

4



**POCAHONTAS**  
Steadfast Traveler

4 5

Dreamborn • Hero • Princess

**WANDERING SPIRIT** Whenever this character quests, if you played another character this turn, return a location card from your discard to your hand.

"Sometimes the right path is not the easiest one."  
—Grandmother Willow

Mala Esart  
17/204 • EN • 12

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6



**SYNDROME**  
Out for Revenge

4 6

Dreamborn • Super • Villain • Inventor

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

**GOT ME MONOLOGUING!** Whenever this character quests, return a Robot character card from your discard to your hand. Then, you may play or shift a Robot character with cost 8 or less for free.

Eri Welli  
17/204 • EN • 12

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1



**OMNIDROID**  
V.8

2 2

Storyborn • Robot

"It's bigger! It's badder! Ladies and gentlemen, it's too much for Mr. Incredible!"  
—Syndrome

Jeremy Adams  
17/204 • EN • 12

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3



**ANGUS**  
Mighty Horse

4 3

Storyborn • Ally

**DAUNTLESS** When you play this character, chosen character gains Alert this turn. (They can challenge as if they had Evasive.)

Milica Cellaric  
17/204 • EN • 12

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2



**FERGUS**  
King of DunBroch

3 2

Storyborn • Mentor • King

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

"Come on then! I'll take ye all on at once!"

Ian MacDonald  
17/204 • EN • 12

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3



**WEE DINGWALL**  
Scrappy Lad

3 4

Storyborn • Ally

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

"No big flower's gonnae block our way, Da. I'll tear it apart with me own hands."

Iared Mathews  
17/204 • EN • 12

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2



**INCREDBOY**  
Buddy Pine

2 3

Storyborn • Inventor

**NERDING OUT** When you play this character, if a Hero character is in play, gain 1 lore.

**SPOILER ALERT** This character also counts as being named Syndrome for Shift.

"Not every superhero has powers, you know!"

Eri Welli  
17/204 • EN • 12

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1



**VIOLET PARR**  
At Wits' End

2 1

Storyborn • Super • Hero

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

"Keep laughing, Dash. It's time to play 'Bowling for Brothers.'"

—Violet

Randy Bishop  
17/204 • EN • 12

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2



**MRS. INCREDIBLE**  
Helen Parr

1 1

Storyborn • Super • Hero

**PEP TALK** When you play this character, chosen character gains Challenger +2 this turn. (They get +2 while challenging.)

"You can do this. I believe in you. Now let's show them what we can do!"

Randy Bishop  
17/204 • EN • 12

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3



**YOUNG MACINTOSH**  
Proud Son

4 2

Storyborn • Ally

"We've got the strength and we've got the swords. What vine could stand against all of that, right Da?"

Adam Ford  
18/204 • EN • 12

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4



**LORD MACINTOSH**  
Wiry and High-Strung

3 4

Storyborn • Ally

**TOUGH IT OUT** This character may enter play exerted to give chosen character Resist +2 until the start of your next turn. (Damage dealt to them is reduced by 2.)

"Clan Macintosh fears no flower, vine, or tree. We dinnae mess with shrubs, though."

Adam Ford  
18/204 • EN • 12

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6



**FAT CAT**  
Felonious Feline

6 6

Storyborn • Villain

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

"I'm afraid your information is out of date, my dear rodent. I know what the glyphs are for, and more importantly... how to use them."

Grace Tran  
18/204 • EN • 12

Disney Legends  
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4



**RAT CAPONE**  
Rodent Gangster

2 5

Storyborn • Villain

**SHADAAP!** While this character has no damage, he gets +3.

"Listen here, you no good, dirty cat. We had a deal! Yeah, a deal, see? And you gotta honor it!"

Grace Tran  
18/204 • EN • 12

Disney Legends  
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4



**OMNIDROID**  
V.9

4 3

Storyborn • Robot

**Shift 2** (You may pay 2 to play this on top of one of your characters named Omnidroid.)

**ENEMY DETECTED** When you play this character, if you used Shift to play it, you may deal 2 damage to chosen character.

French Carlomagno  
18/204 • EN • 12

Disney Legends  
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4



**MR. INCREDIBLE**  
Taking Out the Trash

4 4

Storyborn • Super • Hero

**KA-POW!** When you play this character, you may deal 2 damage to chosen opposing Robot or Villain character.

"Heavyweight problems need heavyweight solutions."  
—Mr. Incredible

French Carlomagno  
18/204 • EN • 12

Disney Legends  
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5



**LORD DINGWALL**  
Bullheaded

5 6

Storyborn • Ally

**FIGHTIN' TALK** This character may enter play exerted to give chosen character Challenger +3 this turn. (They get +3 while challenging.)

"Ach, look at the size o' that flower! Let's clear that beastie out before it causes any trouble."

Iared Mathews  
18/204 • EN • 12

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4



**FAT CAT**  
Criminal Businessman

3 4

Dreamborn • Villain

**WORTHY INVESTMENT** Your locations gain Resist +1. (Damage dealt to them is reduced by 1.)

"You don't become the most wanted cat in the realm by playing nice."

Eri Welli  
18/204 • EN • 12

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3



**MAUDIE**  
Exasperated Nursemaid

2 5

Storyborn

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

"I'm here to look after three bairns, not three bears!"

Jeanne Plouzeux  
18/204 • EN • 12

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**2**

**GOOFY**  
Determined Traveler

2 2

Dreamborn • Hero

**FALLING ROCKS** Whenever this character quests, if you played another character this turn, you may deal 1 damage to chosen character or location.

"Gawrsh! Look out below!"

Kenneth Anderson  
197/204 • EN • 12

**6**

**OMNIDROID**  
V.10

6 6

Storyborn • Robot

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

**ELECTRO-ARMOR** While there's a card under this character, it gains Resist +2. (Damage dealt to them is reduced by 2.)

Ricardo Caria  
190/204 • EN • 12

**5**

**MERIDA**  
Formidable Archer

3 5

Storyborn • Hero • Princess

**FULL QUIVER** When you play this character, you may return an action card named Three Arrows from your discard to your hand.

**STEADY AIM** Whenever one of your actions deals damage to an opposing character, deal 2 damage to that character.

Max Litchney  
191/204 • EN • 12

**1**

**JOHN SMITH**  
Skillful Explorer

1 1

Storyborn • Hero

"Look alive, men. There's plenty of fish in this river!"

Julia Yu  
197/204 • EN • 12

**5**

**GIZMODOCK**  
Duckburg Defender

5 4

Dreamborn • Super • Hero • Inventor

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

**FAIL-SAFE** While you have no cards in your hand, opponents can't play actions with cost 4 or more.

Leonardo Gammehello  
193/204 • EN • 12

**6**

**FERGUS**  
Outpost Builder

4 6

Dreamborn • Mentor • King

**JUST THE SPOT** During your turn, whenever this character becomes exerted, you may play a location from your hand or discard with cost 4 or less for free.

**HOLD FAST** While this character is at a location, whenever a location is challenged and banished, you may deal 4 damage to chosen character.

Kenneth Anderson  
194/204 • EN • 12

**7**

**MRS. INCREDIBLE**  
Determined Rescuer

5 4

Storyborn • Super • Hero

Shift 5 ☉

**PULL BACK** Your characters gain Resist +1.

**REGROUP** During your turn, whenever another character is banished in a challenge, you may ready chosen Super character. If you do, they can't quest for the rest of this turn.

Koni  
195/204 • EN • 12

**2**

**DIABLO**  
Stone Servant

1 3

Dreamborn • Ally

**CRUEL INTENT** While you have a Villain character in play, this character gets +2 ☉ and +1 ♠.

**VILLAINOUS BOND** While this character is exerted, your Villain characters can't be challenged.

Sandy Lee  
196/204 • EN • 12

**3**

**THREE ARROWS**

Action

Deal 2 damage to chosen character. Then, you may deal 1 damage to another chosen character.

"I am Merida. Firstborn descendant of Clan DunBroch. And I'll be shooting for my own hand."  
—Merida

Kenneth Anderson  
197/204 • EN • 12

**2**

**CARD ADVANTAGE**

Action

If an opposing character was banished in a challenge this turn, draw 2 cards.

"I didn't plant the vine! It was the Nine, the Nine!"  
—Three of Spades

Isahli Mesq  
198/204 • EN • 12

**2**

**TOUCH THE SKY**

Action • Song

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

Move a character of yours to a location for free. Then, draw cards equal to that location's ♠.

Alice Pisani  
199/204 • EN • 12

**1**

**PLUNGER CROSSBOW**

Item

**SUCTION TECHNOLOGY** ☉, 2 ☉ - Draw a card, then choose and discard a card.

"All right, just let me adjust the trajectory."  
—Gadget Hackwrench

Juhli Eva Gao  
200/204 • EN • 12

**2**

**SYNDROME'S REMOTE**

Item

**ZERO-POINT ENERGY** ☉, 2 ☉ - Chosen character can't challenge during their next turn.

**LEARN FROM THEIR LOSSES** Whenever a Robot character is banished, you may banish this item to discard your hand and draw 2 cards.

Ricardo Caria / Pix Smith  
201/204 • EN • 12

**3**

**CLUB DOOR**

Item

**WELCOME BACK, SIR** If you have a character named Fat Cat in play, you may play this card for free.

**COOL CATS ONLY** Your locations can't be challenged by characters with cost 2 or less.

Veronica Di Lorenzo / Livia Gacciare  
202/204 • EN • 12

**3**

**FAT CAT'S CLUB**  
Sneaky Headquarters

Location

6

1

The hottest club for only the coolest cats in town.

ENWELL  
203/204 • EN • 12

**3**

**THE ISLAND OF NOMANISAN**  
Syndrome's Headquarters

Location

6

1

**RESEARCH & DEVELOPMENT** Robot characters get +1 ☉ and +1 ♠ while here.

**CHEAR SHOT** Once during your turn, whenever a character banishes another character in a challenge while here, you may deal 2 damage to chosen character.

Wesley By  
204/204 • EN • 12