

**2**



**MERIDA**  
Defiant Daughter

Storyborn • Hero • Princess

**2 3**

**Ward** (Opponents can't choose this character except to challenge.)

"Stay in camp, Merida." "Be an example, Merida." "What could it hurt to go out and explore? I'll stay on the vine and they'll never even know."

© Kenneth Anderson  
69/204 • EN • 12

**3**



**HAMISH, HUBERT & HARRIS**  
Troublemaking Triplets

Storyborn • Ally • Prince

**3 3**

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

"Oh, aye, they're slippery little devils. Ye should see what they did to the garden."  
—Merida

© Lisanne Kottewaw  
70/204 • EN • 12

**1**



**YOUNG MACGUFFIN**  
Soft-Spoken Son

Storyborn • Ally

**1 3**

"There's something wrong with these flowers, Da. They make me feel funny, like I dinnae want to fight them."

© Brian Kesinger  
71/204 • EN • 12

**5**



**TOD**  
Nimble Fox

Storyborn • Hero

**5 4**

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

"Look, I counted to ten before I started climbing. You all should have found better hiding spots than the top of a tree."

© Sails Noto  
72/204 • EN • 12

**4**



**HELGA SINCLAIR**  
No Backup Needed

Storyborn • Villain

**5 4**

**CRISIS MANAGEMENT** If 2 or more cards were put into your discard this turn, you pay 2 ☉ less to play this character.

"Once again, I find myself cleaning up someone else's mess."

© Magenta Muzca / Grace Tran  
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**5**



**THE WITCH**  
Wily Woodcarver

Storyborn • Sorcerer

**4 6**

**UNSATISFIED CUSTOMERS** Whenever this character is challenged, each opponent loses 1 lore.

"This is the perfect place to set up shop! That vine adds just the right rustic feel!"

© Elin Holm  
74/204 • EN • 12

**1**



**THE QUEEN**  
Evil Ruler

Storyborn • Villain • Queen • Sorcerer

**2 1**

**UNEQUALED CRUELTY** While an opposing damaged character is in play, this character gets +2 ☉.

"With such a gift to further the Council's goals, soon all will tremble before my power."

© Lara Carson  
75/204 • EN • 12

**2**



**BUZZ LIGHTYEAR**  
Space Ranger

Storyborn • Hero • Toy • Captain

**3 3**

**Environment appears habitable, but the flora seems to have undergone some strange mutations. Could be Zurg's influence.**

© Juan Diego Lohs  
76/204 • EN • 12

**1**



**RC**  
Remote-Controlled Car

Storyborn • Ally • Toy • Racer

**3 2**

**LOW BATTERIES** This character can't quest or challenge unless you pay 1 ☉. (You pay this cost each time.)

Racing around Andy's room is fun, but he really loves going off road.

© Ishai Mens  
77/204 • EN • 12

**5**



**LORD MACGUFFIN**  
Clever Swordsman

Storyborn • Ally

**6 4**

**WAIT FOR IT...** This character may enter play exerted to deal 3 damage to chosen damaged character.

"We'll find our way back to the Illuminary if we have to fight through every plant in Lorncana."

© Brian Kesinger  
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**3**



**LENNY**  
Toy Binoculars

Storyborn • Ally • Toy

**0 2**

**TAKE A GOOD LOOK** When you play this character, chosen opponent reveals their hand and discards an action card of your choice.

**COMIN' UP FAST** Once during your turn, whenever you play an action, you may ready this character.

© Jihui Eva Gao  
79/204 • EN • 12

**4**



**GAETAN MOLIERE**  
Clever Burrower

Storyborn • Ally

**2 5**

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

**UNEARTH** Whenever this character quests, you may draw 2 cards, then choose and discard 2 cards.

© Lorenza Pilotta  
80/204 • EN • 12

**3**



**PETER PAN**  
Searching Far and Wide

Dreamborn • Hero

**3 3**

"I've already checked the whole jungle. He's got to be around here somewhere!"

© Andrea Fernstrand  
81/204 • EN • 12

**7**



**MILO THATCH**  
Getting His Hands Dirty

Dreamborn • Hero

**5 5**

**Ward**

**SCHOLAR'S GAMBIT** When you play this character, you may choose and discard a card to return chosen character to their player's hand.

**PRACTICAL KNOWLEDGE** At the end of your turn, if 2 or more cards were put into your discard this turn, draw a card.

© John Loren  
82/204 • EN • 12

**1**



**ALIEN**  
True Believer

Storyborn • Ally • Alien • Toy

**1 1**

**WE ARE ONE** This character gets +1 ☉ for each other Toy character you have in play.

**HE HAS BEEN CHOSEN** During your turn, when this character is banished, return another character card named Alien from your discard to your hand.

© Cristian Romero  
83/204 • EN • 12

**5**



**DONALD DUCK**  
Distracted Traveler

Dreamborn • Ally

**3 6**

**BURNING CURIOSITY** Whenever this character quests, if you played another character this turn, each opponent chooses and discards a card.

In the wilderness of Lorncana, a little luck goes a long way.

© Kenneth Anderson  
84/204 • EN • 12

**3**



**BUZZ LIGHTYEAR**  
On the Way

Storyborn • Hero • Toy • Captain

**4 2**

**SECRET MISSION** Whenever you pay 2 ☉ or less to play a non-character, draw a card, then choose and discard a card.

**WORLD'S GREATEST TOY** Whenever you pay 2 ☉ or less to play a character, deal 1 damage to chosen opposing damaged character.

© Max Grecke  
85/204 • EN • 12

**4**



**ELINOR**  
Renowned Diplomat

Storyborn • Mentor • Queen

**3 4**

**COORDINATED EFFORTS** At the end of your turn, if you have 3 or more exerted characters in play, deal 1 damage to chosen opposing character, gain 1 lore, and draw a card.

© César Vergara  
86/204 • EN • 12

2



**LYLE TIBERIUS ROURKE**  
Adventurer for Hire

2 2

Storyborn • Villain

**EYE FOR VALUE** When you play this character, you may draw a card, then choose and discard a card.

**DIRTY TRICKS** At the end of your turn, if 2 or more cards were put into your discard this turn, each opponent loses 1 lore.

Sybil Brommista  
68/204 • EN • 12

2



**JOSHUA SWEET**  
Field Surgeon

2 1

Storyborn • Ally

**NO PATIENCE** Whenever this character is challenged, chosen opponent chooses and discards a card.

"It's barely a scratch! Get some rest and you'll be fine. No arguing—doctor's orders."

French Carlomagno  
68/204 • EN • 12

5



**MERIDA**  
Gifted Archer

3 6

Floodborn • Hero • Princess

**SHIFT 3** (You may pay 3 to play this on top of one of your characters named Merida.)

**FIERCE PROTECTION** While this character is exerted, whenever an opposing character challenges, you may deal 1 damage to the challenging character.

Jody Shalini  
69/204 • EN • 12

4



**THE QUEEN**  
Devious Disguise

5 3

Storyborn • Villain • Queen • Sorcerer

**EVIL SCHEME** When you play this character, you may draw a card. If you do, each opponent gains 2 lore.

**JEALOUS HEART** While an opponent has more lore than you, this character gets +2.

Erin Well  
90/204 • EN • 12

7



**BUZZ LIGHTYEAR**  
Jungle Ranger

7 5

Floodborn • Hero • Toy • Captain

**SHIFT 5** (You may pay 5 to play this on top of one of your characters named Buzz Lightyear.)

**TAKE CHARGE** When you play this character, you may return an action card with cost 7 or less from your discard to your hand.

**ADVANCED TRAINING** Whenever you play an action, chosen character gets +1 this turn.

Keni  
91/204 • EN • 12

6



**CRUELLA DE VIL**  
Judgmental Traveler

4 4

Dreamborn • Villain

**YOU'RE OUT OF FASHION** Whenever this character quests, if you played another character this turn, you may banish chosen damaged character.

"Can I help you? Not with your sense of style, darling."

Keni  
92/204 • EN • 12

6



**HELGA SINCLAIR**  
Prepared for Anything

5 5

Dreamborn • Villain

**COMBAT TRAINING** Whenever this character quests, deal 1 damage to chosen opposing character. If 2 or more cards were put into your discard this turn, deal 2 damage instead.

"She'll take on anything for the right price."

Magenta Miraca  
93/204 • EN • 12

3



**THE HUNTSMAN**  
On the Queen's Orders

4 3

Storyborn • Ally

**WARD** (Opponents can't choose this character except to challenge.)

"Even you wouldn't be fool enough to disobey my orders a second time."  
—The Queen

Lorena Pigiomascho  
94/204 • EN • 12

4



**STRANGE THINGS**


Action • Song

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

Up to 2 chosen characters can't quest until the start of your next turn. Draw a card.

Emily Abryndera  
95/204 • EN • 12

3



**SABOTAGE**

Action

Banish chosen item or location and all other items or locations with the same name.

"Ha! That worked even better than last time."

Walter Brunel  
96/204 • EN • 12

8



**THE FAMILY SCATTERED**

Action

Chosen opponent chooses 3 of their characters and returns one of those cards to their hand, puts one on the bottom of their deck, and puts one on the top of their deck.

Diogo Saito  
97/204 • EN • 12

2



**BUZZ'S ARM**

Item

**MISSING PIECE** If a character named Buzz Lightyear was banished this turn, you may play this item for free.

**SOME ASSEMBLY REQUIRED** — You pay 1 less for the next action or item you play this turn.

Juan Diego Leon  
98/204 • EN • 12

4



**THE CLAW**

Item

**THE CLAW CHOOSES** — 2 — Banish one of your characters — Return chosen opposing character to their player's hand.

"Trust in the Claw. It shall lift us from this terrible place!"  
—Alien

Ricardo Caria  
99/204 • EN • 12

3



**GYRO-EVAC**

Item

**TAKE HER UP** — 1 — Chosen character of yours gains Evasive until the start of your next turn. (Only characters with Evasive can challenge them.)

**CRASH LANDING** — Banish this item — Each player loses 2 lore.

Valerio Buziofantino  
100/204 • EN • 12

2



**MERIDA'S BOW**

Item

**EASY SHOT** When you play this item, deal 1 damage to chosen character.

**FINAL ARROW** — 1 — Banish this item — Deal 1 damage to chosen character.

Aurilia Lise Anne  
101/204 • EN • 12

2



**PIZZA PLANET**  
Spaceport

Location

**YOU ARE CLEAR TO ENTER** Your Toy characters can move here for free.

**HEAVILY GUARDED** Whenever a character is challenged while here, each opponent loses 1 lore.

Walter Brunel  
102/204 • EN • 12