

# Reign of Jafar *Unofficial* Set Notes

Presented by [LorcanaJudges.com](http://LorcanaJudges.com)

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**Disclaimer:** These set notes are assembled as a volunteer effort based on common questions from the community and clarifying information from the Disney Lorcana TCG rules team. They do not reflect any possible upcoming rule changes and are not official in any sense of the word. They are meant as a general, community-driven play aid *only*.

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## General Rules Questions

**Q: Sing Together songs are back! Does the ability Singer contribute to the cost requirements of Sing Together? ([Ref. 1.1.](#))**

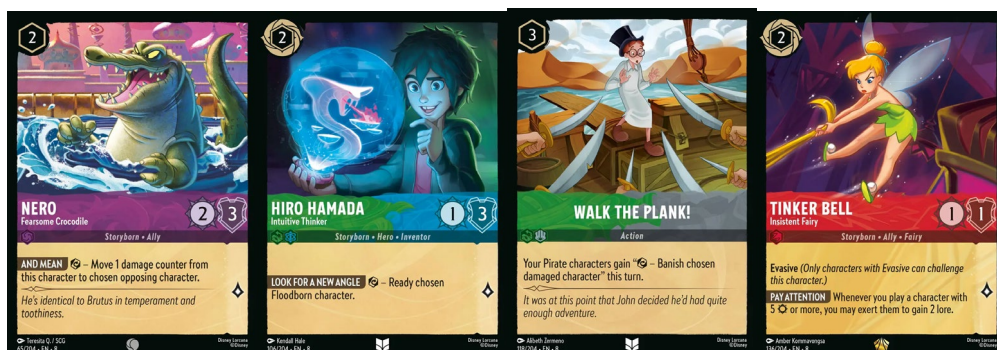
A: Yes! Whenever a character with **Singer** sings a song, their cost counts as their **Singer** value. It works the same way whether they are singing alone, or with other characters.



**Q: Lots of abilities in this set require exerting characters to pay their cost. Can I exert a character I just played for these abilities? ([Ref. 1.2.](#))**

A: Whenever an ability uses the exert symbol to represent exerting a character, that character must be dry (it must have been in play since the beginning of your turn.

If the word “exert” is used, then a drying character can be exerted for that ability, even if it is a cost. This applies to things like Tinker Bell - Insistent Fairy’s “Pay Attention” ability.



**Q: Do abilities that say “While you have X in play” stack with more copies of X? For example, does Perdita - On the Lookout gain more lore when you have multiple Puppies in play? ([Ref. 1.3.](#))**

A: No. Abilities like Perdita’s “Keeping Watch” will only look for whether there is a Puppy character in play. Having more than one Puppy will not cause this ability to stack. This also applies to abilities that say “if you have”, like those on Antonio’s Jaguar - Faithful Companion and The Nephews’ Piggy Bank.



## Specific Character Questions

### Abu - Illusory Pachyderm

Q: Can I choose a character with Ward for the effect of “Grasping Trunk”? ([Ref. 2.1.](#))

A: No. While “Grasping Trunk” doesn’t damage or otherwise affect the chosen character, that choosing is still prevented by the Ward ability.



### Arthur - Determined Squire

Q: What draws are skipped by “No More Books”? ([Ref. 2.2.](#))

A: *Only* the Draw Step that occurs during the Beginning Phase of your turn is skipped. Arthur’s ability does not affect or skip any other effects that allow you to draw during the game.







### Bambi - Little Prince

**Q:** If my opponent plays a character with an ability that would banish Bambi, is he banished or returned to my hand by “Kind of Bashful”? ([Ref. 2.3.](#))

**A:** Usually, he will be banished. If the opponent’s character is played on the opponent’s turn, then they will be the active player, and their triggered abilities will resolve first. Bambi would be banished before “Kind of Bashful” could resolve and return him to your hand.

However, in the unusual case that the opponent is playing a character on *your* turn, then you would be the active player and could save Bambi from banishment. But that’s probably not the case.

### Bruno - Singing Seer

**Q:** Can I draw fewer cards than I have characters in play when resolving “Bright Future”? ([Ref. 2.4.](#))

**A:** No. “Bright Future” is a “may” ability, so you can choose not to resolve it to any effect and draw zero, but if you choose to draw you *must* draw a number of cards equal to the number of characters you have in play. Don’t forget that this number includes Bruno himself!





### Brutus - Fearsome Crocodile

**Q: Does “Spiteful” trigger if Brutus is banished by damage from a challenge during a turn where no other damage was dealt beforehand? (Ref. 2.5.)**

**A:** Yes. As soon as the Challenge Damage Step occurs and Brutus is damaged, the secondary condition for “Spiteful” to trigger (“if one of your characters was damaged this turn”) is met. When he is banished during the Game State Check that follows the Challenge Damage Step, his ability will trigger and can then be successfully resolved.

### Captain Hook - The Pirate King

**Q: If I deal damage with a Pirate character in a challenge before dealing any other damage that turn, will “Give ‘em All You Got!” give my character +2 Strength and Resist +2 in that challenge? (Ref. 2.6.)**

**A:** Your Pirate characters will not get the benefits of Hook’s ability during the Challenge Damage Step. While “Give ‘em All You Got!” will affect your Pirate characters before the challenge ends because it will resolve *during* the challenge, that will still be after the Challenge Damage Step ends.



## Elsa - Fierce Protector

Q: Can I activate “Ice Over” when Elsa is still drying? ([Ref. 2.7.](#))

A: Yes. As “Ice Over” does not require Elsa to exert, it can be used while she is drying.



## Flynn Rider - Breaking and Entering

Q: Will I gain lore from “This is a Very Big Day” if my opponent has no cards to discard, or is prevented from discarding by another ability? ([Ref. 2.8.](#))

A: Yes. “This is a Very Big Day” only cares whether or not your opponent actually discarded a card, even if they were not able to choose to do so.

Fred - Giant-Sized  
Q: What happens if there are no more

Floodborn character cards in my deck? ([Ref. 2.9.](#))

A: Even if you know there are no Floodborn character cards remaining in your deck, you must still reveal cards until you reach the end of the deck. Then you just shuffle those cards and place them back face-down as your freshly shuffled deck. You must do this every time Fred quests.







### Geppetto - Skilled Craftsman

Q: Can I discard items that I have in play when resolving “Seeking Inspiration”? ([Ref. 2.10.](#))

A: No. Discarding is only ever done from your hand, so you can only discard item cards that are in your hand to gain lore from Geppetto’s ability.

remove damage from some of my characters and not others? ([Ref. 2.11.](#))

A: No. While Goofy allows you to choose to remove “up to” 1 damage, making 0 a legal choice, that choice is applied to all characters and not made individually. You either remove 1 damage from all your characters (attempting to do so to undamaged characters and failing) or you remove 0 damage from all of your characters. Then you ready any characters you actually removed a damage from.

### Goofy - Groundbreaking Chef

Q: Can I choose to







### Jiminy Cricket - Level-Headed and Wise

**Q: Would Jiminy's ability "Enough's Enough" exert characters that gained Rush when played? ([Ref. 2.12.](#))**

A: Maybe. Characters that gain Rush from a static ability, such as Peter Pan - Shadow Finder's "Fly, Of Course!", would enter play already affected by that ability. They would have Rush as they are played, and Jiminy's ability would force them to enter play exerted.

On the other hand, a triggered ability like Mushu - Your Worst Nightmare's "All Fired Up" would only give a character Rush *after* they enter play, and would not cause a character to be affected by "Enough's Enough".

### King Candy - Sugar Rush Nightmare

**Q: Can King Candy's ability "A New Roster" return a character to your hand that was banished at the same time as King Candy? ([Ref. 2.13.](#))**

A: Yes. Characters that are banished simultaneously will check for any applicable triggered abilities before leaving play. By the time "A New Roster" resolves, all the banished characters are in the discard and can be chosen for the ability's effect.

This even means that two copies of King Candy can return each other to your hand if they are banished at the same time!





### Lady - Decisive Dog

**Q: If I shift a character on top of Lady - Decisive Dog, would she keep any Strength gained from her ability “Pack of Her Own”? ([Ref. 2.14.](#))**

**A:** Yes. When triggered and resolved, “Pack of Her Own” applies a static effect to Lady that would persist through shifting. Once shifted, though, the new card would not be able to gain any further Strength by triggering “Pack of Her Own”, as that ability *would* be lost.

### Madam Medusa - Deceiving Partner

**Q: Can I deal damage with “Double-Cross” and choose not to return a character to its player’s hand? ([Ref. 2.15.a.](#))**

**A:** No. If you choose to deal damage with “Double-Cross” you must resolve that ability as much as you possibly can. If there is a character in play that you can choose to return to hand, you must do so.

**Q: Can I deal damage with “Double-Cross” to a character that would banish it, and then return that character to my hand before it is banished? ([Ref. 2.15.b.](#))**

**A:** Yes. The full effect of “Double-Cross” must resolve before a Game State Check (GSC) can occur. If you choose to deal damage to a character that is a legal choice for the return-to-hand effect, then that character would return to your hand before the GSC can banish it.



## Monstro - Infamous Whale

**Q: Can I activate “Full Breach” to discard a card while Monstro is ready? What about while he is drying? (Ref. 2.16.)**

A: Yes. There are no requirements for activating “Full Breach” other than paying the cost of choosing and discarding a card. Remember that readying Monstro while he is drying will not make him dry.



## Mother Gothel - Knows What's Best

**Q: If I use “Look What You’ve Done” on one of my characters, will they still have those effects if I replay them once they have been banished and returned to my hand? (Ref. 2.17.)**



A: No. A character that leaves the play zone for any reason will lose all effects that have been applied to it. If that character returns to your hand and is played again, it is effectively a new copy of that character and is no longer affected by “Look What You’ve Done”

## Namaari - Single-Minded Rival

**Q: If I have multiple copies of Namaari in play, can I draw for each of their abilities before choosing which cards to discard? (Ref. 2.18.a.)**

A: No. Each Namaari must have their copy of “Strategic Edge” resolved individually. You would draw one card and discard one card for each copy of Single-Minded Rival you have in play, only seeing one new card before discarding each time.

**Q: When do I draw for Namaari’s ability? (Ref. 2.18.b.)**



A: “Strategic Edge” resolves at the end of the Set Step of the Beginning Phase (as well as when she is played). Her start of turn triggers will always resolve *before* you draw a card in the Draw Step of your turn.



## Nathaniel Flint - Notorious Pirate

**Q: Can I play Nathaniel Flint after putting or moving a damage counter onto an opposing character? ([Ref. 2.19.](#))**

A: No. “Predatory Instinct” is looking to see if an opposing character was *dealt* damage this turn, which putting/moving damage counters does not do.



## Perdita - Determined Mother

**Q: When resolving**

**“Quick, Everyone Hide”,**

**am I able to leave any Puppy character cards in the discard pile? ([Ref. 2.20.](#))**

A: No. You must remove every Puppy character card from your discard and move them all to the inkwell.





### Raya - Infiltration Expert

**Q: When I quest with Raya, can I pay 2 ink to ready another copy of Raya - Infiltration Expert? ([Ref. 2.21.](#))**

A: Yes. When a card's text refers to "another" character, it only means that specific *copy* of that character. If you have two copies of Raya - Infiltration Expert in play, they can ready each other. Repeatedly.



### Stitch - Experiment 626

**Q: If I discard a copy of Lilo - Escape Artist to pay the cost for "Stealth Mode", will I then be able to use Lilo's "No Place I'd Rather Be" to play her as well? ([Ref. 2.22.a.](#))**

A: No. By the time you are resolving "Stealth Mode" and discarding Lilo, the opportunity for "No Place I'd Rather Be" to trigger has already passed by. You cannot also play Lilo.

**Q: If I have a copy of Hidden Inkcaster in play, can I discard an uninkable card to pay the cost for "Stealth Mode"? ([Ref. 2.22.b.](#))**

A: Yes. Hidden Inkcaster's ability, "Unexpected Treasure", means that all the cards in your hand are treated as having the inkwell symbol - being "inkable" in other words.



### The Coachman - Greedy Deceiver

Q: If I have *one* exerted character in play, can I exert The Coachman to challenge an Evasive character? ([Ref. 2.23.](#))

A: No. The Coachman *will* gain +2 Strength and Evasive for that challenge as you now have two exerted characters, but that will only happen after you check to see if the challenge is legal. When you make that check, The Coachman is not yet exerted and does not yet have Evasive.



### Tinker Bell - Insistent Fairy

Q: If I play a character that has 5 or more Strength by gaining Strength from an ability, can I exert them to pay the cost of Tinker Bell's ability "Pay Attention"? ([Ref. 2.24.](#))

A: Just like with Jiminy Cricket - Level-Headed and Wise's ability, it depends if the Strength gain comes from a static ability or a triggered ability.

Characters enter play already affected by static abilities, so a copy of Namaari - Single-Minded Rival being played with 5 or more cards in the discard pile would trigger Tinker Bell's ability. On the other hand, triggered abilities don't resolve until after a character is already in play, so a copy of Gaston - Arrogant Show-Off would not trigger Tinker Bell's ability even if you chose to banish an item.





### Tramp - Dapper Rascal

**Q: Does Tramp's ability, "Play It Cool", trigger when he is banished on an opponent's turn? ([Ref. 2.25.](#))**

**A:** Yes. "Play It Cool" does not say "another" so Tramp would trigger when he is banished (and for any other characters banished at the same time).

## Specific Item Questions

### The Sword of Shan-Yu

**Q: Can I exert a drying character to pay the cost of activating “Worthy Weapon”?**

**([Ref. 3.1.a.](#))**

A: No. The exert symbol is used to reference a character in the cost of “Worthy Weapon”, which means a dry character must be used.

**Q: Can I ready the character I exerted to pay the cost to activate “Worthy Weapon”? ([Ref. 3.1.b.](#))**

A: Yes. When you are resolving the effect of “Worthy Weapon”, the cost has already been paid and the character has been exerted. It is able to be chosen to be readied.





## Specific Action/Song Questions



### Down in New Orleans

**Q: Can I shift a character that I reveal with Down in New Orleans? ([Ref. 4.1.](#))**

**A: Yes.** Any time you are playing a character card, you may choose to shift it if you have an appropriate character already in play.

However, the character you play must have an ink cost (indicated in the top left corner of the card) that is 6 or less. The Shift cost of the character is not relevant when using Down in New Orleans.

### Fantastical and Magical

**Q: Can I use more characters than needed to sing this Sing Together song in order to get more benefit from its effect? ([Ref. 4.2.a.](#))**

**A: Yes.** While you only need 9 ink-worth of characters to sing Fantastical and Magical, you can use as many characters as you like in order to draw more cards and gain more lore.

**Q: What happens if I use Ursula - Deceiver of All to play this song again using her “What a Deal” ability? ([Ref. 4.2.b.](#))**

**A: Nothing!** That is, the song would resolve to no effect, and then be placed on the bottom of your deck. This is because when Ursula’s ability plays the song it is not being sung, therefore allowing you to draw 0 cards and gain 0 lore.





## Heads Held High

**Q: Can I remove damage from my characters and also choose my opponent's undamaged Illusion characters to trigger Vanish? ([Ref. 4.3.](#))**

**A:** Yes. Heads Held High allows you to choose any number of characters. Even if you choose to remove three damage counters from your characters, that doesn't prevent you choosing characters that have less than three damage counters on them for the effect. You can trigger Vanish on as many of your opponent's Illusion characters as you like.

## Light the Fuse

**Q: Does this effect deal one "lump" of damage,**

**or multiple pings of 1 damage each? Is it negated by Resist? ([Ref. 4.4.](#))**

**A:** Light the Fuse deals all its damage in one go, depending on the number of exerted characters you have in play. Three characters means dealing one instance of 3 damage. This damage is therefore affected by Resist normally, and not completely negated.



## Nothing We Won't Do

**Q: Does this effect ready the characters that I used to sing the song? ([Ref. 4.5.a.](#))**

A: Yes. When the song's effect is resolving, the characters used to sing the song are already exerted and would be readied.

**Q: Can I still quest with characters that weren't exerted when the song was played? ([Ref. 4.5.b.](#))**

A: No. The effect of Nothing We Won't Do prevents all your characters from questing, even if they were not readied by the song's effect.



## References

Note: All Discord links will be to the Official Disney Lorcana TCG Server, which you will need to join in order to view those references in their original context. You can join the server at [this link](#).

Both “RavKyle” and “RAV\_Kyle” are Kyle Gorbbski, the Disney Lorcana Rules Manager - pre and post username update.

## General Rules Updates/Clarifications

### 1.1. - Sing Together + Singer

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 10.9.1.

- “The Singer keyword represents a static ability that allows a player to pay a lower alternate cost to sing a song. Singer N means ‘This character can {E} to pay the alternate cost of a song card as though they had cost N instead of their normal ink cost.’”

### 1.2. - Exerting for effects

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.2.2.1.

- “Characters that are in play are no longer “drying” and will be able to quest, challenge, or {E} to pay costs for activated abilities or song cards.”

### 1.3. - “While” and “if” abilities

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.6.1.

- “Static abilities are effects that could alter characteristics of a card, game rule, or game state. These are continuously active for the stated length of time. A static ability that doesn’t specify a duration is continuously active for as long as the card generating the effect is in play.”

### 2.1. - Choosing Ward

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 10.13.1.

- “The Ward keyword represents a static ability. Ward means ‘Your opponents can’t choose this card when resolving an effect.’”

### 2.2. - Skipping the Draw Step



## Disney Lorcana Comprehensive Rules (5/27/25)

### Reference 7.7.7.

- “An effect that skips a step or phase of the game is a replacement effect that replaces that step or phase with nothing. “Skip [Step/ Phase]” means the same as “If a player would perform the [Step/Phase], do nothing instead.” If the effect skips a step or phase, no part of that step or phase happens. Any abilities or effects that would occur because of that step or phase don’t happen.”

## 2.3. - Banishing Bambi

## Disney Lorcana Comprehensive Rules (5/27/25)

### Reference 8.7.5.

- “If there are abilities from multiple players in the bag, the active player resolves all of their abilities first, one at a time, including any that were added as a result of resolving abilities.”

## 2.4. - Drawing “for each”



RAV\_Kyle 5/12/2025 12:06 PM

The term “for each” in our context is asking for a grand total. So things like LTF, Queen's Castle, Prince John, these are all wanting a single number do work off of. And in all of those cases as well, it's one effect that is resolving.

### [Discord Reference Link](#)

Note: Screenshot reflects only part of a full comment. See link for complete context.

## 2.5. - Damaging Brutus

## Disney Lorcana Comprehensive Rules (5/27/25)

### Reference 4.3.6. and subsections

- 4.3.6.13. - “Eighth, once all effects in the bag have resolved, each character deals damage equal to their Strength {S} to the other character. This is known as the “Challenge Damage step.” This isn’t an ability or effect and isn’t added to the bag.”
- 4.3.6.17. - “Any effects that would trigger as a result of a character being banished in or during a challenge that apply trigger and resolve.”

## 2.6. - Hook & Resist

## Disney Lorcana Comprehensive Rules (5/27/25)

### Reference 4.3.6. and subsections

- 4.3.6.13. - “Eighth, once all effects in the bag have resolved, each character deals damage equal to their Strength {S} to the other character. This is known as the “Challenge Damage step.” This isn’t an ability or effect and isn’t added to the bag.”
- 4.3.6.17. - “Any effects that would trigger as a result of a character being banished in or during a challenge that apply trigger and resolve.”

## 2.7. - Drying Elsa

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.5.3.

- “To use an activated ability, the active player follows these steps in order. If any part of this process can’t be performed, it’s illegal to use the ability. These steps apply to all activated abilities. Only the active player can use activated abilities.”

## 2.8. - Discarding with Flynn

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 1.2.3.

- “Do as much as you can – If an effect tells a player to do something, the player does as much as possible even if some part of that effect can’t be done, except in specific cases (see 7.1.2).”

## 2.9. - No Floodborns for Fred

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 1.2.3.

- “Do as much as you can – If an effect tells a player to do something, the player does as much as possible even if some part of that effect can’t be done, except in specific cases (see 7.1.2).”

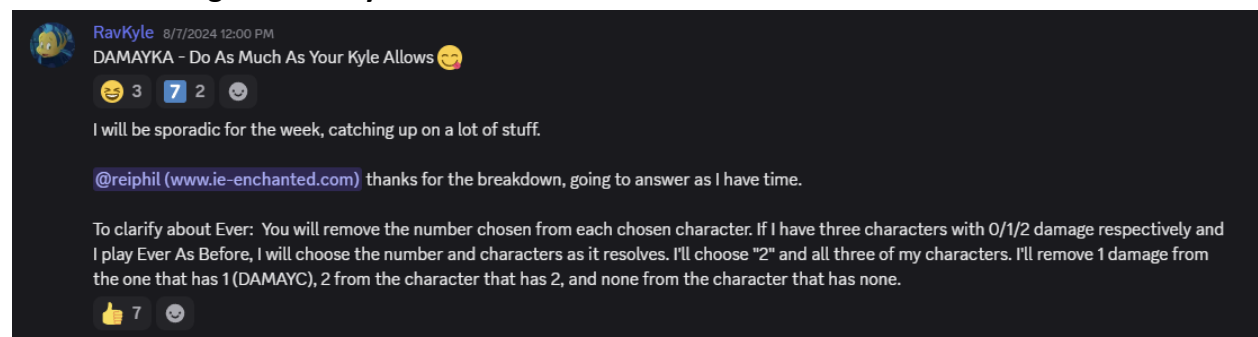
## 2.10. - Discarding with Geppetto

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 8.3.4.

- “If an effect instructs someone to discard, that player chooses the indicated number of cards from their hand and puts them into their discard pile.”

## 2.11. - Choosing with Goofy

A screenshot of a Discord message from a user named RavKyle, timestamped 8/7/2024 12:00 PM. The message is titled "DAMAYKA - Do As Much As Your Kyle Allows 😊". Below the title are three reaction icons: a smiley face with 3 reactions, a blue square with the number 7 and 2, and a speech bubble. The message text says: "I will be sporadic for the week, catching up on a lot of stuff." followed by "@reiphil (www.ie-enchanted.com) thanks for the breakdown, going to answer as I have time." Then, a paragraph clarifies a rule: "To clarify about Ever: You will remove the number chosen from each chosen character. If I have three characters with 0/1/2 damage respectively and I play Ever As Before, I will choose the number and characters as it resolves. I'll choose '2' and all three of my characters. I'll remove 1 damage from the one that has 1 (DAMAYC), 2 from the character that has 2, and none from the character that has none." At the bottom are two reaction icons: a thumbs up with 7 reactions and a speech bubble.

RavKyle 8/7/2024 12:00 PM  
DAMAYKA - Do As Much As Your Kyle Allows 😊  
😊 3 7 2 🗨️  
I will be sporadic for the week, catching up on a lot of stuff.  
@reiphil (www.ie-enchanted.com) thanks for the breakdown, going to answer as I have time.  
To clarify about Ever: You will remove the number chosen from each chosen character. If I have three characters with 0/1/2 damage respectively and I play Ever As Before, I will choose the number and characters as it resolves. I'll choose "2" and all three of my characters. I'll remove 1 damage from the one that has 1 (DAMAYC), 2 from the character that has 2, and none from the character that has none.  
👍 7 🗨️

[Discord Reference Link](#)

## **2.12. - Static abilities with Jiminy**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.6.2.

- “Cards played that would be affected by a static ability have that effect as they come into play. If this modifies their {S} or {W} they are considered to enter play with that adjusted {S} or {W}.”

## **2.13. - Double Candy**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 8.4.4.

- “Whenever 1 or more cards would leave play, they first check whether any abilities would trigger from them or others leaving play.”

## **2.14. - Shifting Lady**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 10.8.5.

- “A shifted character retains whatever damage is on the character it’s put on top of. It doesn’t gain the text of the character it’s placed on but keeps any effects that apply to that character when the shifted character enters play.”

## **2.15.a. - Choosing to bounce**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 1.2.3.

- “Do as much as you can – If an effect tells a player to do something, the player does as much as possible even if some part of that effect can’t be done, except in specific cases (see 7.1.2).”

## **2.15.b. - Bouncing or Banishing**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 1.9.1. and subsections

- “There is a set of conditions the game checks for with certain required actions happening when one or more of those conditions is met. This is called a game state check and is made up of two parts: the game state condition and the required action. A game state condition is a specific circumstance the game state can achieve. A required action is what happens in the game when a game state condition is met. The following are the conditions that the game state check looks for and the required action each creates.”

- 1.9.1.3. - “If a character or location has damage equal to or greater than its Willpower {W}, that character or location is banished.”

## **2.16. - Activating Monstro**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.5.3.

- “To use an activated ability, the active player follows these steps in order. If any part of this process can’t be performed, it’s illegal to use the ability. These steps apply to all activated abilities. Only the active player can use activated abilities.”

## **2.17. - Losing Effects in Hand**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.6.1.

- “Static abilities are effects that could alter characteristics of a card, game rule, or game state. These are continuously active for the stated length of time. A static ability that doesn’t specify a duration is continuously active for as long as the card generating the effect is in play.”

## **2.18.a. - Multiple Namaari**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 8.7.4.

- “Then the active player chooses and resolves any one of their triggered abilities and fully resolves it. If the resolution of an ability causes another ability to trigger, the new triggered ability is added to the bag once the current ability is finished resolving.”

## **2.18.b. - Namaari Timing**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.2.2.3.

- “Effects that would occur “At the start of your turn” or “At the beginning of your turn” and abilities that triggered during the Ready step are added to the bag. Then, all triggers are resolved.”

## **2.19. - Flint and damage**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference Glossary Entry “is/was damaged”

- “is/was dealt damage”

## **2.20. - Perdita and the discard pile**



Disney Lorcana Comprehensive Rules (5/27/25)

Reference 1.2.3.

- “Do as much as you can – If an effect tells a player to do something, the player does as much as possible even if some part of that effect can’t be done, except in specific cases (see 7.1.2).”

## **2.21. - Double Raya**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.1.5.

- “If an ability or effect refers to “another” or “other,” it refers to a card that any card that effect or ability does not originate from, or one that was not already selected by the ability.”

## **2.22.a. - Discarding Lilo**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.2.1.4.

- “Effects that trigger “at the start of your turn” and “at the beginning of your turn” trigger but do not yet resolve (see 4.2.2.3).”

## **2.22.b. - Hidden Inkcaster**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 6.2.8.

- “Inkwell Symbol – If this swirl icon, {C}, is present around the card’s cost, the card can be put into its player’s inkwell. Cards in the inkwell are referred to as ink. Each card counts as 1 {I}. (See #1 in the diagram under 6.2, “Parts of a Card.”)”

## **2.23. - Evasive Coachman**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.3.6. and subsections

- 4.3.6.8. - “Third, the players check for challenging restrictions. If any effect prevents the challenge, the challenge is illegal.”
- 4.3.6.9. - “Fourth, the challenging player exerts the challenging character.”

## **2.24. - Tinker Bell and Static Abilities**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.6.2.

- “Cards played that would be affected by a static ability have that effect as they come into play. If this modifies their {S} or {W} they are considered to enter play with that adjusted {S} or {W}.”

## **2.25. - Banishing Tramp**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 8.4.4.

- “Whenever 1 or more cards would leave play, they first check whether any abilities would trigger from them or others leaving play.”

## **3.1.a. - Sword and drying characters**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.2.2.1.

- “Characters that are in play are no longer “drying” and will be able to quest, challenge, or {E} to pay costs for activated abilities or song cards.”

## **3.1.b. - Sword and re-reading**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.5.3.3.

- “Once the total cost is paid, the ability is activated. The active player resolves the effect immediately.”

## **4.1. - Shifting in New Orleans**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.3.4.2.

- “These steps apply to all cards that can be played. Cards can normally be played only from a player’s hand. Only the active player can play cards; no player may play a card on an opponent’s turn.”

Reference 4.3.4.4.

- “Second, the player announces how they intend to play the card, whether for its ink cost or an alternate cost. If multiple alternate costs could apply to the card, the player may choose one and ignore the others for the purposes of playing the card.”

Reference 6.2.7.

- “Card Cost – The amount of ink needed to play the card. (See #1 in the diagram under 6.2, “Parts of a Card.”)”

## **4.2.a. - Oversinging Songs**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 10.10.3

- “When playing a song using Sing Together, add the ink costs of one or more of your ready characters together. If the total meets or exceeds the cost listed for Sing Together, the character or characters can sing the song.”

#### **4.2.b. - Replaying with Ursula**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 6.3.3.3.

- “All songs allow the player to pay an alternate cost instead of their ink cost to play them. Being a song means “Instead of paying the ink cost of this card, you can {E} one of your characters in play with ink cost N or greater to play this card for free.” This is called singing the song.”

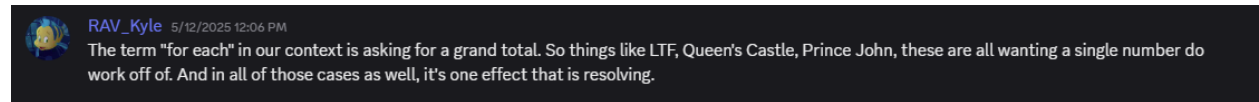
#### **4.3. - Banishing with Vanish**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 10.12.1.

- “The Vanish keyword represents a triggered ability. Vanish means ‘When this character is chosen by an opponent as part of resolving an action’s effect, banish this character.’”

#### **4.4. - How many Fuses?**



[Discord Reference Link](#)

Note: Screenshot reflects only part of a full comment. See link for complete context.

#### **4.5.a - Ready Singers**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 4.2.4.7.

- “Once the total card cost is paid, the card is now “played.” If the card is a character, item, or location, the card enters the Play zone. If it’s a character being played using its Shift ability, it must be put on top of the card indicated in the second step of this process. If the card is an action, the effect immediately resolves and the card goes to the player’s discard pile.”

#### **4.5.b. - Questing with others**

Disney Lorcana Comprehensive Rules (5/27/25)

Reference 7.4.5.

- “Some triggered abilities are written as, “[Trigger Condition], [Effect]. [Effect].” Both effects are linked to the trigger condition but are independent of each other.”