

Beta [Coconut] Cards

Ariel – "Spectacular Singer"

Amber

(You can have up to 4 copies of Ariel – Spectacular Singer in your deck.)

Whenever a Princess character of yours sings a song, gain lore equal to her ♦.

Pocahontas – "Peacekeeper"

Amber

(You can have up to 4 copies of Pocahontas – Peacekeeper in your deck.)

Once during your turn, you may choose a character. Until the start of your next turn, they get +1 ♦ and can't challenge and must quest if able.

Stitch – "Rock Star"

Amber

(You can have up to 4 copies of Stitch – Rock Star in your deck.)

Once during your turn, you may play a character with cost 2 or less from your hand for free.

If you have a character named Stitch in play, you may play a character with cost 2 or less from your discard for free instead.

Dumbo – "Ninth Wonder of the Universe"

Amethyst

(You can have up to 4 copies of Dumbo – Ninth Wonder of the Universe in your deck.)

You may use the 🌀 abilities of your characters the turn they're played.

Snow White – "Merry as the Morning"

Amethyst

(You can have up to 4 copies of Snow White – Merry as the Morning in your deck.)

Once per game during your turn, you may reveal your hand. If you have a Snow White and 7 or more Seven Dwarfs character cards with different names among the cards in your hand, in your discard, and in play, your characters get +2 ♦ for the rest of the game.

Winnie the Pooh – "Hunny Wizard"

Amethyst

(You can have up to 4 copies of Winnie the Pooh – Hunny Wizard in your deck.)

Whenever you play a character without an ability, you may pay 1 🍬 to draw a card.

Donald Duck – "Fred Honeywell"

Emerald

(You can have up to 4 copies of Donald Duck – Fred Honeywell in your deck.)

You pay 1  less to use **Boost** abilities.

Robin Hood – "Sneaky Sleuth"

Emerald

(You can have up to 4 copies of Robin Hood – Sneaky Sleuth in your deck.)

Once per game during your turn, you may deal 1 damage to each opposing character.

Ursula – "Deceiver of All"

Emerald

(You can have up to 4 copies of Ursula – Deceiver of All in your deck.)

Your characters count as having +1 cost for singing songs. Your characters named Ursula count as having +2 cost instead.

Mickey Mouse – "Brave Little Tailor"

Ruby

(You can have up to 4 copies of Mickey Mouse – Brave Little Tailor in your deck.)

Mickey Mouse character cards in your hand, deck, and discard gain **Shift 2** .

Mr. Incredible – "Super Strong"

Ruby

(You can have up to 4 copies of Mr. Incredible – Super Strong in your deck.)

Whenever you play a Super character, they gain **Rush** this turn and you may exert chosen opposing character with less  than them.

Sisu – "Emboldened Warrior"

Ruby

(You can have up to 4 copies of Sisu – Emboldened Warrior in your deck.)

All characters with more  than each opposing character can quest the turn they're played.

Moana – "Curious Explorer"

Sapphire

(You can have up to 4 copies of Moana – Curious Explorer in your deck.)

During your turn, if you have a Moana, Heihei, or Pua character in play, you may ink an additional card.

Mufasa – "Ruler of Pride Rock"

Sapphire

(You can have up to 4 copies of Mufasa – Ruler of Pride Rock in your deck.)

Once per game during your turn, you may pay 5  to put the top 3 cards of your deck into your inkwell facedown and exerted.

Nick Wilde – "Wily Fox"

Sapphire

(You can have up to 4 copies of Nick Wilde – Wily Fox in your deck.)

You can have up to 4 copies of an item card named Pawpsicle in your deck.

Once during your turn, you may banish 4 of your items. If you do, gain 4 lore.

John Silver – "Greedy Treasure Seeker"

Steel

(You can have up to 4 copies of John Silver – Greedy Treasure Seeker in your deck.)

Each of your locations gains **Resist** +1 for each character there.

Scar – "Finally King"

Steel

(You can have up to 4 copies of Scar – Finally King in your deck.)

During your turn, you pay 1  less for the first Ally character you play.

Tinker Bell – "Giant Fairy"

Steel

(You can have up to 4 copies of Tinker Bell – Giant Fairy in your deck.)

Whenever one of your other abilities or actions deals damage to an opposing character, deal 1 damage to that character.