

2



DIABLO
Watchful Raven

3 3

Storyborn • Ally

“Be careful when gathering herbs in the Inkwell Caverns. You never know who’s watching.”
—Hana’s Herborium

© Gaëlle Jacopini / Lino Casciatore
107/204 • EN • 10

2



ARES
God of War

3 3

Storyborn • Deity

Reckless (This character can’t quest and must challenge each turn if able.)

CALL TO BATTLE Once during your turn, whenever you put a card under one of your characters or locations, you may ready chosen character. If you do, that character can’t quest for the rest of this turn.

© Konsten Halo
104/204 • EN • 10

3



PETER PAN
High Flyer

1 3

Storyborn • Hero

Evasive (Only characters with Evasive can challenge this character.)

“Wanna race? Last one through the Inkwell Caverns is a codfish!”

© Marcel Berg
105/204 • EN • 10

1



TINKER BELL
Fancy Footwork

3 1

Storyborn • Ally • Fairy

“Okay, now we know pixie dust doesn’t affect the torn lorebook pages. Thanks, Tink.”
—Ventura, an Illumineer

© Devin Elle Kurtz
106/204 • EN • 10

3



RAKSHA
Fearless Mother

5 3

Storyborn • Ally

ON PATROL Once during your turn, you may pay 1 ⬢ less to move this character to a location.

Her name means “protection,” and she’ll do anything to defend the cubs under her care.

© Shavin Ivan / Jaime Puga
107/204 • EN • 10

2



SHERE KHAN
Keen-Eyed Hunter

3 3

Storyborn • Villain

“Jungle or forest, it doesn’t matter. I’d recognize the scent of man anywhere.”

© Mariana Moreno
108/204 • EN • 10

6



RAMA
Vigilant Father

6 6

Storyborn • Ally

PROTECTION OF THE PACK Whenever you play another character with 5 ⬢ or more, you may ready this character. If you do, he can’t quest for the rest of this turn.

With cubs to protect, any strange sound must be investigated.

© Shavin Ivan
109/204 • EN • 10

1



MOTHER GOTHEL
Underhanded Schemer

2 1

Storyborn • Villain • Sorcerer

SOMEBODY’S GOT TO USE IT If a character was banished this turn, this character gets +2 ⬢.

“The world is a cruel place, and sometimes you’ve got to be a little cruel to get by.”

© Malia Ewart
110/204 • EN • 10

4



KATRINA VAN TASSEL
Rosy-Cheeked Lass

6 4

Storyborn

She danced the night away, hoping to find someone who could keep up with her.

© Celeste Jamack
111/204 • EN • 10

3



HERMES
Harried Messenger

3 3

Storyborn • Deity

Rush (This character can challenge the turn they’re played.)

“What do you mean, ‘late’? Kid, I was ahead of my time before time was invented!”

© Rodrigo Camilo
112/204 • EN • 10

2



BEAST
Aggressive Lord

3 2

Storyborn • Hero • Prince • Whisper

Boost 2 ⬢ (Once during your turn, you may pay 2 ⬢ to put the top card of your deck facedown under this character.)

THAT’S MINE Whenever he challenges another character, if there’s a card under this character, each opponent loses 1 lore and you gain 1 lore.

© Juan Diego León
113/204 • EN • 10

3



BRONX
Ferocious Beast

6 4

Storyborn • Ally • Gargoyle

Reckless (This character can’t quest and must challenge each turn if able.)

STONE BY DAY If you have 3 or more cards in your hand, this character can’t ready.

© Michaela Martin / Lino Casciatore
114/204 • EN • 10

5



TINKER BELL
Temperamental Fairy

5 3

Floodborn • Ally • Fairy

Shift 3 ⬢ (You may pay 3 ⬢ to play this on top of one of your characters named Tinker Bell.)

HARMLESS DIVERSION When you play this character, exert chosen opposing character with 2 ⬢ or less.

© Malia Ewart
115/204 • EN • 10

6



DAVID XANATOS
Charismatic Leader

5 5

Storyborn • Villain

LEARN FROM EVERYTHING During your turn, whenever one of your characters is banished, draw a card.

WHAT ARE YOU WAITING FOR? Whenever this character quests, chosen character gains Rush this turn. (They can challenge the turn they’re played.)

© Randy Bishop
116/204 • EN • 10

6



HANS
Brazen Manipulator

6 4

Storyborn • Villain • Prince

JUSTLING FOR POWER King and Queen characters can’t quest.

GROWING INFLUENCE At the start of your turn, if an opponent has 2 or more ready characters in play, gain 2 lore.

© Josh Black / Alejandro Hernandez
117/204 • EN • 10

4



HERCULES
Mighty Leader

5 3

Storyborn • Hero • Prince • Deity

EVER VIGILANT This character can’t be dealt damage unless he’s being challenged.

EVER VALIANT While this character is exerted, your other Hero characters can’t be dealt damage unless they’re being challenged.

© Amanda MacFarlane
118/204 • EN • 10

4



GOLIATH
Guardian of Castle Wyvern

5 5

Storyborn • Hero • Gargoyle

BE CAREFUL, ALL OF YOU Whenever one of your Gargoyle characters challenges another character, gain 1 lore.

STONE BY DAY If you have 3 or more cards in your hand, this character can’t ready.

© Max Groden
119/204 • EN • 10

2



BROOKLYN
Second in Command

3 2

Storyborn • Ally • Gargoyle

Evasive (Only characters with Evasive can challenge this character.)

STONE BY DAY If you have 3 or more cards in your hand, this character can’t ready.

“If they think we’re beasts and monsters...”

© Cam Kendall
120/204 • EN • 10

4

DONALD DUCK
Ruby Champion

4 4

Dreamborn • Hero

HIGH ENERGY Your other Ruby characters get +1 ⚡.

POWERFUL REWARD Your other Ruby characters with 7 ⚡ or more get +1 ⚡.

© Lisa Perleone
127/204 • EN • 10

3

ELISA MAZA
Intrepid Investigator

4 3

Storyborn • Hero • Detective

SPECIAL DETAIL While you have 2 or more other characters in play with 5 ⚡ or more, this character gets +2 ⚡.

"Now, you can let me look the place over, or I can come back with a warrant and a lot more cops. Your call!"

© Paloma Savaaga
127/204 • EN • 10

3

ALADDIN
Barreling Through

4 4

Storyborn • Hero • Whisper

Boost 1 ⚡ (Once during your turn, you may pay 1 ⚡ to put the top card of your deck facedown under this character.)

Reckless (This character can't quest and must challenge each turn if able.)

ONLY THE BOLD While there's a card under this character, your characters with Reckless gain "G - Gain 1 lore."

© E. Malaranci / Mario O. Gabriele
123/204 • EN • 10

5

LADY TREMAINE
Sinister Socialite

5 4

Storyborn • Villain • Whisper

Boost 2 ⚡ (Once during your turn, you may pay 2 ⚡ to put the top card of your deck facedown under this character.)

EXPEDIENT SCHEMES Whenever this character quests, if you've put a card under her this turn, you may play an action with cost 5 or less from your discard for free, then put that action card on the bottom of your deck instead of into your discard.

© Mariana Moreno
124/204 • EN • 10

5

THE HEADLESS HORSEMAN
Terror of Sleepy Hollow

4 2

Storyborn • Villain

LEAVES NO TRACE When you play this character, banish chosen opposing character with 2 ⚡ or less.

GATHERING STRENGTH During your turn, whenever an opposing character is banished, each of your characters gets +1 ⚡ this turn.

© Andrew Chesworth
123/204 • EN • 10

3

MULAN
Standing Her Ground

4 2

Storyborn • Hero • Princess

FLOWING BLADE During your turn, if you've put a card under one of your characters or locations this turn, this character takes no damage from challenges.

© Nicoletta Baldari / Raquel Villanueva
127/204 • EN • 10

4

BROM BONES
Burly Bully

5 4

Storyborn

ROUGH AND TUMBLE Whenever this character challenges a character with 2 ⚡ or less, each opponent loses 1 lore.

"Hold on, schoolmaster! That's a mighty big book. Let me take that for you!"

© Asha Durgambetova
127/204 • EN • 10

8

SHERE KHAN
Fierce and Furious

8 8

Floodborn • Villain

Shift 5 ⚡ (You may pay 5 ⚡ to play this on top of one of your characters named Shere Khan.)

WILD RAGE 1 ⚡, Deal 1 damage to this character - Ready this character. He can't quest for the rest of this turn.

© Roger Pérez
128/204 • EN • 10

2

NEXT STOP, OLYMPUS

Action

If you have a character with 5 ⚡ or more in play, you pay 2 ⚡ less to play this action.

Ready chosen character. They can't quest for the rest of this turn. The next time they challenge another character this turn, gain 1 lore.

© Simone Buzanfantino
129/204 • EN • 10

1

GET TO SAFETY!

Action

Play a location with cost 3 or less from your discard for free. Then, if you have a location named Sleepy Hollow in play, draw a card.

Run scared if you must—but whatever you do, RUN!

© Sebastian Loano
120/204 • EN • 10

3

TIME TO GO!

Action

Banish chosen character of yours to draw 2 cards. If that character had a card under them, draw 3 cards instead.

"What are you doing here when there's a rogue horseman out there? Have you lost your head?"
-Gaston

© Matthew Robert Davies
131/204 • EN • 10

4

GHOSTLY TALE

Action

Exert all opposing characters with 2 ⚡ or less.

Brom dwelled on every frightful detail, determined to put a good scare into his rival.

© Sara Storino
132/204 • EN • 10

5

DRAGON FIRE

Action

Banish chosen character.

Never underestimate the wrath of a dragon.

© David Otalora / Xavi Planas
133/204 • EN • 10

1

MUSHU'S ROCKET

Item

I NEED FIREPOWER When you play this item, chosen character gains Rush this turn. (They can challenge the turn they're played.)

HITCH A RIDE 2 ⚡, Banish this item - Chosen character gains Rush this turn.

© Brooks Eggleston
134/204 • EN • 10

4

THE BITTERWOOD
Underground Forest

Location

2

GATHER RESOURCES Once during your turn, whenever you move a character with 5 ⚡ or more here, you may draw a card.

© Maximilian Bock
135/204 • EN • 10

3

SLEEPY HOLLOW
The Bridge

Location

6

1

HEAD FOR THE BRIDGE Whenever a character quests while here, you may banish this location to gain 2 lore and give them Evasive until the start of your next turn. (Only characters with Evasive can challenge them.)

© Jeremy Liu
136/204 • EN • 10