

LEGENDARY TREASURES CHECKLIST

<input type="radio"/> 001 Tangela	<input type="radio"/> 030 Magikarp	<input type="radio"/> 059 Ralts	<input type="radio"/> 088 Darkrai EX
<input type="radio"/> 002 Tangrowth	<input type="radio"/> 031 Gyarados	<input type="radio"/> 060 Kirlia	<input type="radio"/> 089 Zorua
<input type="radio"/> 003 Shuckle	<input type="radio"/> 032 Articuno	<input type="radio"/> 061 Sableye	<input type="radio"/> 090 Zoroark
<input type="radio"/> 004 Cherubi	<input type="radio"/> 033 Piplup	<input type="radio"/> 062 Croagunk	<input type="radio"/> 091 Cobalion
<input type="radio"/> 005 Carnivine	<input type="radio"/> 034 Prinplup	<input type="radio"/> 063 Toxicroak	<input type="radio"/> 092 Altaria
<input type="radio"/> 006 Snivy	<input type="radio"/> 035 Empoleon	<input type="radio"/> 064 Woobat	<input type="radio"/> 093 Rayquaza
<input type="radio"/> 007 Servine	<input type="radio"/> 036 Phione	<input type="radio"/> 065 Swoobat	<input type="radio"/> 094 Gible
<input type="radio"/> 008 Serperior	<input type="radio"/> 037 Oshawott	<input type="radio"/> 066 Sigilyph	<input type="radio"/> 095 Gabite
<input type="radio"/> 009 Sewaddle	<input type="radio"/> 038 Dewott	<input type="radio"/> 067 Trubbish	<input type="radio"/> 096 Garchomp
<input type="radio"/> 010 Sewaddle	<input type="radio"/> 039 Samurott	<input type="radio"/> 068 Garbodor	<input type="radio"/> 097 Deino
<input type="radio"/> 011 Swadloon	<input type="radio"/> 040 Tympole	<input type="radio"/> 069 Gothita	<input type="radio"/> 098 Zweilous
<input type="radio"/> 012 Leavanny	<input type="radio"/> 041 Palpitoad	<input type="radio"/> 070 Gothita	<input type="radio"/> 099 Hydreigon
<input type="radio"/> 013 Dwebble	<input type="radio"/> 042 Seismitoad	<input type="radio"/> 071 Gothorita	<input type="radio"/> 100 Black Kyurem EX
<input type="radio"/> 014 Crustle	<input type="radio"/> 043 Kyurem	<input type="radio"/> 072 Gothitelle	<input type="radio"/> 101 White Kyurem EX
<input type="radio"/> 015 Virizion	<input type="radio"/> 044 Kyurem EX	<input type="radio"/> 073 Solosis	<input type="radio"/> 102 Lugia EX
<input type="radio"/> 016 Genesect	<input type="radio"/> 045 Keldeo EX	<input type="radio"/> 074 Solosis	<input type="radio"/> 103 Swablu
<input type="radio"/> 017 Charmander	<input type="radio"/> 046 Zapdos	<input type="radio"/> 075 Duosion	<input type="radio"/> 104 Minccino
<input type="radio"/> 018 Charmeleon	<input type="radio"/> 047 Plusle	<input type="radio"/> 076 Reuniclus	<input type="radio"/> 105 Cincinno
<input type="radio"/> 019 Charizard	<input type="radio"/> 048 Minun	<input type="radio"/> 077 Chandelure EX	<input type="radio"/> 106 Druddigon
<input type="radio"/> 020 Vulpix	<input type="radio"/> 049 Emolga	<input type="radio"/> 078 Meloetta	<input type="radio"/> 107 Bouffalant
<input type="radio"/> 021 Ninetales	<input type="radio"/> 050 Thundurus	<input type="radio"/> 079 Riolu	<input type="radio"/> 108 Tornadus
<input type="radio"/> 022 Moltres	<input type="radio"/> 051 Zekrom	<input type="radio"/> 080 Lucario	<input type="radio"/> 109 Bianca
<input type="radio"/> 023 Victini	<input type="radio"/> 052 Zekrom EX	<input type="radio"/> 081 Gallade	<input type="radio"/> 110 Cedric Juniper
<input type="radio"/> 024 Victini EX	<input type="radio"/> 053 Mewtwo	<input type="radio"/> 082 Excadrill EX	<input type="radio"/> 111 Crushing Hammer
<input type="radio"/> 025 Tepig	<input type="radio"/> 054 Mewtwo EX	<input type="radio"/> 083 Stunfisk	<input type="radio"/> 112 Energy Switch
<input type="radio"/> 026 Pignite	<input type="radio"/> 055 Natu	<input type="radio"/> 084 Terrakion	<input type="radio"/> 113 Double Colorless Energy
<input type="radio"/> 027 Emboar	<input type="radio"/> 056 Xatu	<input type="radio"/> 085 Landorus	<input type="radio"/> 114 Reshiram
<input type="radio"/> 028 Reshiram	<input type="radio"/> 057 Misdreavus	<input type="radio"/> 086 Meloetta	<input type="radio"/> 115 Zekrom
<input type="radio"/> 029 Reshiram EX	<input type="radio"/> 058 Mismagius	<input type="radio"/> 087 Spiritomb	

This icon will appear on cards in this set

via Pokollector