



Disney Lorcana TCG: The First Chapter Set Notes

GENERAL RULES

Challenges

Q: Are abilities on characters that occur when they're banished in a challenge considered to happen during the challenge?

A: Abilities on characters that occur when they are banished in a challenge happen during that challenge.

***Example:** Marshmallow – Persistent Guardian has an ability that reads, “When this character is banished in a challenge, you may return this card to your hand,” and Cheshire Cat – Not All There has an ability that reads, “When this character is challenged and banished, banish the challenging character.”*

If a player challenges and banishes Cheshire Cat with Marshmallow, the Cheshire Cat's ability would banish Marshmallow during the challenge, allowing the challenging player to return Marshmallow to their hand.

Q: If I banish a shifted Floodborn card in a challenge while I have a card that lets me gain 1 lore when I banish a character, how much lore do I gain?

A: No matter how many cards are in a shifted character's stack, they still count as a single character. Only the top card of a shifted character's stack is considered banished for the purpose of effects like this.

***Example:** If you banish a shifted character with Simba – Rightful Heir, you still gain only 1 lore from his ability I Know What I Have to Do.*

Costs

Q: If I have 2 copies of Mickey Mouse – Wayward Sorcerer in play, will my Magic Broom – Bucket Brigade cost 1 {} less or 2 {} less?

A: Your Magic Broom will cost 2 {} less, 1 {} for each copy of Mickey Mouse – Wayward Sorcerer.

Q: If I use Freeze and choose to exert my opponent's The Queen – Wicked and Vain, will The Queen's exert ability I Summon Thee allow me to draw a card?

A: No. When an ability has a cost, the card's player must pay that cost in order to use the ability. If another effect exerts The Queen, you don't get to draw the card from I Summon Thee. Additionally, you won't be able to use that ability until The Queen is readied.

Q: If one of my characters with a cost higher than 2 sings Be Our Guest while I have Ursula's Shell Necklace in play, can I apply the extra to pay the 1 {} cost to use Ursula's Shell Necklace and draw a card?

A: No. The ink cost to use Ursula's Shell Necklace must be paid independently from the cost of playing the song.



Inkwell

Q: Can I look at the front of a card that's already in my inkwell?

A: No player can look at the front of a card once it's put into an inkwell.

Q: If a card from the top of the deck is put into my inkwell by an effect like Mickey Mouse – Detective's ability Got a Clue, can I check what that card is before it goes facedown?

A: No. Cards put into an inkwell from any location where the card's information isn't known, such as the top of a deck, can't be looked at by either player.

Q: If I use the ability of Fishbone Quill to put a card from my hand into my inkwell, should I show my opponent the card I choose?

A: No. If an ability lets you put any card into an inkwell (regardless of whether it has an inkwell icon), you don't show the card to opponents.

Timing

Q. When more than one effect happens at the same time, what order do they resolve in?

A: If multiple effects of yours happen at the same time during your turn, you choose the order in which they occur, then resolve the effects in that order. After that, each other player resolves their effects in turn, starting with the player to your left.

***Example:** If you have Dr. Facilier – Agent Provocateur in play and your Gramma Tala – Storyteller is challenged and banished, you choose whether to return the Gramma Tala card to your hand or put it into your inkwell.*

Q: If I play the action Friends on the Other Side while I have Dr. Facilier – Remarkable Gentleman in play, will I draw the 2 cards from my deck before resolving his Dreams Made Real ability?

A: Dr. Facilier's effect will not occur until after you fully resolve the text on Friends on the Other Side.

Other

Q: What happens if a card tells me to perform an action and I can't do everything it tells me to do?

A: If a card says to perform an action, do as much as you can to fulfill the requirements. This does NOT apply to actions that are part of a cost.

***Example:** Develop Your Brain says "Look at the top 2 cards of your deck. Put one into your hand and the other on the bottom of the deck." If you only have one card left in your deck, you look at that card and then put it in your hand.*

Q: Can a character's Strength go below 0? What happens if an action or effect raises the Strength on that character later in the turn?

A: When a character's Strength would be reduced to 0 or below, the character is treated as having 0 Strength. If an ability or effect later adds Strength to that character, all modifiers to their Strength are applied at the same time to calculate their total Strength.



Q: Say I have an Elsa in play and I choose a ready character for Anna – Heir to Arendelle’s ability Loving Heart. If that chosen character is exerted later in the turn, will they stay exerted during the start of the next turn?

A: Yes, the chosen character will stay exerted by Anna’s effect.

KEYWORDS

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

- If there are multiple opposing exerted characters with the keyword Bodyguard, you can choose which of those to challenge.

Challenger +N (*While challenging, this character gets +N {S}*)

- Challenger is additive, meaning you add up all numerical instances of it for a combined +N {S} gain.

Example: *If you have two of Tinker Bell – Peter Pan’s Ally in play, each of them gives your Peter Pan characters Challenger +1, giving him a total of Challenger +2.*

Reckless (*This character can’t quest and must challenge each turn if able.*)

- Cards with Reckless must challenge if able, but they can sing or be exerted for other reasons, making them no longer able to challenge.
- If a character with Reckless is readied, it still needs to challenge if able—even if it already challenged this turn.

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

- Characters with Rush may challenge the turn they’re played, ignoring the need for the ink to dry. They still can’t quest, sing a song, or use an exert ability the turn they’re played.

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

Q: Does an effect that lets me play a character for free or for less ink apply to playing a Floodborn character using their Shift ability?

A: Yes. If a Floodborn character could be played for free, you can use their Shift ability to play them onto a character of the same name without paying the ink cost of the ability. Effects that allow you to pay less ink to play a card also allow you to pay less ink to pay Floodborn characters using their Shift ability.

Q: Does shifting a character remove damage counters?

A: No, any damage remains.

Q: Can you shift a character, then challenge or quest with them?

A: If the character you shifted onto has been in play since the beginning of your turn and could have challenged, the shifted character can challenge as well. If the former version



couldn't challenge for any reason, including an effect preventing that, the shifted character can't challenge either. Shifting a character into a new version doesn't end any effects that were on the former version.

Q: What happens to all the cards in a character's stack if the shifted character is banished or goes to your hand?

A: Whatever happens to the top card in the stack of a shifted character also happens to any card under them. If the top card is put directly back into your hand, all cards in that stack go back to your hand. If the top card is put directly into your inkwell, all cards in that stack go along with it, each card counting as 1 ink. If the top card is banished, all cards in that stack go to your discard pile. Only the top card in the stack is considered banished. The stack separates once the cards are moved to another area.

Banishing a card always moves it to your discard pile, so effects that move a card to your hand or inkwell when it's banished move it (and any cards in its stack, if it's a shifted character) to your discard pile first. Any cards in that stack become separate cards again at that point.

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

- The correct wording is "another chosen character's {S}."
- You may choose any player's character with your character's Support ability.
- A character can't gain multiple instances of the Support keyword.

SPECIFIC CARDS

A Whole New World

Q: What happens if someone plays A Whole New World when all players have fewer than 7 cards left in their deck?

A: The active player resolves first, so that player would lose the game.

Belle – Strange but Special

Q: If I have multiple copies of Belle – Strange but Special in play, can I apply the effect of her Read a Book ability multiple times in a turn?

A: Each copy of Belle can apply her ability once per turn.

Example: If you have 2 copies of Belle – Strange but Special in play, you may put 2 extra cards into your inkwell each turn.

Q: When I use Belle – Strange but Special's Read a Book ability, can I place any card into my inkwell or does it need to have the inkwell icon?

A: Belle's Read A Book ability only allows you to put another card into your inkwell; it doesn't override any other rules of the normal process of adding a card to your inkwell. The card must have the inkwell icon and you must show it to all players before putting it in your inkwell.



Dr. Facilier – Agent Provocateur

Q: If I control Dr. Facilier – Agent Provocateur and one of my Floodborn characters who used their Shift ability to be played on top of another card is banished in a challenge, do all cards in the stack go back to my hand?

A: No. Because the stack of cards all go to your discard pile first and become separate cards, you could only return the top card of the stack to your hand.

Elsa – Spirit of Winter

Q: If I use Elsa – Spirit of Winter’s ability Deep Freeze to exert 2 characters, can those characters be readied with an ability or effect such as Fan the Flames on their next turn?

A: Characters exerted with the ability Deep Freeze can be readied by Fan the Flames and similar abilities.

Moana – Of Motunui

Q: If Moana – Of Motunui quests, can I choose which princesses I ready? If I had Princesses already readied or I ready them with other effects later in the turn, can they quest that turn?

A: If you choose to use Moana’s We Can Fix It ability to ready your other Princess characters, you must ready all of them. If you quest with Moana – Of Motunui, no other Princesses can quest for the rest of your turn, regardless of whether you chose to ready them with her ability or they are readied later in the turn.

Stitch – Rock Star

Q: If I have multiple copies of Stitch – Rock Star in play, can I use his ability Adoring Fans multiple times on the same character?

A: The ability Adoring Fans requires you to exert the newly played character in order to draw a card. Multiple instances of this ability won’t allow you to draw extra cards, because you won’t be able to exert the same character multiple times.

Q: Say I have Stitch – Rock Star in play and a cost 3 character in my hand. If I use Lantern so I can pay 1 {I} less to play that character, can I then exert them to draw a card?

A: It’s not the cost of the character you play that’s reduced by Lantern; it’s the amount you have to pay. The new character’s cost would still be 3, so they wouldn’t qualify to be a fan of Stitch.