



Disney Lorcana TCG Set Release Notes: *Hyperia City*

Hello, Illumineers! Welcome to the *Disney Lorcana* TCG set release notes for *Hyperia City*. 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 *Hyperia City*, along with brief explanations on how they work and what that means for you, the player.

Ink Drops



Higitus Figitus

Amethyst action

Song

6 cost, inkable

(A character with cost 6 or more can {E} to sing this song for free.)

Get 3 ink drops. (Each ink drop may be removed to pay 1 {I}.)

Ink Drop

Counter

(This counter doesn't count as a card.)

You may remove this counter to pay 1 {I}.

An ink drop is a counter that you can use to help pay ink costs. They may look like cards, but they don't count as cards and aren't shuffled into your deck. Instead, you keep them nearby to put into your inkwell when a card says you get an ink drop.

Anytime you pay an ink cost, you can remove one or more ink drops from your inkwell to pay 1 {I} each toward that cost! You can pay a cost entirely with ink drops, use a combination of ink drops and ink cards, or just pay the ink cost with your ink cards as normal. You can't reuse ink drops, so instead of exerting one when you use it, you simply remove it from play.

You can find printed ink drops in *Hyperia City* booster packs, but if you don't have any printed ink drops, you can use dice or other objects to represent them in your game.

There's no limit to how many ink drops you can have in your inkwell or how many you can use to pay an ink cost. If you want to play a cost 5 character and you have 5 ink drops, you can remove them all to play that character and still have all your inkwell cards left to pay for other cards or abilities!

In addition to adding the new ink drop counter type, we also revamped the rules around counters and made a new section in the Comprehensive Rules describing them. Ink drops are all the rage in *Hyperia City*, so have fun experimenting with them.

Stone by Day Returns



Lexington - Fearless Flier

Amethyst character

Storyborn • Ally • Gargoyle

2 cost, inkable

3/1/2

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

\Stone by Day\ If you have 3 or more cards in your hand, this character can't ready.

Brooklyn - Full Throttle

Amethyst character

Dreamborn • Ally • Gargoyle

1 cost, inkable

1/4/1

\Wild Ride\ 6 {I} - Gain 1 lore.

\Stone by Day\ If you have 3 or more cards in your hand, this character can't ready.

Our first ability that's specific to a set of characters returns with Gargoyles and their Stone by Day ability, which was introduced in *Whispers in the Well*.

To recap, the Stone by Day ability reads, "If you have 3 or more cards in your hand, this character can't ready." Whether you're planning to ready a Gargoyle character at the start of your turn or through an effect, this static ability can stop you in your tracks.

There are ways to get around this. For instance, say you have 3 cards in your hand and play a card that readies your characters. When the effect resolves, you only have 2 cards in your hand, so Stone by Day doesn't apply. See what other tricks you can find to keep your Gargoyles from turning to stone . . .

New Keyword: Adventurous



Mickey Mouse – Best in Town

Amber character

Dreamborn • Hero

1 cost, inkable

0/4/2

Adventurous (This character can't challenge and must quest each turn if able.)

\Hot Dog!\ At the end of your turn, if this character is exerted, each player gets 1 ink drop. (Each ink drop may be removed to pay 1 {I}.)

Characters with the **Adventurous** keyword ability are determined to quest for lore. While the **Reckless** keyword requires characters to challenge, the **Adventurous** keyword requires characters to quest. Many of the **Reckless** interactions carry over, such as how **Adventurous** works when you  the character, including when they sing a song.

In addition, we're updating five cards from previous sets with wording we used before **Adventurous**, to correctly reflect that they now have this new keyword. These cards are:

- Cobra Bubbles – Dedicated Official
- This Growing Pressure
- Ariel – Curious Traveler
- Woody – Town Sheriff
- Gaston – Frightful Bully

RULES CLARIFICATIONS

To support the release of *Hyperia City*, we've continued to improve the readability and functionality of the Comprehensive Rules, our technical document covering the intricate details and nuances of playing the game. The following cover some of the tune-ups we made with the 2.3 version.

Check out the [Disney Lorcana TCG Comprehensive Rules](#) for more info and the latest updates.

Black Cauldron Update



The Black Cauldron

Amber item

3 cost, uninkable

\The Cauldron Calls\ {E}, 1 {I} – Put a character card from your discard under this item faceup.

\Rise and Join Me!\ {E}, 1 {I} – This turn, you may play characters from under this item.

Belle – Apprentice Inventor

Sapphire character

Storyborn • Hero • Princess • Inventor

3 cost, inkable

3/3/1

\What a Mess\ During your turn, you may banish chosen item of yours to play this character for free.

Word's been brewing in the community of a tricky interaction between Belle – Apprentice Inventor and The Black Cauldron, which was released in *Whispers in the Well*. If Belle is under The Black Cauldron, you can banish the Cauldron to play Belle by using her What a Mess ability. We've added language to the rules to clarify why it works that way: When you banish The Black Cauldron to pay the cost for playing Belle, the entire stack of cards (Belle included) goes to your discard, then Belle is played from your discard.

A big shoutout to our rules-focused community for highlighting this intricacy with our cards. We can't wait to see what will bubble up next!

Updates on How “Enters” Works

We streamlined "enters" effects quite a bit by moving those rules away from being replacement effects to being static effects. We're also adding clarifications that guide how “enters” effects can interact with each other. Now these effects apply as the card is coming into play but *before* it's actually put into play. In addition, “enters” effects now have a small hierarchy of application, and effects from the card entering play apply first. Then, effects from other sources are applied.

Moving Characters

We've retouched the rules to make them clearer about how moves are affected when effects *instruct* characters to move rather than a player *taking a turn action* to move them. This means choices made for moving are now inherent to the rule itself. So, choices are always made for a move, whether the move is triggered by a turn action or by an effect. Choices are also made even if the move won't happen. This change is a bit more finicky than the others, and we'll be closely monitoring discussions for community feedback!

“Act at Same Time” Changes



Thomas O'Malley – Savvy Vagabond

Sapphire character

Storyborn • Hero

2 cost, inkable

2/3/2

\Lucky Break\ Whenever this character quests, each player reveals the top card of their deck. Put the card with the highest cost revealed this way, or each card tied for highest cost, into its player's hand. Put the rest on the bottom of their players' decks.

It seems like just yesterday we were answering questions on how multiple players resolve A Whole New World. As we've created new cards, effects where multiple players act at the same time have fit into the framework we created nicely. But we needed to make a small adjustment for the street-smart Thomas O'Malley – Savvy Vagabond to work as intended.

Now, if an effect requires multiple players to act at the same time and there are multiple parts to that effect, each player does the first part of the effect in turn order. Then, they do the second part in turn order, and so on until all parts are resolved. As an example, with Thomas O'Malley the active player reveals the top card of their deck first. Then, each opponent does the same, in turn order, at which point the card or cards with the highest cost are put into their players' hands. Finally, the active player puts any revealed card they still have on the bottom of their deck, and each opponent does the same in turn order.

This process change affects a few other cards, too, but we feel this opens up some new and exciting design opportunities, so stay tuned!

Keyword Stacking

Before, if an effect attempted to apply a keyword ability to a card that already had it, it simply wasn't applied. But interactions with **Duo Shift** in *Attack of the Vine!* and cards like Ancestral Guitar in this set, it was clear we needed to revisit the rules that guided this process. Now, if a keyword is applied to a card that already has it, the one with the longer duration applies and the other one doesn't.

MINOR RULES UPDATES

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

- 6.1.4.2. Added rules to explain effects with multiple “may” conditions.
- 6.7.7. Added language defining the characteristics of a card.

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.

- 4.3.2.1. Updated language clarifying that a played card is revealed from the zone it's currently in.
- 4.3.2.4. Added language for ink drops.
- 4.4.3.4. Added language for ink drops.
- 4.7.3.4. Added language for ink drops.
- 5.1.1.5. Fixed an incorrect number reference.
- 6.1.14.3. Added language clarifying that when effects reveal cards, they take action only on those revealed cards.
- 6.4.2.1. Added language clarifying what static abilities can affect.
- 6.4.2.3. Added language clarifying what static abilities can affect.

RULES GLOSSARY UPDATES

Sometimes glossary updates clarify past entries, and sometimes they include new terms. With the release of the latest set, we clarified and added the following:

- **action, turn:** Adjusted and expanded.
- **ink drop:** Added.
- **passing the bag:** Corrected numbering in citation.
- **Set step:** Adjusted.
- **triggered ability:** Adjusted.
- **turn action:** Removed.

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.

Ancestral Guitar



Ancestral Guitar

Amber item

2 cost, inkable

\Musical Legacy\ When you play this item, draw a card.

\From the Heart\ {E}, 1 {I} - Chosen character gains Singer and counts as having +2 cost to sing songs this turn.

Q: With Ancestral Guitar's ability From the Heart, if I chose a character that already has Singer, do they still get the +2 cost to sing songs?

A: Yes. Even though gaining **Singer** wouldn't apply (because a card with the **Singer** keyword has that ability in perpetuity), the effect still does as much as it can, so the +2 cost part applies for that turn.

Port Authority – Center Hub / Russell – Junior Wilderness Explorer



Port Authority – Center Hub

Amber location

Hyperia City

4 cost, uninkable

Move 1, 8/2

\Welcome to Town\ Once during your turn, whenever a character moves here, each player gets 1 ink drop and gains 1 lore. *(Each ink drop may be removed to pay 1 {I}.)*

Russell – Junior Wilderness Explorer

Emerald character

Storyborn • Hero

2 cost, inkable

3/2/1

\Assisting the Elderly Badge\ Whenever this character quests, you may move him and one of your other characters to the same location for free.

Q: If I move 2 characters to Port Authority – Center Hub at the same time, say with Russell – Junior Wilderness Explorer’s ability, how many ink drops and how much lore should each player get?

A: Each player will get 1 ink drop and 1 lore. When both characters move to the location at the same time, the ability triggers and is added to the bag twice. When the first one resolves, it fulfills the “once during your turn” condition of the trigger and resolves successfully. When the second one resolves, since the “once” condition has already been fulfilled, the triggered ability resolves with no effect.

Nick Wilde – Inquisitive Harbormaster



Nick Wilde – Inquisitive Harbormaster

Amber character

Dreamborn • Ally • Detective

6 cost, inkable

3/5/3

Shift 4 {I} *(You may pay 4 {I} to play this on top of one of your characters named Nick Wilde.)*

\Restricted Route\ Whenever this character quests, you may give chosen character Adventurous until the start of your next turn. *(They can't challenge and must quest if able.)*

Q: If I give a character with 0 ♦ the **Adventurous** keyword with Nick Wilde's Restricted Route ability, do they still have to quest?

A: Yes, although sadly you won't gain any lore from their adventure.

Mr. Manchas – Service with a Smile



Mr. Manchas – Service with a Smile

Amber character

Storyborn • Ally

3 cost, inkable

1/4/2

\Always on Time\ Whenever this character quests, you pay 1 {I} less for the next character you play this turn.

Q: If I quest with Mr. Manchas – Service with a Smile twice in the same turn, do I pay 1 ♦ less or 2 ♦ less for the next character I play this turn?

A: You pay 2  less. The payment reduction stacks as many times as the triggered ability resolves before playing the next character.

Nick Wilde – Toy Drive Officer



Nick Wilde – Toy Drive Officer

Amber character

Dreamborn • Ally • Detective

4 cost, uninkable

2/4/1

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

\Community Outreach\ At the end of your turn, if you played 2 or more characters this turn, draw a card.

Q: Does Nick Wilde – Toy Drive Officer count himself for his Community Outreach ability the turn you play him?

A: Yes. On the turn you play him, he counts as 1 of the “2 or more characters.”

Clawhauser – Safety Officer



Clawhauser – Safety Officer

Amber character

Storyborn • Ally • Detective

3 cost, inkable

3/5/1

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

\Everyone's Buddy\ You can't play this character unless you played another character this turn.

Q: If an effect says I can play a character “for free,” can I play Clawhauser – Safety Officer if I haven't played another character that turn?

A: No. You must have played another character that turn in order to play Clawhauser by any means, whether as part of the normal turn action or by using an effect that allows you to play him.

Powerline – Megastar / Never Gonna Let You Cry



Powerline – Megastar

Amber character

Storyborn

6 cost, inkable

4/6/1

Singer 9

\Backup Singers\ Once during your turn, whenever you play a song, return a character card with Singer from your discard to your hand.

\Perfect Harmony\ This character gets +1 {L} for each other character with Singer you have in play.

Never Gonna Let You Cry

Amber action

Song

5 cost, inkable

Sing Together 5 (Any number of your or your teammates' characters with total cost 5 or more may {E} to sing this song for free.)

Return up to 2 character cards with cost 2 or less each from your discard to your hand.

Q: If I use Powerline – Megastar to sing Never Gonna Let You Cry, in what order do I return characters from my discard to my hand?

A: You resolve the song first and then the triggered ability from Powerline. In this instance, first you return up to 2 character cards with cost 2 or less each from your discard to your hand. Then, you resolve Powerline's triggered ability and return a character card with **Singer** from your discard to your hand.

Flash – Efficient Clerk / Donald Duck – Taxi Driver



Flash – Efficient Clerk

Steel character

Storyborn • Ally

2 cost, uninkable

3/2/2

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

\Take . . . Your . . . Time\ All characters lose Rush and can't gain Rush.

Donald Duck – Taxi Driver

Ruby character

Dreamborn • Hero

3 cost, uninkable

4/2/1

\Rush Hour\ When you play this character, chosen character gains Rush this turn. (*They can challenge the turn they're played.*)

Q: If I have Flash – Efficient Clerk in play when my opponent plays Donald Duck – Taxi Driver, and they choose Donald Duck for the triggered ability, what happens?

A: Due to Flash's Take . . . Your . . . Time ability, Donald . . . Duck . . . can't . . . gain . . . **Rush**.

Everyone Knows Juanita



Everyone Knows Juanita

Amethyst action

Song

5 cost, uninkable

(A character with cost 5 or more can {E} to sing this song for free.)

Draw 2 cards. If you have 10 or more cards in your discard, draw 3 cards instead.

Q: When I play Everyone Knows Juanita, does it count toward the “10 or more cards in your discard”?

A: No. When you play an action, it’s still in play while its ability resolves. Therefore, it wouldn’t be in your discard when you’re counting cards to determine if you have 10 or more. Once its ability resolves, then it goes into the discard.

Merlin’s Wand / Winnie the Pooh & Piglet – Hunny Mages



Merlin's Wand

Amethyst item

2 cost, inkable

\Magic Touch\ {E}, Reveal 2 cards with the same name in your hand – You pay 1 {I} less for the next card you play with that name this turn.

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 use the Merlin's Wand Magic Touch ability and choose to reveal Winnie the Pooh & Piglet – Hunny Mages, do I have to reveal another Winnie the Pooh & Piglet or can I reveal any Winnie the Pooh or Piglet?

A: Winnie the Pooh & Piglet – Hunny Mages has three names: Winnie the Pooh, Piglet, and Winnie the Pooh & Piglet. As long as the second card you reveal matches one of those names, you've paid the ability's cost successfully.

Remember Me



Remember Me

Amber 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.*)

For the rest of this turn, you may play characters from your discard. If you do, they enter play exerted and you can't play characters with the same name as characters you played this way this turn.

Q: If I play Remember Me and then play a card that allows me to play a character for free, can I play the free character from my discard?

A: Yes. Remember Me allows you to play characters from your discard whenever you can play a character that turn, if you so choose. But it also still requires that, if you play a character from your discard with that effect, the character must enter play exerted and you can't play characters with the same name for the rest of the turn.

Q: If I somehow play Remember Me on my opponent's turn, can I then play a character from my discard?

A: No. Remember Me doesn't tell you to play a character but simply allows you to play characters from your discard if you're able to play a card. That said, if you somehow played Remember Me on your opponent's turn and also somehow played a card that allowed you to play a character for free during their turn, you *could* play a character from your discard.

Rapunzel – Outgoing Artist



Rapunzel – Outgoing Artist

Amethyst character

Dreamborn • Hero • Princess

1 cost, inkable

0/1/1

\Picture Perfect\ Whenever this character quests, you may choose another character and reveal a character card in your hand. If they have the same name, draw a card.

Q: If I quest with Rapunzel – Outgoing Artist and she’s the only character in play, can I reveal another character named Rapunzel from my hand?

A: No. Rapunzel’s Picture Perfect ability specifically says to choose “another” character, so you can’t choose Rapunzel if she’s the only character in play. If you or an opponent had another Rapunzel in play, then you could reveal any character card from your hand (including a Rapunzel), since you could choose “another” character besides the specific copy of Rapunzel – Outgoing Artist whose ability you’re using.

Yama – Notorious Criminal



Yama – Notorious Criminal

Ruby character

Storyborn

4 cost, uninkable

4/4/2

\Keep 'Em Coming\ 6 {I} – Whenever one of your characters challenges another character this turn, get 1 ink drop. (You may remove an ink drop to pay 1 {I}.)

Q: If I use Yama – Notorious Criminal’s Keep 'Em Coming ability twice in the same turn, how many ink drop counters do I get when one of my characters challenges another character?

A: You’d get 2. Each use of Yama’s ability creates a separate floating triggered ability, and all of them trigger when the condition is met. In this case, if you’ve used the ability twice, then you have two instances of the floating triggered ability, both of which trigger on the challenge.

Belle – Exceptional Writer



Belle – Exceptional Writer

Emerald character

Dreamborn • Hero • Princess

5 cost, inkable

4/5/2

Shift 3 {I} (You may pay 3 {I} to play this on top of one of your characters named Belle.)

\Hyperia City Tips\ During your turn, whenever this character exerts, you pay 2 {I} less for the next action you play this turn.

\Hyperia City Secrets\ During your turn, whenever you play a third action, gain 3 lore.

Q: If I quest with Belle – Exceptional Writer twice in the same turn, do I pay 2 {I} less or 4 {I} less for the next action I play this turn?

A: You pay 4 {I} less. The payment reduction stacks as many times as the triggered ability resolves before playing the next action.

Miguel Rivera – Street Musician



Miguel Rivera – Street Musician

Amber character

Storyborn • Hero

1 cost, inkable

1/2/1

\Share the Music\ While you have a song card in your discard, this character gets +1 {L} and gains Singer 3. (They count as cost 3 to sing songs.)

Q: If I have 2 song cards in my discard, does Miguel Rivera – Street Musician get +1 ♦ or +2 ♦?

A: He gets +1 ♦. Miguel's condition only takes into account whether you have a song card in your discard, not how many there are.

Jukebox



Jukebox

Ruby item

2 cost, inkable

\On Repeat\ Once during your turn, whenever you play a song, if it has the same name as another card in your discard, you may ready chosen character. If you do, they can't quest for the rest of this turn.

Errata: We're issuing an errata to the printed text on Jukebox to more accurately reflect the functionality of the card.

The printed text for the On Repeat ability reads: Once during your turn, whenever you play a song, if it has the same name as *a card* in your discard, you may ready chosen character. If you do, they can't quest for the rest of this turn.

The corrected text reads: Once during your turn, whenever you play a song, if it has the same name as *another card* in your discard, you may ready chosen character. If you do, they can't quest for the rest of this turn.

Adding “another” prevents a song from counting towards itself for Jukebox’s On Repeat ability on the turn that you play the song.

Leaning Tower of Cheese-a



Leaning Tower of Cheese-a

Emerald item

1 cost, inkable

\Fair Trade\ When you play this item, you may draw a card, then choose and discard a card.

\Extra Cheesy\ While you have 4 items named Leaning Tower of Cheese-a in play, your items gain Ward. (*Opponents can't choose them.*)

Q: If I somehow have more than 4 copies of Leaning Tower of Cheese-a in play, do my items still gain **Ward**?

A: No. You must have exactly 4 copies of Leaning Tower of Cheese-a in play to gain **Ward**. It can only lean so much.

Intense Research



Intense Research

Sapphire action

2 cost, inkable

Look at the top 2 cards of your deck, then put one into your hand and the rest on the bottom of your deck in any order. If you removed an ink drop to play this action, look at the top 5 cards of your deck instead.

Q: If I removed an ink drop to play Intense Research, do I still put a card into my hand and the rest on the bottom of my deck in any order?

A: Yes. The replacement effect only replaces the part that it can affect, which is how many cards you can look at. The rest of the effect happens as normal.

Thomas O'Malley – Savvy Vagabond



Thomas O'Malley – Savvy Vagabond

Sapphire character

Storyborn • Hero

2 cost, inkable

2/3/2

\Lucky Break\ Whenever this character quests, each player reveals the top card of their deck. Put the card with the highest cost revealed this way, or each card tied for highest cost, into its player's hand. Put the rest on the bottom of their players' decks.

Q: If I quest with Thomas O'Malley – Savvy Vagabond and the cards my opponent and I reveal are both cost 5, do we both get to put the cards we revealed into our hands?

A: Yes. If you both revealed a cost 5 card, then the highest cost among the cards revealed is 5 and the cards are tied. As the card states, when there's a tie for highest cost, you both put your revealed cards into your respective hands.

Spyglass Hat



Spyglass Hat

Sapphire item

3 cost, inkable

\Hat Couture\ Whenever you play this or another item, if the item you played has a different name than each other item you have in play, you may put a card from your hand into your inkwell facedown and exerted.

Q: When I play an item and I have Spyglass Hat in play, what counts as a different name?

A: If the name of the item you played doesn't exactly match any name of any other item you have in play, then the triggered ability on Spyglass Hat resolves and you get to put a card from your hand into your inkwell facedown and exerted. However, if you have a Spyglass Hat in play and then play another Spyglass Hat during your next turn, the second would match the name of an item you already have in play, so the triggered ability would resolve for no effect.

Duchess – Cosmopolitan Cat



Duchess - Cosmopolitan Cat

Sapphire character

Storyborn • Hero

1 cost, inkable

1/2/1

\Upper Crust\ While you have a character in play with the highest cost, or tied for highest cost, this character gets +1 {L}.

\Proper Etiquette\ Whenever this character quests, look at the top card of your deck. Put that card on either the top or the bottom of your deck.

Q: If I have Duchess – Cosmopolitan Cat plus a character with cost 7 in play and my opponent has an item with cost 8 in play, does my Duchess get +1 ♦ with her Upper Crust ability?

A: Yes. That ability compares only *characters* in play, not items or other card types, so your Duchess would get +1 ♦.

Minnie Mouse – Urban Visionary



Minnie Mouse – Urban Visionary

Sapphire character

Dreamborn • Hero

8 cost, inkable

6/6/3

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

\All by Design\ At the end of your turn, if this character is exerted, you may look at the cards in your inkwell and then you may return one to your hand. If you do either, exert all cards in your inkwell.

Q: If I choose “no” for either “may” option in Minnie Mouse – Urban Visionary’s All by Design ability, does the entire ability no longer resolve?

A: No. If you choose “no” for either option in that ability, only the part that’s tied to the specific “may” wouldn’t happen and you’d do as much as you can for the rest. For example, you could choose to look at the cards in your inkwell and not return one to your hand or you could choose not to look at the cards in your inkwell and then choose to return one to your hand. Either way, you exert all of the cards in your inkwell. If you choose “no” for *both*, the entire ability wouldn’t resolve, in which case you wouldn’t exert all the cards in your inkwell.

Ariel – Collector of Oddities



Ariel – Collector of Oddities

Sapphire character

Dreamborn • Hero • Princess

5 cost, inkable

3/5/1

\One of a Kind\ Whenever you play an item, if the item you played has a different name than each other item you have in play, draw a card.

\Personal Collection\ For each item with a different name you have in play, this character gets +1 {L}.

Q: When I play an item and I have Ariel – Collector of Oddities in play, what counts as a different name?

A: If the name of the item you played doesn’t exactly match any name of any other item you have in play, then the triggered ability on Ariel resolves and you get to draw a card. For example, if you have a Spyglass Hat in play and then play another Spyglass Hat during your next turn, the second would match the name of an item you already have in play, so the triggered ability would resolve for no effect.

Baymax – Amped Up



Baymax – Amped Up

Sapphire character

Dreamborn • Super • Hero • Robot

7 cost, inkable

5/8/2

Shift Remove 2 ink drops (You may remove 2 ink drops to play this on top of one of your characters named Baymax.)

\Supercharge\ If you would get an ink drop, you may put the top card of your deck into your inkwell facedown and exerted instead.

Q: Does removing the ink drop counters for Baymax – Amped Up’s **Shift** ability count as paying ink?

A: No. With Baymax’s **Shift** cost, you’re simply removing 2 ink drop counters and not using those ink drops to pay for ink.

Flippant Taunt



Flippant Taunt

Emerald action

1 cost, inkable

Until the start of your next turn, chosen opposing character gains **Reckless** and, if you have 2 or more opponents, can't challenge your characters or locations. (They can't quest and must challenge if able.)

Q: Let's say I'm playing in a 4-person multiplayer game and an opponent chooses one of my characters for Flippant Taunt but then leaves the game during their turn. Does my character still have **Reckless**?

A: Yes. Static abilities generated by effects last until their stated duration ends, even if the player who generated the effect has left the game. And yes, this is a little weird.

Madam Mim – Resourceful Trickster



Madam Mim – Resourceful Trickster

Amethyst character

Dreamborn • Villain • Sorcerer

8 cost, inkable

7/5/3

\Upper Hand\ When you play this character, if you removed an ink drop to play her, draw 2 cards.

\Bauble Game\ Once during your turn, whenever you remove an ink drop, draw a card.

Q: Does Madam Mim – Resourceful Trickster’s ability Bauble Game trigger if I used ink drop counters to play her?

A: No. Madam Mim needs to be in play for the second ability to trigger, and the ink drops used to play her were removed before she was in play.

Have further questions about any cards?

Join the community at discord.gg/disneylorcana and ask away! We’re a friendly bunch.