



4

ROBIN HOOD
Ephemeral Archer

2 4

Storyborn • Hero • Whisper

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

EXPERT SHOT Whenever this character quests, if there's a card under him, deal 1 damage to up to 2 chosen characters.

Sofiano Spagnuolo
17/204 • EN • 10



4

DONALD DUCK
Ghost Hunter

5 4

Dreamborn • Hero • Detective

RAISE A RUCKUS When you play this character, chosen Detective character gains Challenger +2 this turn. (They get +2 while challenging.)

"Let's show those rotten ghosts who's in charge! You go first."

Carmine Cassese
17/204 • EN • 10



6

GOLIATH
Clan Leader

6 5

Dreamborn • Hero • Gargoyle

DUSK TO DAWN At the end of each player's turn, if they have more than 2 cards in their hand, they choose and discard cards until they have 2. If they have fewer than 2 cards in their hand, they draw until they have 2.

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

Valerio Buonfratino
17/204 • EN • 10



8

THE HEADLESS HORSEMAN
Cursed Rider

5 7

Floodborn • Villain

Shift 5 (You may pay 5 to play this on top of one of your characters named The Headless Horseman.)

WITCHING HOUR When you play this character, each player draws 3 cards, then discards 3 cards at random. Choose an opposing character and deal 2 damage to them for each action card discarded this way.

Marcel Berg
17/204 • EN • 10



6

CLAWHAUSER
Donut Detective

5 6

Dreamborn • Ally • Detective

Challenger +2 (While challenging, this character gets +2.)

It was only a crumb, but Clawhauser knew it was a small piece of a larger mystery.

SGner
17/204 • EN • 10



3

FRANCINE
Eyeing the Evidence

4 3

Storyborn • Ally • Detective

Resist +1 (Damage dealt to this character is reduced by 1.)

Francine stared at the torn page, trying to take her mind off Higgins and his pursuit of the littering mastermind. Was he ready for the danger of undercover work?

Sandra Rios
16/204 • EN • 10



2

INSPECTOR TEZUKA
Resolute Officer

2 3

Storyborn • Ally • Detective

Bodyguard (This character may enter play exerted. An opposing character who challenges one of your characters must choose one with Bodyguard if able.)

"Stand back. I'll handle this."
—Inspector Tezuka

SDWSW
17/204 • EN • 10



1

NICK WILDE
Sly Fox Sleuth

2 2

Dreamborn • Ally • Detective

"Okay, Nick, it's time to use those superior sleuthing skills to find a way out of this. Wait, why am I talking to myself?"

Marta Andreana
17/204 • EN • 10



3

BASIL
Tenacious Mouse

3 2

Dreamborn • Hero • Detective

HOLD YOUR GROUND Whenever you play another Detective character, this character gains Resist +1 until the start of your next turn. (Damage dealt to them is reduced by 1.)

"It's time to make a stand!"

Federico Maria Cugliari
17/204 • EN • 10



2

HUDSON
Determined Reader

2 4

Storyborn • Mentor • Gargoyle

FINDING ANSWERS When you play this character, you may draw a card, then choose and discard a card.

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

Leonardo Giammichele
18/204 • EN • 10



2

MINNIE MOUSE
Ghost Hunter

2 3

Dreamborn • Hero • Detective

SEARCH THE SHADOWS When you play this character, chosen Detective character gains Alert this turn. (They can challenge as if they had Evasive.)

It's hard to catch a ghost without going somewhere spooky.

Bisama Garcia
18/204 • EN • 10



2

BLACK HERON
Real Bad Egg

3 3

Storyborn • Villain

"You may have bested me before, McDuck, but not this time!"

Mira Tampo
18/204 • EN • 10



3

LEXINGTON
Small in Stature

4 4

Storyborn • Ally • Gargoyle

Alert (This character can challenge as if they had Evasive.)

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

Leonardo Giammichele
18/204 • EN • 10



3

DAVID XANATOS
Steel Clan Leader

3 2

Storyborn • Villain

MINOR INCONVENIENCE When you play this character, you may choose and discard a card to deal 2 damage to chosen character.

"A plan only fails when you don't learn from it. And my plans never fail."
—David Xanatos

Rinako Roldán / Amanda Duarte
18/204 • EN • 10



4

CHIEF BOGO
Calling the Shots

4 1

Storyborn

MY JURISDICTION During your turn, this character can't be dealt damage.

DEPUTIZE Your other characters gain the Detective classification.

Marco Guadalupe
18/204 • EN • 10



6

THE TWINS
Lost Boys

5 5

Storyborn • Ally

TWO FOR ONE When you play this character, if you have a location in play, you may deal 2 damage to chosen character.

"Hooray! A whole new forest to be lost in!"
"Yeah, lost in!"

Hana Augustine
18/204 • EN • 10



5

NICK WILDE
Persistent Investigator

5 4

Floodborn • Ally • Detective

Shift 3 (You may pay 3 to play this on top of one of your characters named Nick Wilde.)

CASE CLOSED During your turn, whenever one of your Detective characters banishes another character in a challenge, draw a card.

César Vargara / Alex Accorsi
18/204 • EN • 10



4

MAYOR WINDDANCER
Actor-Turned-Politician

5 7

Storyborn

It's the role of a lifetime, and it'll take every bit of his considerable charm and fabulous mane to get it right.

Simone Governardi
18/204 • EN • 10

7



PRINCE CHARMING
Protector of the Realm

3 10

Dreamborn • Hero • Prince

Bodyguard (This character may enter play exerted. An opposing character who challenges one of your characters must choose one with Bodyguard if able.)

PROTECTIVE PRESENCE Each turn, only one character can challenge.

Sara Stortio
197/204 • EN • 10

5



BROADWAY
Sturdy and Strong

4 6

Storyborn • Ally • Gargoyle

Bodyguard (This character may enter play exerted. An opposing character who challenges one of your characters must choose one with Bodyguard if able.)

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

Kira Jishi
197/204 • EN • 10

5



PLUTO
Steel Champion

5 5

Dreamborn • Ally

WINNER TAKE ALL During your turn, whenever one of your other Steel characters banishes another character in a challenge, gain 2 lore.

MAKE ROOM Whenever you play another Steel character, you may banish chosen item.

Isa Parfenova
191/204 • EN • 10

4



FAIRY GODMOTHER
Magical Benefactor

3 5

Storyborn • Ally • Fairy • Sorcerer • Whisper

Boost 3 (Once during your turn, you may pay 3 to put the top card of your deck facedown under this character.)

STUNNING TRANSFORMATION Whenever you put a card under this character, you may banish chosen opposing character. If you do, their player may reveal the top card of their deck. If that card is a character or item card, they may play it for free. Otherwise, they put it on the bottom of their deck.

Tami Soder
197/204 • EN • 10

3



ZEUS
Missing His Spark

2 3

Storyborn • King • Deity • Whisper

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

I NEED MORE THUNDERBOLTS! While there's a card under this character, he gets +2 and +2.

Otto Parades
193/204 • EN • 10

4



THE HEADLESS HORSEMAN
Relentless Spirit

4 4

Storyborn • Villain

Bodyguard (This character may enter play exerted. An opposing character who challenges one of your characters must choose one with Bodyguard if able.)

If you hear hoofbeats in the dark, don't look back.

Cristian Romero
194/204 • EN • 10

1



BUT I'M MUCH FASTER

Action • Song

(A character with cost 1 or more can sing this song for free.)

Chosen character gains **Alert** and **Challenger** +2 this turn. (They can challenge as if they had Evasive. They get +2 while challenging.)

Carlos Luzzi
195/204 • EN • 10

2



PUTTING IT ALL TOGETHER

Action

Chosen opposing character can't challenge during their next turn. Draw a card.

"Okay, so the ghostly glimmers were first seen here, and the trail of torn lorebook pages started in this part of the Illuminary..."
—Judy Hopps

Kerin Siharta
196/204 • EN • 10

4



HE HURLED HIS THUNDERBOLT

Action • Song

(A character with cost 4 or more can sing this song for free.)

Deal 4 damage to chosen character. Your Deity characters gain **Challenger** +2 this turn. (They get +2 while challenging.)

Carlos Luzzi
197/204 • EN • 10

2



THE GAME'S AFOOT!

Action

Move up to 2 of your characters to the same location for free. That location gains **Resist** +2 until the start of your next turn. (Damage dealt to it is reduced by 2.)

"We've not a moment to lose!"
—Basil

Kevin Slawinski
198/204 • EN • 10

1



THE ROBOT QUEEN

Item

MAJOR MALFUNCTION Whenever you play a character, you may pay 1 and banish this item to deal 2 damage to chosen character.

"To our beloved Queen this gift we send,
As her 60-year reign comes to an end."
—Note delivered with the robot queen

Anne Neyens
199/204 • EN • 10

2



THE SWORD OF HERCULES

Item

MIGHTY HIT When you play this item, banish chosen opposing Deity character.

HAND-TO-HAND During your turn, whenever one of your characters banishes another character in a challenge, gain 1 lore.

Kamil Murzyn
200/204 • EN • 10

3



INGENIOUS DEVICE

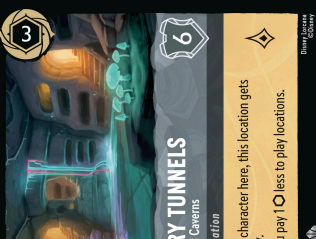
Item

SURPRISE PACKAGE Banish this item – Draw a card, then choose and discard a card.

TIME GROWS SHORT During your turn, when this item is banished, deal 3 damage to chosen character or location.

Kaitlin Culbertson
201/204 • EN • 10

3



ILLUMINARY TUNNELS
Limited Events

SUBTERRANEAN NETWORK While you have a character here, this location gets +1 for each other location you have in play.

LOCUS While you have a character here, you pay 1 less to play locations.

Drew Wachsmen Paul Hogg
202/204 • EN • 10

1




ZOOTOPIA
Police Headquarters

Location

NEW INFORMATION Once during your turn, whenever you move a character here, you may draw a card, then choose and discard a card.

Robin Colburnson
203/204 • EN • 10

2



CASTLE WYVERN
Above the Clouds

Location

PROTECT THIS CASTLE Characters gain **Challenger** +1 and **Resist** +1 while here. (They get +1 while challenging. Damage dealt to them is reduced by 1.)

Elaine Swick
204/204 • EN • 10