



**3**

**JUDY HOPPS**  
On the Case

4 3

Storyborn • Hero • Detective

**HIDDEN CLUES** When you play this character, if you have another Detective character in play, you may put chosen item into its player's inkwell facedown and exerted.

"More torn lorebook pages! Who could have done this?"

Andrew Chesworth  
157/204 • EN • 10



**2**

**HEN WEN**  
Prophetic Pig

1 4

Storyborn • Ally

**FUTURE SIGHT** Whenever this character quests, look at the top card of your deck. Put it on either the top or the bottom of your deck.

"She's a special pig, Taran."  
-Dallben

Kapik  
150/204 • EN • 10



**4**

**ANNA**  
Making Snow Plans

4 3

Storyborn • Hero • Queen

**Support** (Whenever this character quests, you may add their  to another chosen character's  this turn.)

"Come on—there's tons to do! Skating and snow forts and sledding and hot chocolate!"

Pauline Voss  
159/204 • EN • 10



**7**

**CHEF LOUIS**  
In Over His Head

6 8

Storyborn

"When added to a clear soup, the pale, triple-pointed leaves of Trispirtus can have a restorative effect. CAUTION: DO NOT confuse it with Three Thorns, which causes itchy rashes."  
-Hana's Herbarium

Albath Zermann  
140/204 • EN • 10



**2**

**DAISY DUCK**  
Ghost Finder

2 3

Dreamborn • Hero • Detective

**Support** (Whenever this character quests, you may add their  to another chosen character's  this turn.)

"If I'm reading this right, these aren't actually ghosts at all! Boy, you're lucky I came along on this one."  
-Hana's Herbarium

Alan Batson  
147/204 • EN • 10



**2**

**CRI-KEE**  
Good Luck Charm

3 2

Storyborn • Ally

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

"Small glimmers may feel safe in the jungle around the Mysterious Ruins, where they can easily go unnoticed."  
-Hana's Herbarium

Kapik  
142/204 • EN • 10



**5**

**RAPUNZEL**  
Creative Captor

3 6

Storyborn • Hero • Princess

**ENSNARL** When you play this character, chosen opposing character gets -3  this turn.

"Well, that should slow you down for a minute."

Mariana Moreno  
143/204 • EN • 10



**3**

**FERGUS MCDUCK**  
Scrooge's Father

3 2

Storyborn • Mentor

**TOUGHEN UP** When you play this character, chosen character of yours gains Ward until the start of your next turn. (Opponents can't choose them except to challenge.)

"Ach, close the secret entrance! You're letting all the mysterious air out!"

Kenneth Anderson  
144/204 • EN • 10



**3**

**LI SHANG**  
Seasoned Strategist

2 4

Storyborn • Hero • Captain

The sound of hoofbeats filled the air. Li Shang moved his men into position, ready to turn the tables on their pursuer.

Kasia Brzezinska  
145/204 • EN • 10



**5**

**GENIE**  
Investigative Mind

4 7

Storyborn • Ally • Detective

"You know, most books are a lot more compelling when you read the pages in order..."

Veronica Di Lorenzo / Livio Cacciatore  
146/204 • EN • 10



**5**

**SCUTTLE**  
Birdbrained

5 5

Dreamborn • Ally

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

"Whoa! The wind's all of a sudden on the move here."

Kendall Hale  
147/204 • EN • 10



**4**

**ICHABOD CRANE**  
Bookish Schoolmaster

2 4

Storyborn • Hero

**WELL-READ** Whenever this character quests, if you've played a character with cost 5 or more this turn, put the top card of your deck into your inkwell facedown and exerted.

Ismael González-Granero / Casey Jo Ocean  
148/204 • EN • 10



**4**

**JASMINE**  
Soothing Princess

2 5

Storyborn • Hero • Princess • Whisper

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

**UPLIFTING AURA** Whenever this character quests, if there's a card under her, remove up to 3 damage from each of your characters.

Shannon Hallstein  
149/204 • EN • 10



**6**

**JUDY HOPPS**  
Lead Detective

6 4

Floodborn • Hero • Detective

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

**LATERAL THINKING** During your turn, your Detective characters gain Alert and Resist +2. (They can challenge as if they had Evasive. Damage dealt to them is reduced by 2.)

Kirkuma  
150/204 • EN • 10



**1**

**THE SULTAN**  
Playful Monarch

1 1

Storyborn • Ally • King

Never mind what the Curator intended these trinkets for; the sultan found his own use for them soon enough.

Victor "fano" Covarrubias  
151/204 • EN • 10



**2**

**ICHABOD CRANE**  
Scared Out of His Mind

0 2

Storyborn • Hero

**CHILLING TALE** When this character is banished, you may put this card into your inkwell facedown and exerted.

"Every small detail in Brom's awful story returned to haunt his recollection."  
-Narrator

Laura Galiano  
152/204 • EN • 10



**5**

**SCAR**  
Eerily Prepared

6 5

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.)

**SURVIVAL OF THE FITTEST** Whenever you put a card under this character, chosen opposing character gets -5  this turn.

Lisanne Kottmeier  
153/204 • EN • 10



**6**

**DAISY DUCK**  
Paranormal Investigator

4 6

Floodborn • Hero • Detective

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

**Support** (Whenever this character quests, you may add their  to another chosen character's  this turn.)

**STRANGE HAPPENINGS** While this character is exerted, cards enter opponents' inkwells exerted.

Orca Tran  
154/204 • EN • 10

4

**CINDERELLA**  
Dream Come True

Storyborn • Hero • Princess

2 3

**WHATEVER YOU WISH FOR** At the end of your turn, if you played a Princess character this turn, you may put a card from your hand into your inkwell facedown to draw a card.

©Disney. "A Dream Is a Wish Your Heart Makes" by Walt Disney. ©2013 WALT DISNEY. ©Disney  
©Brittney Hackett 155/204 • EN • 10

4

**JUDY HOPPS**  
Uncovering Clues

Storyborn • Hero • Detective

3 3

**THOROUGH INVESTIGATION** When you play this character and whenever she quests, look at the top 3 cards of your deck. You may reveal a Detective character card and put it into your hand. Put the rest on the bottom of your deck in any order.

©Disney  
©Jennifer Park 156/204 • EN • 10

2

**PLUTO**  
Clever Cluefinder

Dreamborn • Ally

2 2

**ON THE TRAIL** ☞ – If you have a Detective character in play, return an item card from your discard to your hand. Otherwise, put it on the top of your deck.

Every detective can use an assistant to sniff out clues.

©Disney  
©Liz Richards 157/204 • EN • 10

5

**DAISY DUCK**  
Sapphire Champion

Dreamborn • Hero

5 6

**STAND FAST** Your other Sapphire characters gain Resist +1. (Damage dealt to them is reduced by 1.)

**LOOK AHEAD** Whenever one of your other Sapphire characters quests, you may look at the top card of your deck. Put it on either the top or the bottom of your deck.

©Disney  
©Lisa Paffman 158/204 • EN • 10

3

**KRISTOFF**  
Mining the Rains

Storyborn • Ally • Whisper

2 3

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

**WORTH MINING** Whenever this character quests, if there's a card under him, put the top card of your deck into your inkwell facedown and exerted.

©Disney  
©Alejandro Hernandez 159/204 • EN • 10

3

**MICKEY MOUSE**  
Detective

Dreamborn • Hero • Detective

1 3

**GET A CLUE** When you play this character, you may put the top card of your deck into your inkwell facedown and exerted.

The clues all pointed toward ghosts, but he knew there was something more going on here.

©Disney  
©Victor "Tano" Covarrubias 160/204 • EN • 10

1

**HEN WEN'S VISIONS**

Action

Look at the top 4 cards of your deck. Put 1 on the top of your deck and the rest on the bottom in any order.

"Hen Wen, from you I do beseech Knowledge that lies beyond my reach . . ."  
–Tarzan

©Disney  
©Victor "Tano" Covarrubias 161/204 • EN • 10

2

**PROMISING LEAD**

Action

Chosen character gets +1 ☞ and gains Support this turn. (Whenever they quest, you may add their ☞ to another chosen character's ☞ this turn.)

"The books on these pages match up with those shelves. And the ley lines . . . The answer's right here!"  
–Judy Hopps

©Disney  
©Grez 162/204 • EN • 10

4

**MIGHT SOLVE A MYSTERY**

Action • Song

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

Look at the top 4 cards of your deck. You may reveal up to 1 character card and up to 1 item card and put them into your hand. Put the rest on the bottom of your deck in any order.

©Disney  
©Rachel Elise 163/204 • EN • 10

4

**SUDDEN SCARE**

Action

Put chosen opposing character into their player's inkwell facedown. That player puts the top card of their deck into their inkwell facedown.

©Disney  
©Federica Maria Cugliani 164/204 • EN • 10

6

**SPOOKY SIGHT**

Action

Put all characters with cost 3 or less into their players' inkwells facedown and exerted.

"We've got to get out of here!"  
–Mickey Mouse

©Disney  
©Mariano Moreno 165/204 • EN • 10

1

**DETECTIVE'S BADGE**

Item

**PROTECT AND SERVE** ☞, 1 ☞ – Chosen character gains Resist +1 and the Detective classification until the start of your next turn. (Damage dealt to them is reduced by 1.)

"It's not just a badge. It's who we are. There's no greater honor."  
–Detective Judy Hopps

©Disney  
©Svetlana Nikolova 166/204 • EN • 10

3

**INK AMPLIFIER**

Item

**ENERGY CAPTURE** Whenever an opponent draws a card during their turn, if it's the second card they've drawn this turn, you may put the top card of your deck into your inkwell facedown and exerted.

With a crackle of energy, the strange device lit up when the glimmers entered the study.

©Disney  
©Pony Bubble 167/204 • EN • 10

2

**FAIRY GODMOTHER'S WAND**

Item

**ONLY TILL MIDNIGHT** During your turn, whenever you put a card into your inkwell, chosen Princess character of yours gains Ward until the start of your next turn. (Opponents can't choose them except to challenge.)

Sometimes a glimpse is all you need.

©Disney  
©Auriele Lisa-Anne 168/204 • EN • 10

2

**INKRUNNER**

Item

**PRELIGHT CHECK** When you play this item, draw a card.

**READY TO RIDE** ☞, 1 ☞ – Chosen character gains Alert this turn. (They can challenge as if they had Evasive.)

©Disney  
©Jeremy Adams 169/204 • EN • 10

1

**CASTLE OF THE HORNED KING**  
Bastion of Evil  
Location

**INTO THE GLOOM** Once during your turn, whenever a character quests while here, you may ready chosen item.

©Disney  
©Alissa Lee 170/204 • EN • 10