



Disney Lorcana TCG Set Release Notes: Attack of the Vine!

Hello, Illumineers! Welcome to the *Disney Lorcana* TCG set release notes for *Attack of the Vine!* These release notes go over any rules changes, new mechanics, and features of the game introduced with this set and offer context for why the adjustments are necessary.

For more detailed game information beyond these release notes, visit DisneyLorcana.com/Resources to check out the Comprehensive Rules, Tournament Rules, and more. Newer to the game? Check out the *Disney Lorcana* TCG Companion app, where you can learn how to play, track your cards, build a wishlist, and even use our digital lore counter.

Game Updates

These are the exciting updates coming with *Attack of the Vine!* along with brief explanations on how they work and what that means for you, the player.

More Dual-Named Characters



Sulley & Boo - Scare Buddies

Amber Ruby character

Storyborn • Team • Hero • Monster

6 cost, inkable

6/5/2

Combo Shift 4 {I} (You may pay 4 {I} to play this on top of one of your characters named Sulley, one named Boo, or one of each.)

\The Power of Friendship\ When this character is banished, if any of the cards that were under them are character cards, you may play those characters from your discard for free.

Dual-named characters are branching out in *Attack of the Vine!* These cards combine two of your favorite characters into one card, for powerful abilities and awesome potential. We also have a new classification to help showcase them: Team.

We've had a few dual-named characters before, but with so many in this set, we wanted to review the rules around dual-named characters. Let's use the new Sulley & Boo – Scare Buddies as an example.

- Dual-named characters essentially have three names. Sulley & Boo – Scare Buddies counts as Sulley, as Boo, and as Sulley & Boo.
- If an effect wants a player to name a card and the player says, “Sulley,” then the effect pertains to all characters named Sulley, including dual-named characters with Sulley before or after the &.

- If an effect wants a payer to name a character and the player says, “Sulley & Boo,” then it only pertains to characters named Sulley & Boo and *not* to a character that’s just named Sulley or one that’s just named Boo.
- Even though a dual-named character has multiple names, it’s still considered one character.

Christopher Robin



Christopher Robin – Hunny Sage

Amethyst Sapphire character

Dreamborn • Hero • Hunny

6 cost, inkable

4/4/2

\Gather the Party\ You can have other Hunny characters in your deck regardless of ink type.

\Magical Summons\ When you play this character, you may search your deck for a Hunny card, reveal it, and put it in your hand. If you do, shuffle your deck.

Christopher Robin and his friends from the Hundred Acre Wood have embraced the quest to stop the Vine, and what a team they make! Leading the way is Christopher Robin – Hunny Sage with an ability that’s unlike any we’ve seen before in *Disney Lorcana*. Gather the Party lets a player add any Hunny character to their deck, no matter their ink type. This effect only applies to characters with the Hunny classification, though, so make sure the ones you want to add have it.

This doesn't mean you can add Christopher Robin – Hunny Sage to any deck! He has the ink types Amethyst and Sapphire, so he can only be included in a deck with those ink types. Because he has the Hunny classification himself, it may seem like his Gather the Party ability would get around that restriction. However, the effect can't apply until he's in a deck, and he can't be put into a deck that isn't Amethyst and Sapphire.

New Shift Keyword Variants

It's been a while since we've introduced anything new for our beloved **Shift** keyword, and we're going big with *four* new **Shift** variants in *Attack of the Vine*!

Duo Shift



Mickey Mouse & Minnie Mouse – Adventuring Duo

Emerald Sapphire character

Dreamborn • Team • Hero

7 cost, inkable

5/5/5

Duo Shift 0 {I} (You may pay 0 {I} to play this on top of two of your characters, one named Mickey Mouse and one named Minnie Mouse.)

\Thinking of You\ If this character would be banished, put them into your inkwell facedown and exerted instead.

If you think shifting on top of one character is good, try shifting onto *two* with **Duo Shift**!

Normally, you need only one character in play with the same name in order to shift a character on top of it. (For example, if you want to shift a Flotsam & Jetsam – Entangling Eels, you need just one Flotsam, Jetsam, or Flotsam & Jetsam.) With **Duo Shift**, you need two characters that

each match one of the names of the dual-named character you're shifting. So, to play Mickey Mouse & Minnie Mouse – Adventuring Duo using their **Duo Shift** ability, you must have both a Mickey Mouse *and* a separate Minnie Mouse in play. When you shift a character this way, put the **Duo Shift** card on top with the two cards under it stacked in any order.

If you want to use **Duo Shift** to shift Mickey Mouse & Minnie Mouse – Adventuring Duo on top of *another* Mickey Mouse & Minnie Mouse, the duo underneath counts as only one of the two names required, either Mickey Mouse or Minnie Mouse. **Duo Shift** needs to shift on top of *two* characters, one for each name.

Another important note is if you shift on top of both a dry character and a drying character, Mickey Mouse & Minnie Mouse – Adventuring Duo will be drying. Likewise, if you shift on top of both a ready character and an exerted character, the shifted character (the one on top) will be exerted.

Combo Shift



Dash Parr & Violet Parr – Super Siblings

Ruby Steel character

Storyborn • Team • Super • Hero

8 cost, inkable

5/5/2

Combo Shift 6 {I} (You may pay 6 {I} to play this on top of one of your characters named Dash Parr, one named Violet Parr, or one of each.)

Evasive, Resist +1

\Incredible Tactics\ Whenever this character quests or challenges, draw a card for each card under them.

Combo Shift is a combination (see what we did there?) of the standard **Shift** ability and the new **Duo Shift** ability. You can play a character with the **Combo Shift** ability on top of one character with either name *or* you can play that character on top of two characters, one with each name. So, you could shift Dash Parr & Violet Parr – Super Siblings on top of either a Dash Parr or a Violet Parr, or you could shift them on top of both a Dash Parr and a Violet Parr.

As with **Duo Shift**, if you put the shifted character on top of two cards and one is drying, the shifted character will be drying, and if one of the characters you shifted onto is exerted, the shifted character will be exerted. Stack the two cards under the shifted character in any order.

Temporary Shift



Meilin Lee – Popular Red Panda

Ruby character

Storyborn • Hero • Red Panda

6 cost, inkable

4/5/3

Temporary Shift 3 {I} (You may pay 3 {I} to play this on top of one of your characters named Meilin Lee. At the end of your turn, remove all damage from this character and return only this card to your hand.)

\Karaoke Queen\ Once during your turn, whenever this character sings a song, gain 3 lore.

Turning Red makes its debut in *Disney Lorcana* with the new **Temporary Shift** ability.

Characters with **Temporary Shift** can shift on top of a character in play with the same name, but only temporarily. They return to your hand at the end of your turn, removing all damage from

their stack on the way. The same holds true for **Temporary Red Panda Shift**, but instead of needing a character in play with the same name, you need a character in play with the Red Panda classification.

Note that you'll return the **Temporary Shift** character to your hand at the end of your turn only if it's in a stack that's still in play. If it was banished, it stays in your discard. Also, if it's in the middle or on the bottom of a stack of cards in play, it still returns to your hand. For instance, if you played the character using its **Temporary Shift** ability and then shift another card on top of it, you'll return the card from the middle of the stack to your hand *and* remove any damage from the top character of the stack as well.

Potato Shift



Posey – Vampire Potato

Emerald character

Storyborn • Monster

7 cost, inkable

7/8/2

Potato Shift 5 {I} (You may pay 5 {I} to play this on top of one of your items named Potato.)

Until now, you could only shift a character on top of another character. Posey – Vampire Potato changes that. After all, it's only right that she should be able to shift onto a Potato even though it's only a Potato—that is, an item.

This change required the following Potato-related rules adjustments:

- When you shift Posey on top of a Potato that was in play at the start of your turn, Posey can quest, challenge, sing, and take all the normal actions that a character can do.
- If you play a Potato and then shift Posey on top of it during *the same turn*, Posey is considered to be drying and can't quest, challenge, sing, or take normal character actions.

Think we can say “potato” any more?

Potato.

Rules Clarifications

With our previous set, *Wilds Unknown*, we released the “2.1” version of the *Disney Lorcana* Comprehensive Rules. This technical document covers the intricate details and nuances of playing the game.

The 2.1 version featured a list of clarity and functionality updates from the 2.0 update. With 2.2, we've continued to make updates to improve the readability and functionality of the Comprehensive Rules. Here are the tune-ups we made with the release of *Attack of the Vine!*

More Damage Language

The most recent updates to the damage section achieved what we'd hoped, with improved clarity and a more intuitive framework. This round, we codified the damage calculation process and consolidated it in one part of the rules. Changes include:

- A new section defining the process of damage calculation for both damage from challenges and damage from resolving effects.
- Additional clarity regarding when something “deals” damage versus when something “takes” damage.
- Further helpful examples.

It's important to note that nothing has changed in how dealing damage is calculated. It simply lives in one spot now rather than being spread across different sections of the rules.

Conditional Dependent Effects

Previously, these definitions only existed in the static abilities section, which meant they only applied to static abilities. The definitions were meant to apply to all types of abilities, so we moved them out of the rules about static abilities and into a more general section. This doesn't

change how any cards interact, but it should provide clearer interpretations of how certain effects work. This change included:

- Updating the terminology from conditional static abilities to conditional dependent effects.
- Moving rules from 6.4 to 6.1, with language updated to reflect this.

Minor Rules Updates

With this new set we've also made the following general updates to the *Disney Lorcana* TCG Comprehensive Rules:

- 1.10.1.3. Added language detailing the rules for cards whose abilities adjust deck construction.
- 4.3.4.2. Added language clarifying that triggered abilities that occur from a card being played on top of a card with a triggered ability align with on-play triggered abilities.
- 4.3.6. Adjusted the wording in the example to clarify that the payment reduction still applies to a character that's played for free.
- 4.6.4.4. Added language explaining what happens if a character in a challenge is readied during that challenge.
- 5.1.1.7. Added language explaining that cards under a top card gain the states of the top card when that top card moves zones.
- 5.3.3.2. Added new classifications: Boss, Red Panda, Team, and Vineling.
- 5.5.3. Added language stating that an item can have additional classifications.
- 5.6.3. Added language stating that a location can have additional classifications.
- 6.1.4.1. Added language to clarify that when an effect has a cost and "may," if the player chooses not to or can't pay the cost it's treated the same way as if the player chose "no."
- 6.7.2. Added language defining exactly when an ink payment is made during the steps of resolving an effect.
- 6.7.2.1. Added language defining choices that are made when a secondary "if" condition is checked.
- 8.4.1. Adjusted language to further define the **Boost** keyword, but its functionality remains unchanged.
- 8.8.2. Adjusted language to reflect the proper terminology in correlation with the updated damage rules.
- 8.10.4.1. Added language explaining what happens when a shifted character is put on top of a non-character.
- 8.10.4.2. Added language explaining what happens when a shifted character is put on top of two characters with conflicting states.
- 8.10.9. Added language that explains what happens if a card has two or more **Shift** variants combined into a single ability.

Quality-of-Life Updates

The following updates are adjustments to language and word usage within the rules and on the cards to be clear, concise, and consistent.

- 4.6.6.1. Adjusted the section reference numbers to the updated damage rules.
- 4.6.6.2. Adjusted the section reference numbers to the updated damage rules.
- 5.1.3. Adjusted the section reference number in the example.
- 6.1.6. Adjusted the example to include both “another” and “other.”
- 6.1.10. Added a new example.
- 6.7.2.2. Adjusted language to match the related sections.
- 8.10. Adjusted several instances of “character” to “card” throughout this section.
- 8.10.8. Added new **Shift** variants to the section.
- 8.10.8.1. Added “[Classification]” to the definition.
- 8.10.8.2. Added “Universal” to the definition.
- 8.12.1. Adjusted the definition to match the language used for songs.

Card-Specific Notes

The following are answers to a few questions that might come up when playing specific cards from this new set. This isn't meant to be an exhaustive list, but we hope it's a helpful guide for some of the more complex cards.

Woody – Helping a Friend



Woody - Helping a Friend

Amber character

Storyborn • Hero • Toy

4 cost, uninkable

2/4/2

\Hang On!\ When you play this character, choose one of the following. If you have another Toy character in play, choose both instead:

- You may return a character card with cost 2 or less from your discard to your hand.
- You may play a character with cost 2 or less for free.

Q: If I play Woody – Helping a Friend while I have another Toy character in play, can I choose the order of resolving the effects?

A: No, the effects are resolved in the order written on the card. If you have a Toy character in play when you play Woody, “choose one of the following” is replaced with “choose both.” When that happens, you’ll first return the character card with cost 2 or less from your discard to your hand, then you may play a character with cost 2 or less for free. The effects will always resolve in that order if both are chosen.

Celia Mae – Friendly Receptionist



Celia Mae - Friendly Receptionist

Amber character

Storyborn • Ally • Monster

3 cost, uninkable

3/3/2

\Please Hold\ When you play this character, you may pay 1 {I} to ready chosen character of yours. They can't quest or challenge for the rest of this turn.

Q: If I play Celia Mae – Friendly Receptionist and I don't have any ready ink to use her Please Hold ability, do I still have a character that can't quest or challenge?

A: No. If you can't pay the ability's ink cost or choose not to pay it, it's the same as if you choose "no" for the "may" part of the effect. This means that no part of that effect happens, so there's no character chosen.

Woody – Town Sheriff



Woody – Town Sheriff

Amber character

Storyborn • Hero • Toy

3 cost, inkable

3/2/1

\Move Along\ When you play this character, until the start of your next turn, chosen opposing character can't challenge and must quest if able.

Q: Can the opposing character chosen with Woody's Move Along ability still sing songs?

A: Yes, the chosen character can still sing songs or pay any  costs. The ability simply means that the player must quest with the character before they can end their turn if the character is ready and able to quest.

Pocahontas & Meeko – Adventurous Friends



Pocahontas & Meeko – Adventurous Friends

Amber Amethyst character

Storyborn • Team • Hero • Princess

4 cost, inkable

2/3/2

Shift 2 {I} (You may pay 2 {I} to play this on top of one of your characters named Pocahontas or Meeko.)

Evasive

\Welcome Return\ Whenever this character quests, you may return chosen character of yours with cost 1 to your hand. If you do, you may play a character with cost 1 for free.

Q: Do I return a character before or after I gain the lore from questing with Pocahontas & Meeko – Adventurous Friends?

A: After. All triggers related to the condition of a character questing resolve after the lore is gained from the quest.

Sulley & Boo – Scare Buddies



Sulley & Boo – Scare Buddies

Amber Ruby character

Storyborn • Team • Hero • Monster

6 cost, inkable

6/5/2

Combo Shift 4 {I} (You may pay 4 {I} to play this on top of one of your characters named Sulley, one named Boo, or one of each.)

\The Power of Friendship\ When this character is banished, if any of the cards that were under them are character cards, you may play those characters from your discard for free.

Q: If Sulley & Boo – Scare Buddies is banished with cards both faceup and facedown under it, can I play characters that were facedown?

A: Yes. When Sulley & Boo is banished, all cards under them go to the discard and become faceup. When the effect resolves, it checks if any of those cards are character cards, and since they're all faceup in your discard now, the effect can play them.

Q: If I use **Combo Shift** to play Sulley & Boo on top of a dry Sulley and a drying Boo, what happens? What if the Sulley they're shifting onto is ready but the Boo is exerted?

A: If you shift on top of a dry character and a drying character, the shifted character will be drying. If you shift them on top of a ready character and an exerted character, they'll be exerted.

Winnie the Pooh – Hunny Archmage



Winnie the Pooh – Hunny Archmage

Amethyst character

Dreamborn • Hero • Sorcerer • Hunny

2 cost, inkable

2/3/1

\Stick Together\ While you have 2 or more other Hunny characters in play, this character gets +2 {L}.

Q: If I have two Winnie the Pooh – Hunny Archmage characters in play, do they count for each other?

A: Yes. “Other Hunny characters” means a Hunny character that isn’t itself, regardless of the name of the character. One Winnie the Pooh sees the second Winnie the Pooh as an “other” Hunny character.

Merida – Wisp Conjurer



Merida – Wisp Conjurer

Amethyst character

Dreamborn • Hero • Princess • Sorcerer

4 cost, uninkable

3/3/1

\Focused Energy\ This character may enter play exerted to draw a card.

\Beckon\ During your turn, whenever another character of yours enters play exerted, you may draw a card.

Q: Do I exert Merida – Wisp Conjurer after she enters play to draw the card?

A: No. Like with a character with **Bodyguard**, you choose if you want Merida to enter play already exerted. If you do, you'll draw a card. The choice is made as you put Merida into play.

Heihei – Created by the Vine



Heihei – Created by the Vine

Amethyst character

Floodborn • Vineling

2 cost, inkable

1/3/1

\Botanical Remedy\ Whenever one of your Floodborn characters quests, you may move 1 damage from chosen character to chosen opposing character.

Q: If I quest with Heihei – Created by the Vine, does his Botanical Remedy ability trigger?

A: Yes, Heihei recognizes his Floodborn classification and will trigger this ability when he quests. (We don't know, however, where he'll end up.)

Morph – Little Imitator



Morph - Little Imitator

Amethyst character

Storyborn • Ally • Alien

2 cost, inkable

1/2/1

\Advanced Mimicry\ You can shift any character on top of this character.
(This includes all Shift variants.)

Q: What does the reminder text on Morph – Little Imitator actually mean?

A: If a character has a **Shift** ability, regardless of what **Shift** variant it is, Morph is a legal choice for them to shift on top of. For example, if you want to shift a character with **Puppy Shift** onto a character, you can choose Morph even though Morph doesn't have the Puppy classification.

Q: Can I shift a character with **Duo Shift** onto only one Morph?

A: No. Morph can only count as one of the characters for **Duo Shift**, which has a two-character requirement to use it. While you can shift onto Morph and another character with **Duo Shift**, Morph himself still only counts as one character.

Christopher Robin – Hunny Sage



Christopher Robin - Hunny Sage

Amethyst Sapphire character

Dreamborn • Hero • Hunny

6 cost, inkable

4/4/2

\Gather the Party\ You can have other Hunny characters in your deck regardless of ink type.

\Magical Summons\ When you play this character, you may search your deck for a Hunny card, reveal it, and put it in your hand. If you do, shuffle your deck.

Q: If I have two or more Christopher Robin – Hunny Sage cards, can I include them in any deck?

A: No. For Christopher Robin to be included in a deck, it has to match his ink types. Christopher Robin is Amethyst and Sapphire, so he can't be put into a deck that has any other ink types.

Winnie the Pooh & Piglet – Hunny Mages



Winnie the Pooh & Piglet – Hunny Mages

Amethyst Sapphire character

Dreamborn • Team • Hero • Sorcerer • Hunny

5 cost, inkable

3/4/0

<Shift> 3 {I} (You may pay 3 {I} to play this on top of one of your characters named Winnie the Pooh or Piglet.)

\Magical Mix\ This character gets +1 {L} for each different ink type of characters you have in play.

Q: If I quest with Winnie the Pooh & Piglet – Hunny Mages and I have another Amethyst character in play, how much lore do I gain?

A: You gain 2 lore. The ink types of Winnie the Pooh & Piglet are Amethyst and Sapphire. Even though there are a total of 3 ink type symbols across all cards you have in play, the ability only

counts how many *unique* ink types exist among your cards in play. Since you only have Amethyst and Sapphire ink types in play, Winnie the Pook & Piglet have 2 ♦ and you gain 2 lore.

With a Few Good Friends



With a Few Good Friends

Amethyst action

Song

6 cost, inkable

<Sing Together> 6 (Any number of your or your teammates' characters with total cost 6 or more may {E} to sing this song for free.)

Chosen player draws a card for each different ink type of characters you have in play.

Q: How do I determine the ink type of the characters I have in play?

A: There are symbols on the left side of the card below the name and version, on the same line where the classifications are listed. These symbols represent the six different ink types in *Disney Lorcana*. A card can have one or two symbols, and the card is the ink type of each ink type symbol listed on it. For example, With a Few Good Friends has the Amethyst ink type symbol, so it has the Amethyst ink type.

One and Only



One and Only

Amethyst action

3 cost, inkable

Choose a character. Banish all other characters with the same name as that character.

Q: If my opponent has Winnie the Pooh – Hunny Wizard and Winnie the Pooh – Hunny Archmage in play and I choose one of them for One and Only, will the other be banished?

A: Yes. When the effect compares names, it only compares the larger name on the card, not the version. Both cards are named “Winnie the Pooh,” so when one of them is chosen, all other Winnie the Pooh characters are banished, regardless of their versions.

Narrow Escape



Narrow Escape

Amethyst action

4 cost, inkable

Return up to 2 chosen characters, items, or locations with cost 2 or less each to their player's hand.

Q: Does the effect mean that if I want to return 2 characters, items, or locations, those cards need to have a cost of 1 for a total of 2?

A: No. You can choose up to 2 cards that each have a cost of 2 or less. You can choose one cost 1 and one cost 2 card, two cost 1 cards, or one cost 2 card. You have a lot of options!

Roo – Hunny Rogue



Roo – Hunny Rogue

Emerald character

Dreamborn • Ally • Hunny

1 cost, uninkable

1/1/1

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

\Elusive Expertise\ While you have another Hunny character in play, this character gains Evasive. (Only characters with Evasive can challenge them.)

Q: If I have two Roo - Hunny Rogue characters in play, do they count for each other's abilities?

A: Yes. "Another Hunny character" means a Hunny character that isn't itself, regardless of the name of the character. Each Roo sees the other Roo as "another" Hunny character.

Posey – Vampire Potato / Morph - Little Imitator



Posey – Vampire Potato

Emerald character

Storyborn • Monster

7 cost, inkable

7/8/2

Potato Shift 5 {I} (You may pay 5 {I} to play this on top of one of your items named Potato.)

Morph – Little Imitator

Amethyst character

Storyborn • Ally • Alien

2 cost, inkable

1/2/1

\Advanced Mimicry\ You can shift any character on top of this character. (This includes all Shift variants.)

Q: Can I shift Posey – Vampire Potato onto Morph – Little Imitator?

A: Yes. Posey's **Potato Shift** ability says she shifts onto an item called Potato, but Morph's ability allows him to be a legal choice to shift onto, even though his name isn't the same and he isn't an item.

Mickey Mouse & Minnie Mouse – Adventuring Duo



Mickey Mouse & Minnie Mouse – Adventuring Duo

Emerald Sapphire character

Dreamborn • Team • Hero

7 cost, inkable

5/5/5

Duo Shift 0 {I} (You may pay 0 {I} to play this on top of two of your characters, one named Mickey Mouse and one named Minnie Mouse.)

\Thinking of You\ If this character would be banished, put them into your inkwell facedown and exerted instead.

Q: If I have a Mickey Mouse & Minnie Mouse – Adventuring Duo in play, can I shift another Mickey Mouse & Minnie Mouse on top of them?

A: No. While that dual-named character matches the names for the **Duo Shift** ability, Mickey Mouse & Minnie Mouse is still only 1 character. With **Duo Shift** you must shift on top of two characters stacked.

Q: If I use **Duo Shift** to play Mickey Mouse & Minnie Mouse – Adventuring Duo on top of a dry Mickey Mouse and a drying Minnie Mouse, what happens? What if the Mickey Mouse they're shifting onto is ready but the Minnie Mouse is exerted?

A: If you shift on top of a dry character and a drying character, the shifted character will be drying. If you shift them on top of a ready character and an exerted character, they'll be exerted.

Piercing Attack / Omnidroid – Ultimate Iteration



Piercing Attack

Emerald action

2 cost, inkable

Deal 2 damage to chosen character. This damage can't be reduced by Resist.

Omnidroid - Ultimate Iteration

Steel character

Dreamborn • Robot

8 cost, inkable

8/8/2

Shift 6 {I} (You may pay 6 {I} to play this on top of one of your characters named Omnidroid.)

Resist +2 (Damage dealt to this character is reduced by 2.)

\Return on Investment\ When you shift this character, you may return all cards under it to your hand.

Q: If I play Piercing Attack and choose Omnidroid – Ultimate Iteration, which has **Resist +2**, what happens?

A: First, start with the base damage of the action, which is 2 damage. Then, apply modifiers to that damage. **Resist +2** would normally apply here and reduce the damage to 0. However, Piercing Attack says its damage can't be reduced by **Resist**, so Omnidroid's **Resist +2** doesn't apply. The final total damage dealt by Piercing Attack is 2, and 2 damage counters are then placed on Omnidroid.

Boo – Energetic Child / Piglet – Hunny Mage Apprentice



Boo – Energetic Child

Ruby character

Storyborn • Hero

3 cost, uninkable

0/1/1

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

\Kid-Tastrophe!\ Whenever this character challenges another character with 3 {S} or less, banish that character. (No damage is dealt in that challenge.)

Piglet – Hunny Mage Apprentice

Sapphire character

Dreamborn • Ally • Sorcerer • Hunny

1 cost, inkable

2/2/1

Q: If I declare Boo – Energetic Child as challenging Piglet – Hunny Mage Apprentice with 2 ⚔, how is it possible that no damage is dealt in the challenge?

A: There are two parts to the challenge turn action: challenge declaration and challenge damage. In the declaration step, the player chooses one of their characters to challenge another character or a location. When that process is complete, Boo's Kid-Tastrophe! ability triggers. That's when it's added to the bag and resolves, banishing Piglet before any damage is dealt to him.

Ming Lee – Giant Red Panda



Ming Lee - Giant Red Panda

Ruby character

Storyborn • Mentor • Giant • Red Panda

9 cost, inkable

10/10/2

Temporary Shift 7 {I} (You may pay 7 {I} to play this on top of one of your characters named Ming Lee. At the end of your turn, remove all damage from this character and return only this card to your hand.)

\Path of Destruction\ Whenever this character challenges another character, ready her. She can't quest for the rest of this turn.

Q: If I challenge with Ming Lee – Giant Red Panda and resolve her Path of Destruction ability, when I ready her during the challenge, does it remove her from the challenge?

A: No. Once a character is declared as a challenger or being challenged, they can only be removed from the challenge if they leave play before the process of the challenge is complete.

Prophetic Vision



Prophetic Vision

Ruby action

2 cost, inkable

Shuffle your deck, then reveal the top card. If it's an action card, you may play it for free. Otherwise, put it on the bottom of your deck, then each opponent loses 1 lore and you gain 1 lore.

Q: If I play an action as part of resolving Prophetic Vision, will my opponent lose 1 lore while I gain 1 lore?

A: No. The lore gain and loss only occur if you *don't* choose to play a revealed action card. If the revealed card isn't an action card or you reveal an action card and choose not to play it, that's when the lore gain and loss occur.

Look What You've Done



Look What You've Done

Steel action

2 cost, inkable

Deal 2 damage to chosen character. During your turn, when you discard this card, you may play it from your discard. *(You pay all costs.)*

Q: If I play Look What You've Done and put it into my discard after dealing damage, can I pay its cost again to play it from my discard?

A: No. The second effect of Look What You've Done occurs separately from the deal damage effect. For example, if something instructs you to discard a card on your turn, you could discard it and then the option to play it from your discard would trigger.

Dash Parr & Violet Parr – Super Siblings



Dash Parr & Violet Parr - Super Siblings

Ruby Steel character

Storyborn • Team • Super • Hero

8 cost, inkable

5/5/2

Combo Shift 6 {I} *(You may pay 6 {I} to play this on top of one of your characters named Dash Parr, one named Violet Parr, or one of each.)*

Evasive, Resist +1

\Incredible Tactics\ Whenever this character quests or challenges, draw a card for each card under them.

Q: If I use **Combo Shift** to play Dash Parr & Violet Parr – Super Siblings on top of a dry Dash Parr and a drying Violet Parr, what happens? What if the Dash Parr they're shifting onto is ready but the Violet Parr is exerted?

A: If you shift on top of a dry character and a drying character, the shifted character will be drying. If you shift them on top of a ready character and an exerted character, they'll be exerted.

Have further questions about any cards? Join the community [at discord.gg/disneylorcana](https://discord.gg/disneylorcana) and ask away! We're a friendly bunch.