ Mass Destruction

Both Electrode and the Defending Pokémon are now Knocked Out. If Electrode has any Special Energy cards attached to it, this attack does nothing.

Weakness: ⚡

Resistance:

Retreat Cost: ★

6/101

Exploud

120 HP ★

Stage 2 – evolves from Loudred

★ Breaking Sound

Does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

★★ Bass Control

Does 30 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

★★★ Thunderous Roar (30)

The Defending Pokémon is now Confused.

★★★★ Hyper Voice (60)

Weakness: ⚡

Resistance:

Retreat Cost: ★★

7/101

Heracross

70 HP ⚡

Basic Pokémon

★ Extra Draw

If your opponent has any Pokémon-ex in play, search your deck for up to 2 ⚡ Energy cards and attach them to Heracross. Shuffle your deck afterward.

☞☞★ Sonicboom (50)

This attack's damage isn't affected by Weakness or Resistance.

Retreat Cost: ♣
Resistance:
Retreat Cost: ★

8/101
Jirachi
70 HP 🌀🌀
Basic Pokémon

★ Make a Wish

Search your deck for a card that evolves from 1 of your Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) If you do, put 1 damage counter on Jirachi. Shuffle your deck afterward.

🌀🌀 Mind Bend (30)

Flip a coin. If heads, the Defending Pokémon is now Confused.

Weakness: ♣
Resistance:
Retreat Cost: ★

9/101
Machop
120 HP 🗡️
Stage 2 – evolves from Machop

Poké-BODY: Overzealous

If your opponent has any Pokémon-ex in play, each of Machop's attacks do 30 more damage to the Defending Pokémon.

🗡️★ Brick Smash (40)

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

🗡️*** Cross Chop (60+)

Flip a coin. If heads, this attack does 60 damage plus 30 more damage.

Weakness: 🌀
Resistance:
Retreat Cost: ★★

10/101
Medichamp
80 HP 🗡️
Stage 1 – evolves from Meditate

🗡️★ Meditate (20+)

Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.

🗡️*** Chakra Points (10+)

Does 10 damage plus 10 more damage for each card in your opponent's hand.

Weakness: 🌀
Resistance:
Retreat Cost: ★

11/101

Metagross

100 HP ⚡🌀

Stage 2 – evolves from Metang

Poké-POWER: Metal Juncture

As often as you like during your turn (*before your attack*), you may move a 🌀 Energy card attached to 1 of your Benched Pokémon to your Active Pokémon. This power can't be used if Metagross is affected by a Special Condition.

🌀🌀★ Squared Attack (30x)

Flip 4 coins. This attack does 30 damage times the number of heads.

Weakness: ⚡

Resistance: 🌀

Retreat Cost: ★★

12/101

Milotic

100 HP 🌊

Stage 1 – evolves from Feebas

Poké-POWER: Healing Shower

Once during your turn (*before your attack*), when you play Milotic from your hand to evolve 1 of your Pokémon, you may remove all damage counters from all of your Pokémon and your opponent's Pokémon (excluding Pokémon-ex).

🌊★ Wave Splash (30)

🌊🌊★★ Distorted Wave (80)

Before doing damage, remove 3 damage counters from the Defending Pokémon (all if there are less than 3).

Weakness: ⚡

Resistance:

Retreat Cost: ★★

13/101

Pinsir

70 HP 🐞

Basic Pokémon

Poké-BODY: Crust

Any damage done to Pinsir by attacks from your opponent's Basic Pokémon is reduced by 30 (*after applying Weakness and Resistance*).

🐞★ Sonicboom (30)

This attack'd damage isn't affected by Weakness or Resistance.

Weakness: ⚡

Resistance:

Retreat Cost: ★

14/101

Shiftry

110 HP 🌿

Stage 2 – evolves from Nuzleaf

☞★ Push Aside (30)

Look at your opponent's hand and choose 1 Basic Pokémon or Evolution card you find there. Your opponent puts it at the bottom of his or her deck.

★★★ Supernatural Power (40+)

IF you have the same number of cards in your hand as your opponent, this attack does 40 damage plus 40 more damage.

Weakness: ⚡

Resistance: ⦿

Retreat Cost: ★★

15/101

Walrein

120 HP ⚡

Stage 2 – evolves from Sealeo

Poké-POWER: Crush Draw

Once during your turn (*before your attack*), you may reveal the top card of your deck. If that card is a basic Energy card, attach it to 1 of your Pokémon. If not, put the card back on your deck. This power can't be used if Walrein is affected by a Special Condition.

☞☞★ Sheer Cold (50)

Flip a coin. If heads, each defending Pokémon can't attack during your opponent's next turn.

Weakness: ⚡

Resistance:

Retreat Cost: ★★★

16/101

Bellossom

100 HP ⚡

Stage 2 – evolves from Gloom

Poké-POWER: Heal Dance

Once during your turn (*before your attack*), you may remove 2 damage counters from 1 of your Pokémon. You can't use more than 1 Heal Dance Poké-Power each turn. This power can't be used if Bellossom is affected by a Special Condition.

☞ Miracle Powder (10)

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

☞★★ Solarbeam (50)

Weakness: ⚡

Resistance: ⚡

Retreat Cost: ★★

17/101

Chimecho

60 HP ⦿

Basic Pokémon

★ Chime

Search your opponent's discard pile for a Support card and use the effect of that card as the effect of this attack. (The Supporter card remains in your opponent's discard pile.)

☹ Psychic Boom (10x)

Does 10 damage times the amount of Energy attached to the Defending Pokémon.

Weakness: ☹

Resistance:

Retreat Cost: ★

18/101

Gorebyss

70 HP 🐡

Stage I – evolves from Clamperl

★ Stun Needle (10)

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

🐡★ Mystic Water (20+)

Does 20 damage plus 10 more damage for each ☹ Energy in play.

Weakness: ⚡

Resistance:

Retreat Cost:

19/101

Huntail

80 HP 🐡

Stage I – evolves from Clamperl

★★ Bite (20)

🐡★★ Dark Splash (40+)

Does 40 damage plus 10 more damage for each 🐡 Pokémon in play.

Weakness: ⚡

Resistance:

Retreat Cost: ★

20/101

Masquerain

70 HP 🐡

Stage I – evolves from Surskit

★ Whirlwind (20)

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

🐡★ Silver wind (30)

During your next turn, if an attack does damage to the Defending Pokémon (*after applying Weakness and Resistance*), that attack does 30 more damage.

Weakness: ⚡

Resistance: 🐡

Retreat Cost:

21/101
Metang
80 HP ⚡
Stage I – evolves from Beldum

★ Metal Load
Search your discard pile for a ⚡ Energy card and attach it to Metang.

⚡★ Metal Claw (30)

Weakness: ⚡
Resistance: ⚡
Retreat Cost: ★★

22/101
Ninetales
70 HP ⚡
Stage I – evolves from Vulpix

Poké-BODY: Safeguard
Prevent all effects of attacks, including damage, done to Ninetales by your opponent's Pokémon-ex.

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

⚡★★ Will-o'-the-wisp (50)

Weakness: ⚡
Resistance:
Retreat Cost: ★

23/101
Rain Castform
60 HP ⚡
Basic Pokémon

Poké-POWER: Temperamental Weather
Once during your turn (*before your attack*), you may search your deck for Castform, Sunny Castform, or Snow-cloud Castform and switch it with Rain Castform. (Any cards attached to Rain Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Rain Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

⚡ Scattered Shower
Shuffle your hand into your deck. Draw up to 5 cards.

★★ Rainy Day Blues (20)
If Low Pressure System is in play, the Defending Pokémon is now Confused.

Weakness: ⚡
Resistance:
Retreat Cost: ★

24/101


Relicanth

60 HP 

Basic Pokémon

Poké-BODY: Deep Sleep

As long as Relicanth is your Active Pokémon, a player flips 2 coins for each of his or her Pokémon that is Asleep between turns. If either coin is tails, that Pokémon is still Asleep.

 Yawn (10)

Flip a coin. If heads, the Defending Pokémon is now Asleep.

Weakness: 

Resistance:

Retreat Cost: 

25/101

Snow-cloud Castform

70 HP 


Basic Pokémon

Poké-POWER: Temperamental Weather

Once during your turn (*before your attack*), you may search your deck for Castform, Rain Castform or Sunny Castform and switch it with Snow-cloud Castform. (Any cards attached to Snow-cloud Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Snow-cloud Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

 Flurries

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Asleep.

 White Snow (50+)

If Magnetic Storm is in play, this attack does 50 damage plus 20 more damage.

Weakness: 

Resistance:

Retreat Cost: 

26/101

Sunny Castform

70 HP 


Basic Pokémon

Poké-POWER: Temperamental Weather

Once during your turn (*before your attack*), you may search your deck for Castform, Rain Castform, or Snow-cloud Castform and switch it with Sunny Castform. (Any cards attached to Sunny Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Sunny Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

 Sunshine

Search your discard pile for a Stadium card, show it to your opponent, and put it into your hand.

 Sunburn (40)

If High Pressure Stadium is in play, the Defending Pokémon is now Burned.

Weakness: ⚡
Resistance:
Retreat Cost: **

27/101
Tropius
80 HP ⚡
Basic Pokémon

⚡ Fruition

Move 1 Energy card attached to Tropius to another of your Pokémon and remove 4 damage counters from that Pokémon (all if there are less than 4).

** Gust (20)

Weakness: ⚡
Resistance:
Retreat Cost: *

28/101
Beldum
50 HP ⚡
Basic Pokémon

Poké-BODY: Levitate

If Beldum has any Energy attached to it, Beldum's Retreat Cost is 0.

* Tackle (10)

Weakness: ⚡
Resistance: ⚡
Retreat Cost: **

29/101
Beldum
50 HP ⚡
Basic Pokémon

Poké-POWER: Magnetic Call

Once during your turn (*before your attack*), you may flip a coin. If heads, search your deck for a ⚡ Basic Pokémon and put it onto your Bench. Shuffle your deck afterward. This power can't be used if Beldum is affected by a Special Condition.

⚡* Metal Charge (30)

Put 1 damage counter on Beldum.

Weakness: ⚡
Resistance: ⚡
Retreat Cost: **

30/101
Castform
60 HP *
Basic Pokémon

Poké-POWER: Temperamental Weather

Once during your turn (*before your attack*), you may search your deck for Sunny Castform, Rain Castform, or Snow-cloud Castform and switch it with Castform. (Any cards attached to Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

★ Forecast

Search your deck for a Stadium card and play it. Shuffle your deck afterward.

★★ Extra Ball (20+)

If the Defending Pokémon is Pokémon-ex, this attack does 20 damage plus 20 more damage.

Weakness: ⚡

Resistance:

Retreat Cost: ★

31/101

Claydol

80 HP ⚡

Stage I – evolves from Baltoy

☉★ Hyper Beam (20)

Flip a coin. If heads, discard 1 Energy attached to the Defending Pokémon.

⚡★★ Ram (50)

Weakness: ⚡

Resistance:

Retreat Cost: ★

32/101

Corsola

70 HP ⚡

Basic Pokémon

★ Coral Glow

Draw a number of cards up to the number of your opponent's Basic Pokémon in play. (You can't have more than 10 cards in your hand in this way.)

⚡★★ Surf (40)

Weakness: ⚡

Resistance:

Retreat Cost: ★

33/101

Dodrio

80 HP ★

Stage I – evolves from Doduo

Poké-BODY: Fast Feet

Dodrio can retreat even when it is Asleep or Paralyzed.

★★ Retaliate (10x)

Does 10 damage times the number of damage counters on Dodrio.

**** Slashing Strike (40)**

Flip a coin. If tails, Dodrio can't use Slashing Strike during your next turn.

Weakness: ⚡

Resistance: 🍄

Retreat Cost:

34/101

Glalie

80 HP ❄️

Stage I – evolves from Snorunt

Poké-BODY: Ice Wall

Any damage done to Glalie by attacks from your opponent's Pokémon with any Special Energy cards attached to it is reduced by 40 (after applying Weakness and Resistance).

❄️ Heavy Blizzard (50)**

Flip a coin. If heads, put 1 damage counter on each of your opponent's Benched Pokémon.

Weakness: 🌀

Resistance:

Retreat Cost: ★

35/101

Gloom

70 HP 🌧️

Stage I – evolves from Oddish

🌧️* Cling (20)

After your attack, remove from Gloom the number of your damage counters equal to the damage you did to the Defending Pokémon. If Gloom has fewer damage counters than that, remove all of them.

🌧️ Double Razor Leaf (40x)**

Flip 2 coins. This attack does 40 damage times the number of heads.

Weakness: 🔥

Resistance:

Retreat Cost: ★

36/101

Golbat

70 HP 🦇

Stage I – evolves from Zubat

*** Supersonic**

The Defending Pokémon is now Confused.

🦇* Sharp Fang (20)

Weakness: 😊

Resistance:

Retreat Cost: ★

37/101

Igglybuff

50 HP ★

Basic Pokémon

Poké-POWER: Baby Evolution

Once during your turn (*before your attack*), you may put Jigglypuff from your hand onto Igglybuff (this counts as evolving Igglybuff) and remove all damage counters from Igglybuff.

★ Set Song

Search your deck for a Basic Pokémon and a basic Energy card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Weakness: ⚡

Resistance:

Retreat Cost: ★

38/101

Lanturn

80 HP ⚡

Stage I – evolves from Chinchou

Poké-POWER: Energy Grounding

Once during your opponent's turn, when any of your Pokémon is Knocked Out by your opponent's attacks, you may use this power. Choose a basic Energy card discard from the Knocked Out Pokémon and attach it to Lanturn. You can't use more than 1 Energy Grounding Poké-Power each turn.

⚡⚡★ Lightning Strike (50)

You may discard all ⚡ Energy attached to Lanturn. If you do, this attack's base damage is 90 instead of 50.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

39/101

Loudred

80 HP ★

Stage I – evolves from Whismur

★★ Cracking Voice (20)

Flip a coin. If heads, each Defending Pokémon is now Confused.

★★★ Light Punch (40)

Weakness: ⚡

Resistance:

Retreat Cost: ★★

40/101

Luvdisc

60 HP ♡

Basic Pokémon

★ Loving Draw

Draw cards until you have the same number of cards in your hand as your opponent has in his or her hand.

☞ Sweet Temptation

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. This attack does 10 damage to the new Defending Pokémon.

Weakness: ⚡

Resistance:

Retreat Cost: ★

41/101

Machoke

80 HP 🗡️

Stage 1 – evolves from Machop

Poké-BODY: Strikes Back

If Machoke is your Active Pokémon and is damaged by an opponent's attack (even if Machoke is Knocked Out), put 1 damage counter on the Attacking Pokémon.

🗡️★ Low Kick (30)

Weakness: 🕸️

Resistance:

Retreat Cost: ★

42/101

Medicham

80 HP 🗡️

Stage 1 – evolves from Meditate

★ Steady Punch (20+)

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

🗡️★ Power Heal (10+)

Does 10 damage plus 10 more damage for each damage counter on Medicham. After doing damage, remove 1 damage counter from Medicham.

Weakness: 🕸️

Resistance:

Retreat Cost: ★

43/101

Metang

80 HP 🕸️

Stage 1 – evolves from Beldum

★★ Psyshock (20)

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

🕸️★★ Metal Ball

Put 5 damage counters on the Defending Pokémon.

Weakness: 🕸️

Resistance:

Retreat Cost: ★★

44/101
Metang
70 HP ♡
Stage I – evolves from Beldum

Poké-BODY: Levitate
If Metang has any Energy attached to it, Metang's Retreat Cost is 0.

★★ Tackle (20)

Weakness: ♣
Resistance: ♠
Retreat Cost: ★★

45/101
Nuzleaf
70 HP ♡
Stage I – evolves from Seedot

* Upper Hand
Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

♣★★ Feint Attack
Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Weakness: ♣
Resistance: ♣
Retreat Cost: *

46/101
Rhydon
90 HP ♣
Stage I – evolves from Rhyhorn

* Horn Drill (20)

♣★★ Hyper Tail (50+)
If the Defending Pokémon has any Poké-Powers or Poké-Bodies, this attack does 50 damage plus 20 more damage.

Weakness: ♣
Resistance:
Retreat Cost: ★★

47/101
Sealeo
70 HP ♣
Stage I – evolves from Spheal

♣ Super Icy Wind
Does 10 damage to each of your opponent's Pokémon. This attack's damage isn't affected by Weakness or Resistance.

☞★★ Skull Bash (50)

Weakness: ♁

Resistance:

Retreat Cost: ★

48/101

Spindra

60 HP ★

Basic Pokémon

★ The Hula-la

Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, both the Defending Pokémon and Spindra are now Confused.

★ Fail (10x)

Does 10 damage times the number of damage counters on Spindra.

Weakness: ♁

Resistance:

Retreat Cost: ★

49/101

Starmie

80 HP ☉

Stage I – evolves from Staryu

☞ Water Arrow

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

☉★★ Rainbow Star (50+)

Does 50 damage plus 10 more damage for each type of basic Energy card attached to the Defending Pokémon.

Weakness: ☉

Resistance:

Retreat Cost: ★

50/101

Swalot

80 HP ♁

Stage I – evolves from Gulpin

★ Amnesia (10)

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

♁★★ Swallow Up (50+)

Before doing damage, count the remaining HP of the Defending Pokémon and Swalot. If the Defending Pokémon has fewer remaining HP than Swalot, that attack does 50 damage plus 30 more damage.

Weakness: ☉

Resistance:

Retreat Cost: ★★

51/101

Tentacruel

70 HP ⚡

Stage 1 – evolves from Tentacool

★ Long Tentacle

Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, discard an Energy card attached to the Defending Pokémon.

★★ Toxic

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

Weakness: ⚡

Resistance:

Retreat Cost:

52/101

Baltoy

50 HP ⚡

Basic Pokémon

⚡ Psychock (10)

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: ⚡

Resistance:

Retreat Cost: ★

53/101

Baltoy

50 HP ⚡

Basic Pokémon

★ Headbutt (10)

★★ Mud Slap (20)

Weakness: ⚡

Resistance:

Retreat Cost: ★

54/101

Beldum

50 HP ⚡

Basic Pokémon

★ Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

⚡ Metal Ball

Put 1 damage counter on the Defending Pokémon.

Weakness: ☹️
Resistance:
Retreat Cost: ★

55/101
Chikorita
50 HP 🍀
Basic Pokémon

★ Posioppowder
Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Weakness: 🍀
Resistance: 🍀
Retreat Cost: ★

56/101
Chinchou
50 HP ⚡
Basic Pokémon

★ Pound (10)

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

Weakness: 🍀
Resistance:
Retreat Cost: ★

57/101
Chinchou
50 HP ⚡
Basic Pokémon

⚡ Random Spark
Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

⚡★ Lightning Ball (20)

Weakness: 🍀
Resistance:
Retreat Cost: ★

58/101
Clamperl
40 HP 🍀
Basic Pokémon

Poké-BODY: Exoskeleton
Any damage done to Clamperl by attacks is reduced by 10 *(after applying Weakness and Resistance.)*

☞★ Bubble (20)

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: ⚡

Resistance:

Retreat Cost: ★

59/101

Cyndaquil

50 HP 🔥

Basic Pokémon

★ Swift (10)

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

60/101

Doduo

40 HP ★

Basic Pokémon

★ Drill Peck (10)

Weakness: ⚡

Resistance: 🗡️

Retreat Cost: ★

61/101

Feebas

30 HP 🐟

Basic Pokémon

★ Tackle (10)

☞ Ascension

Search your deck for a card that evolves from Feebas and put it on Feebas. (This counts as evolving Feebas.) Shuffle your deck afterward.

Weakness: ⚡

Resistance:

Retreat Cost: ★

62/101

Gulpin

50 HP 🐉

Basic Pokémon

★ Yawn

The Defending Pokémon is now Asleep.

☞ Spit Poison

The Defending Pokémon is now Poisoned.

Weakness: ☹️
Resistance:
Retreat Cost: ★

63/101
Jigglypuff
50 HP ★
Basic Pokémon

★ Rollout (10)

★★ Sleepy Song
The Defending Pokémon is now Asleep.

Weakness: 🍷
Resistance:
Retreat Cost: ★

64/101
Machop
50 HP 🍷
Basic Pokémon

★ Knuckle Punch (10)

🍷★ Karate Chop (30-)
Does 30 damage minus 10 damage for each damage counter on Machop.

Weakness: ☹️
Resistance:
Retreat Cost: ★

65/101
Meditate
50 HP ☹️
Basic Pokémon

★ Double Chop (10x)
Flip 2 coins. This attack does 20 damage times the number of heads.

☹️ Calm Mind
Remove 2 damage counters from Meditate (remove 1 if there is only 1).

Weakness: ☹️
Resistance:
Retreat Cost: ★

66/101
Meditate
50 HP 🍷
Basic Pokémon

🍷 Jab (10)

**** Steady Punch (20+)**

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

Weakness: ☹

Resistance:

Retreat Cost: ★

67/101

Minun

50 HP ⚡

Basic Pokémon

★ Minus Energy (10)

Flip a coin. If heads, choose 1 Energy card attached to the Defending Pokémon. Your opponent returns that card to his or her hand.

⚡★ Thundershock (20)

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: ⚡

Resistance: ⚡

Retreat Cost: ★

68/101

Oddish

50 HP 🌿

Basic Pokémon

★ Poisonpowder

Flip a coin. If heads, the Defending Pokémon is now Poisoned.

🌿 Razor Leaf (10)

Weakness: 🌿

Resistance:

Retreat Cost: ★

69/101

Plusle

50 HP ⚡

Basic Pokémon

★ Plus Energy

Flip a coin. If heads, attach a ⚡ Energy card from your hand to any of your Pokémon.

⚡★ Dazzle Blast (20)

Flip a coin. If heads, the Defending Pokémon is now Confused.

Weakness: ⚡

Resistance: ⚡

Retreat Cost: ★

70/101
Rhyhorn
60 HP 🗡️
Basic Pokémon

★ Double Stab (10x)
Flip 2 coins. This attack does 10 damage times the number of heads.

🗡️★★ Take Down (50)
Rhyhorn does 10 damage to itself.

Weakness: ⚡
Resistance:
Retreat Cost: ★

71/101
Seedot
40 HP 🌱
Basic Pokémon

★ Growth Spurt
Attach a 🌱 Energy card from your hand to Seedot.

★★ Trip Over (10+)
Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

Weakness: 🌱
Resistance:
Retreat Cost: ★

72/101
Shuppet
40 HP 🕸️
Basic Pokémon

🕸️ Shadow Crush (10)
You may discard 1 🕸️ Energy card attached to Shuppet. If you do, your opponent discards 1 Energy card attached to the Defending Pokémon.

Weakness: 🕸️
Resistance: 🗡️
Retreat Cost: ★

73/101
Snorunt
50 HP ❄️
Basic Pokémon

★ Ice Beam
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

★★ Tackle (20)

Weakness: ⚡
Resistance:
Retreat Cost: ★

74/101
Spheal
40 HP ❄️
Basic Pokémon

★ Freezing Breath
Flip a coin. If heads, the Defending Pokémon is now Paralyzed If tails, the Defending Pokémon is now Asleep.

Weakness: ⚡
Resistance:
Retreat Cost: ★

75/101
Staryu
50 HP ⚡
Basic Pokémon

Poké-BODY: Core Guard
If Staryu has any ⚡ Energy attached to it, damage done to Staryu by any attack is reduced by 10 (after applying Weakness and Resistance).

❄️ Pound (10)

Weakness: ⚡
Resistance:
Retreat Cost: ★

76/101
Surskit
50 HP ⚡
Basic Pokémon

★ Splash About (10+)
If Surskit has less Energy attached to it than the Defending Pokémon, this attack does 10 damage plus 10 more damage.

Weakness: 🔥
Resistance:
Retreat Cost: ★

77/101
Tentacool
50 HP ⚡
Basic Pokémon

Poké-BODY: Freefloating
If Tentacool has no Energy attached to it, Tentacool's Retreat Cost is 0.

★ Wrap
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: ⚡
Resistance:
Retreat Cost: ★

78/101
Togepi
50 HP ★
Basic Pokémon

★ Sleepy Song
Each Defending Pokémon is now Asleep.

Weakness: ♁
Resistance:
Retreat Cost: ★

79/101
Totodile
50 HP ⚡
Basic Pokémon

★ Flail (10x)
Does 10 damage for each damage counter on Totodile.

⚡★ Bite (20)

Weakness: ⚡
Resistance:
Retreat Cost: ★

80/101
Voltorb
40 HP ⚡
Basic Pokémon

★ Recharge
Search your deck for a ⚡ Energy card and attach it to Voltorb. Shuffle your deck afterward.

⚡★ Rolling Attack (20)

Weakness: ♁
Resistance:
Retreat Cost: ★

81/101
Vulpix
50 HP 🔥
Basic Pokémon

★ Scratch (10)

🔥 Ascension
Search your deck for a card that evolves from Vulpix and put it on Vulpix. (This counts as evolving Vulpix.) Shuffle your deck afterward.

Weakness: ⚡
Resistance:
Retreat Cost: ★

82/101
Whismur
50 HP ★
Basic Pokémon

★ Wail (10)
Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Weakness: ⚡
Resistance:
Retreat Cost: ★

83/101
Zubat
50 HP ⚡
Basic Pokémon

★ Quick Turn (10x)
Flip 2 coins. This attack does 10 damage times number of heads.

⚡ Surprise
Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

Weakness: ⚡
Resistance:
Retreat Cost: ★

84/101
Ancient Technical Machine [Ice]
Trainer – Technical Machine

Attach this card to 1 of your Evolved Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Ancient Technical Machine [Ice].

★ Ice Generator
Discard all of your opponent's Trainer cards in play. If you do, prevent all effects, including damage, done to the Pokémon using this attack during your opponent's next turn.

85/101

Ancient Technical Machine [Rock]
Trainer – Technical Machine

Attach this card to 1 of your Evolved Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Ancient Technical Machine [Rock].

★ Stone Generator

If your opponent has any Evolved Pokémon in play, remove the highest Stage Evolution card from each of them and put those cards back into his or her hand.

86/101

Ancient Technical Machine [Steel]
Trainer – Technical Machine

Attach this card to 1 of your Evolved Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Ancient Technical Machine [Steel].

★★ Steel Generator

If the Defending Pokémon has a Poké-Power or Poké-Body, choose up to 2 basic Energy cards attached to 1 of your opponent's Pokémon and attach them to the Defending Pokémon.

87/101

Ancient Tomb
Trainer – Stadium Card

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Don't apply Weakness for all Pokémon in play (excluding Pokémon-ex and Pokémon that has an owner in its name).

88/101

Desert Ruins
Trainer – Stadium Card




This card stays in play when you play it. Discard this card if another Stadium card comes into play.

At any time between turns, each player puts 1 damage counter on his or her Pokémon-ex with maximum HP of at least 100.

89/101

Island Cave
Trainer – Stadium Card

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Whenever any player attaches an Energy card from his or her hand to  Pokémon,  Pokémon, or  Pokémon, remove any Special Conditions from that Pokémon.

90/101
Life Herb
Trainer Card

Flip a coin. If heads, choose 1 of your Pokémon (excluding Pokémon-ex). Remove all Special Conditions and 6 damage counters from that Pokémon (all if there are less than 6).

91/101
Magnetic Storm
Trainer – Stadium Card

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Any damage done by attacks from ⚡ Pokémon and ⚡ Pokémon (both yours and your opponent's) is not affected by Resistance.

92/101
Steven's Advice
Trainer – Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw a number of cards up to the number of your opponent's Pokémon in play.
If you have more than 7 cards (including this one) in your hand, you can't play this card.

93/101
Groudon ex
100 HP ⚡
Basic Pokémon

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

Poké-BODY: Mark of Antiquity
As long as Groudon ex is your Active Pokémon, each player's Kyogre ex and Rayquaza ex can't attack.

★★ Rock Tumble (30)
This attack's damage is not affected by Resistance.

⚡⚡⚡★ Crushing Mantle (50+)
You may discard from your hand as many Energy cards as you like. If you do, this attack does 50 damage plus 10 more damage for each Energy card you discarded.

Weakness: ⚡
Resistance:
Retreat Cost: ★★★

94/101
Kyogre ex
100 HP ⚡
Basic Pokémon

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

Poké-BODY: Mark of Antiquity

As long as Kyogre ex is your Active Pokémon, each player's Groudon ex and Rayquaza ex can't attack.

★★ Water Arrow

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

☄☄★ Super Tidal Wave (50+)

You may show your hand to your opponent. If you do, this attack does 50 damage plus 10 more damage for each Energy card in your hand. After doing damage, shuffle the Energy cards back into your deck.

Weakness: ⚡

Resistance:

Retreat Cost: ★★★

95/101

Metagross ex

150 HP ⚡

Stage 2 – evolves from Metang

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

⚡★ Metal Reversal (40)

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. If you do, this attack does 40 damage to the new Defending Pokémon.

⚡⚡★★ Extra Comet Punch (50+)

During your next turn, Extra Comet Punch does 50 damage plus 50 more damage.

Weakness: ⚡⚡

Weakness: ⚡

Retreat Cost: ★★★★★

96/101

Ninetales ex

90 HP 🔥

Stage 1 – evolves from Vulpix

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

★ Intense Glare

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is now Burned and Confused.


🔥★★★★ Fire Blast (100)

Discard a 🔥 Energy attached to Ninetales ex.

Weakness: ⚡



Resistance:

Retreat Cost: ★


97/101
Regice ex
90 HP 
Basic Pokémon


When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

Poké-BODY: Crystal Body
Prevent all effects of attacks, except damage, done to Regice ex by the Attacking Pokémon.

  ★ Freeze Lock (60)



Flip a coin. If heads, your opponent can't attach Energy cards from his or her hand to the Defending Pokémon during his or her next turn.

Weakness: 
Resistance:
Retreat Cost: ★★


98/101
Regirock ex
100 HP 
Basic Pokémon


When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

Poké-BODY: Healing Stone
At any time between turns, remove 1 damage counter from REgirock ex.

  ★ Tonnage (60+)

You may do 60 damage plus 20 more damage. If you do, Regirock ex does 30 damage to itself.

Weakness: 
Resistance:
Retreat Cost: ★★★



99/101
Registeel ex
90 HP 
Basic Pokémon

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

Poké-BODY: Exoskeleton
Any damage done to Registeel ex by attacks is reduced by 10 (after applying Weakness and Resistance).

  ★ Steel Wave (50)

Does 20 damage to each of your opponent's Benched Pokémon of the same type as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: 
Resistance: 
Retreat Cost: ★★

100/101

Vileplume ex

140 HP ☞

Stage 2 – evolves from Gloom

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

Poké-BODY: Block Dust

As long as Vileplume ex is your Active Pokémon, your opponent can't play any Trainer cards (except for Supporter cards) from his or her hand.

☞★★ Special Formula (50)

Flip a coin. If heads, the Defending Pokémon is now Asleep and Poisoned. If tails, the Defending Pokémon is now Confused.

Weakness: ☹

Resistance:

Retreat Cost: ★★

101/101

Wigglytuff ex

100 HP ★

Stage 1 – evolves from Jigglypuff

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize Cards.

★★ Sleepy Song (30)

Each Defending Pokémon is now Asleep.

★★★ Do the Wave (30+)

Does 30 damage plus 10 more damage for each of your Benched Pokémon.

Weakness: ☹☹

Resistance:

Retreat Cost: ★

102/101

Groudon

80 HP ☹☹

Basic Pokémon

☹☹★ Mud Shot (20)

☹☹☹☹☹★ Earthquake (60)

Does 10 damage to each of your opponent's Benched Pokémon. (*Don't apply Weakness and Resistance for Benched Pokémon.*)

Weakness: ☞

Resistance:

Retreat Cost: ★★★