

7



**WRECK-IT RALPH**  
Raging Wrecker

3 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.)

**POWERED UP** This character gets +1 ☉ for each card under him.

**WHO'S COMIN' WITH ME?** When this character is banished, banish all characters with ☉ equal to or less than the ☉ he had in play.

Rodrigo Camilo  
107/204 • EN • 11

2



**SCROOGE MCDUCK**  
Ghostly Ebenezer

3 3

Dreamborn • Villain • Ghost

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

**COUNTING COINS** This character gets +1 ☉ and +1 ♥ for each card under him.

This grim future is but one possibility.

Lisette Carrera  
104/204 • EN • 11

1



**DONALD DUCK**  
Nephew Fred

2 2

Storyborn • Ally

Bob Cratchit: "That Fred, always so full of kindness."  
Ebenezer Scrooge: "Aye, he always was a little peculiar."

Hans Augustine  
105/204 • EN • 11

3



**TAURUS BULBA**  
Steerminator

5 3

Storyborn • Super • Villain

"Looks like Taurus Bulba's new computer brain has the same old disposition."  
-Launchpad

Isiah Meiq  
106/204 • EN • 11

6



**COPPER**  
On the Scent

8 5

Storyborn • Hero

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

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

"I won't get lost, Chief. I can smell my way back."

Genialo Kenny  
107/204 • EN • 11

4



**MULAN**  
Ready for Battle

4 3

Storyborn • Hero • Princess

**NOBLE SPIRIT** If you have a character in play with damage, you pay 1 ☉ less to play this character.

**FIGHTING SPIRIT** If you have a character in play with 5 ☉ or more, you pay 1 ☉ less to play this character.

Julian del Rey  
108/204 • EN • 11

4



**MAUI**  
Snow Slider

4 3

Storyborn • Hero • Deity

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

"This has to be worth at least three chee hoos!"

Isiah Meiq  
109/204 • EN • 11

2



**FA ZHOU**  
Honorable Warrior

1 4

Storyborn • Mentor

**BATTLE WOUND** This character enters play with 2 damage.

It had been his duty and his honor to serve the Empire.

Carminé Pucci  
110/204 • EN • 11

2



**LIQUIDATOR**  
Iced Over

4 2

Storyborn • Super • Villain

**UNDERDOG** If this is your first turn and you're not the first player, you pay 1 ☉ less to play this character.

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

Veronica Di Lorenzo / Livio Cacchatore  
111/204 • EN • 11

3



**ELISA MAZA**  
Transformed Gargoyle

4 4

Storyborn • Hero • Gargoyle • Detective

**FOREVER STRONG** Your characters' ☉ can't be reduced below their printed value.

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

"I'll never get the hang of jumping off rooftops."

Jenna Gray  
112/204 • EN • 11

2



**IDUNA**  
Alarmed Queen

2 3

Storyborn • Mentor • Queen

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

"Oh, dear. Look at the ice! Do you think this means...?"

Patri Balanovsky  
113/204 • EN • 11

3



**AGNARR**  
King of Arendelle

3 4

Storyborn • Mentor • King

**PROTECTIVE INSTINCT** While you have a Queen character in play, this character gets +2 ☉.

"It's just as we feared."

Patri Balanovsky  
114/204 • EN • 11

2



**NEGADUCK**  
Evil Doppelganger

4 2

Storyborn • Super • Villain

"Only someone so dastardly, so despicable, so disdainful of the utterly defenseless would dare perform such a deed!"  
-Darkwing Duck

Julian del Rey  
115/204 • EN • 11

5



**NEGADUCK**  
Public Enemy Number One

6 5

Floodborn • Super • Villain

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

**STICKY FINGERS** Whenever this character challenges another character, each opponent loses 1 lore and you gain 1 lore.

Cam Kendall  
116/204 • EN • 11

1



**HERCULES**  
Spectral Demigod

0 3

Storyborn • Hero • Prince • Deity • Whisper

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

**SUPERHUMAN STRENGTH** While there's a card under this character, he gets +3 ☉.

Marcel Berg  
117/204 • EN • 11

2



**BEAST**  
Snowfield Troublemaker

3 1

Storyborn • Hero • Prince

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

**DYNAMIC MANEUVER** Whenever this character challenges, if he's at a location, he takes no damage from the challenge.

Omar Lozano  
118/204 • EN • 11

4



**SLUSHY**  
Glacial Guster

5 5

Storyborn • Alien

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

"All right, Slushy. Do your stuff."  
-Lilo

Kevin Slawinski  
119/204 • EN • 11

5



**GOOFY**  
Marley's Clumsy Spirit

5 5

Storyborn • Ally • Ghost

**PREPARE YOURSELF** When you play this character, you may ready chosen character. If you do, they can't quest for the rest of this turn.

"Tonight, you will be visited by three spirits. Listen to 'em."

Kevin Slawinski  
120/204 • EN • 11

3

**GOOFY**  
Klutzy Skier

Storyborn • Hero

1 2

YAAAAAAA-HOO-HOO-HOO-HOOEY! Banish this character – Banish chosen character.

“Skiing really is quite simple, once you get the hang of it.”  
–Narrator

© Louis Jones  
127/204 • EN • 11

9

**OLAF**  
Snowman of Action

Storyborn • Ally

4 4

ABOUTTIME! For each action card in your discard, you pay 1 less to play this character.

CHAOTIC COLLISION When you play this character, each opponent loses 2 lore.

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127/204 • EN • 11

6

**ELSA**  
Ice Artisan

Floodborn • Hero • Queen • Sorcerer

5 5

Shift 4 (You may pay 4 to play this on top of one of your characters named Elsa.)

ENDLESS WINTER When you play this character and whenever you play a location, you may exert chosen character with 3 or less.

DISTANT CALL While this character is at a location, she gets +3.

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4

**SCROOGE MCDUCK**  
Ebenezer Scrooge

Storyborn • Villain

4 3

PAYMENT DUE Whenever this character quests, each opponent loses 1 lore. Draw a card for each 1 lore lost this way.

FORECLOSURE At the end of your turn, if an opponent has 0 lore, you gain 1 lore.

© Hedvig H.S.  
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3

**ELSA**  
Concerned Sister

Storyborn • Hero • Queen • Sorcerer

2 2

CLEAR THE WAY When you play this character, you pay 2 less for the next location you play this turn.

“The vine is worse than I thought. I’ll have to take care of this myself.”

© Hollie Hibbert  
127/204 • EN • 11

4

**WILLIE THE GIANT**  
Ghost of Christmas Present

Storyborn • Ally • Ghost • Giant

7 7

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

THE FOOD OF GENEROSITY This character can’t quest or challenge unless you put a card under him this turn.

© Gonzalo Kenny  
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4

**NANI'S PAYBACK**

Action

Each opponent loses lore equal to the damage on chosen character of yours, to a maximum of 4 lore each. Draw a card.

“Older sister’s wrath is even more dangerous than Hamsterville.”  
–Jumba Jookiba

© Lisanna Kootenow  
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2

**FORCE OF A GREAT TYPHOON**

Action • Song

(A character with cost 2 or more can to sing this song for free.)

Chosen character gets +5 this turn.

Once you find your center  
You are sure to win

© Stefano Zanich  
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4

**MARCHING OFF TO BATTLE**

Action • Song

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

If a character was banished this turn, draw 2 cards.

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3

**THE COLD NEVER BOTHERED ME**

Action • Song

(A character with cost 3 or more can to sing this song for free.)

Look at the top 4 cards of your deck. You may reveal a location card and put it into your hand. Put the rest into your discard. You pay 3 less for the next location you play this turn.

© Amber Komaranga  
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5

**GRAB YOUR BOW**

Action • Song

(A character with cost 5 or more can to sing this song for free.)

Banish up to 2 chosen characters with 2 or less.

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1

**LOVELY GRAVE**

Item

HAUNTING PRESENCE Banish chosen character of yours – Put the top card of your deck facedown under one of your characters or locations with Boost.

A frightening prospect for the richest man in town.

© Marco Wallr  
132/204 • EN • 11

3

**KRISTOFF'S LUTE**

Item

MOMENT OF INSPIRATION (2) – Reveal the top card of your deck. You may play it as if it were in your hand. Otherwise, put it in your discard.

“A little music and a campfire is the best way to keep warm in winter... well, mostly the campfire.”  
–Kristoff

© Mico Cellonov  
133/204 • EN • 11

2

**SCROOGE'S COUNTING HOUSE**

Location

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

GOOD BUSINESS This location gets +1 and +1 for each card under it.

© Douglas De La Hoz  
134/204 • EN • 11

4

**GRAVEYARD OF CHRISTMAS FUTURE**

Location

NEW ARRIVAL Whenever you move a character here, put the top card of your deck under this location facedown.

ANOTHER CHANCE At the start of your turn, you may put all cards from under this location into your hand. If you do, banish this location.

© Jason Pope  
135/204 • EN • 11

1

**BEAST'S CASTLE**

Location

SNOWBALL STANDOFF Whenever a character here challenges another character, gain 1 lore.

While the flowers slept, something else began to bloom.

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