



Disney
**SORCERER'S
ARENA**
**EPIC
ALLIANCES**

THRILLS & CHILLS — FAQ

UPDATED: NOVEMBER 30, 2022

IN a game with so many moving parts, it's not unusual for players to have questions about the fine details of how things work. This Frequently Asked Questions document (or FAQ) will help you navigate rules and interactions you may encounter while playing *Disney Sorcerer's Arena: Epic Alliances*.

Entries in this document are first sorted by general rules clarifications, then by character. If you have further questions, you can post them to the *Disney Sorcerer's Arena: Epic Alliances* community channel on our Discord server, at <https://rebrand.ly/TheOpDiscord>.

This is a “living” document, and will be updated periodically as needed. To stay up to date on all the latest questions and answers for this and other expansions, as well as the Core Set, bookmark [TheOp.games/DSA](https://rebrand.ly/TheOp.games/DSA) in your browser.

Thank you from The Op and the Castle Playtesting Team!

TURNING THE TIDE — GENERAL QUESTIONS

CHARACTER TOKENS

Q. Do my Character Tokens remain in the Arena if the character that created them is KO'ed?

A. **Yes.** Once placed in the Arena, a Character Token is only removed from the Arena if it is KO'ed.

Q. Do my Character Tokens earn VPs if they're on VP space at the start of the turn of the character that created and/or controls them?

A. **No.** VP spaces only pay off when the active character is standing on them at the start of their turn. Character Tokens don't have a turn, so they never have a chance to check if they're on a VP space. And while they may be controlled by an ally's deck and abilities, they're not actually a part of that ally, so the Character Tokens won't collect VPs for being on the VP spaces at the beginning of that ally's turn.

Q. Do cards that allow you to move through rival characters (Dash Through Crowds, Charge In) allow you to pass through rival Character Tokens?

A. **Yes.** In the case of *Charge In*, it will even deal damage to them, clearing them from the Arena.

CONSTANT ABILITIES

Q. My character has a Constant Ability. Does it work on their own turn? What about on my other characters' turns or the rival Summoner's turns?

A. **Constant Abilities are always in effect as long as that character is in the Arena,** even when it's not that specific character's turn.

Q. My character's Constant Ability is triggering in the middle of the resolution of another card or ability. How does the timing work?

A. **Resolve the clause/paragraph that would cause the trigger, then resolve the Constant Ability.** Then if the initial card or ability has more left to resolve, complete the rest of that card or ability.

UPGRADE ABILITIES

Q. My character has an Upgrade Ability that appears to behave similarly to a Constant Ability. Does it work while my character is not in the Arena (KO'ed)?

A. **No.** Like Constant Abilities, the Upgrade Ability is only in effect as long as the character is in the Arena.

THRILLS & CHILLS — THE HORNED KING



ERRATA

THE BLACK CAULDRON

As competitive play has emerged, we've determined that The Horned King's *The Black Cauldron* Constant Ability works best if it only counts your Cauldron Born, rather than all Cauldron Born. **Subsequent printings will be worded accordingly.**

WRETCHED ARMY

Q. Is the damage dealt by The Horned King's Wretched Army a Direct or Indirect effect?

A. **This is an Indirect Effect.**

Q. What is the source of the damage dealt by Wretched Army, the adjacent Cauldron Born or The Horned King?

A. **The Horned King** is the source of the damage.

ERRATA

THE HORNED KING'S BATTLE CARDS

To improve the way the Cauldron Born mechanism works when multiple teams are playing with The Horned King, the wording of some of The Horned King's cards in his first printing will be updated in subsequent printings. In general, any Battle card that refers to Cauldron Born will count only Cauldron Born The Horned King's Summoner controls. Wording for specific cards will be as follows:

FEED THE CAULDRON

Banish up to two cards from one Summoner's discard pile.

If **you have** two or fewer Cauldron Born in the Arena, place one in an unoccupied adjacent space.

An allied Cauldron Born of your choice ☒ deals **2 damage** to up to one rival adjacent to them.

GO FORTH AND DESTROY

Move up to **2 spaces**.

If **you have** two or fewer Cauldron Born in the Arena, place one in an unoccupied adjacent space.

RISE, CAULDRON BORN!

If **you have** two or fewer Cauldron Born in the Arena, place one in an unoccupied adjacent space.

Each allied Cauldron Born ☞ deals **1 damage** to each rival adjacent to them.



THRILLS & CHILLS — THE HORNED KING

CAULDRON BORN TOKENS

(For all general questions about the way Character Tokens work, see **Character Tokens** on pg. 2)

Q. Do Cauldron Born tokens deal extra damage if The Horned King has the Strong status effect?

A. No. If a card or ability states specifically that a Cauldron Born token deals damage, then it is the source of that damage, not the Horned King. Status effects on the Horned King do not impact your Cauldron Born tokens. (This may seem to go against the previous answer regarding the source of damage with The Horned King's Wretched Army upgrade ability on page 3. However the Core Set rules/FAQs establish that when a character's Battle card or Ability card generates damage without citing a source, the source is that character by default. Since Wretched Army does not specify a source of that damage, the Horned King is the source.)

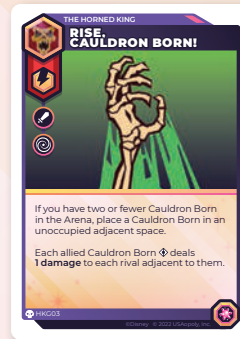
FOUL FOLLOWER

Q. If the 1 damage in the second clause of the card's text KO's a rival and earns me VPs, causing The Horned King's The Black Cauldron Constant Ability to produce a Cauldron Born token, can I choose that Cauldron Born token for the third clause on the card?

A. Yes. Constant Abilities check game status and will resolve in between clauses in a card or ability. The Cauldron Born token created after the second clause is in the Arena by the time the third clause is resolved, so it is a legal choice for the third clause.

RISE, CAULDRON BORN!

Q. If the damage dealt by my Cauldron Born tokens in the second clause of my card KO's a rival and earns me VPs, causing The Horned King's The Black Cauldron Constant Ability to produce one or more Cauldron Born tokens, will any new Cauldron Born tokens deal damage as a result of this card?



A. No. Since *The Black Cauldron* doesn't create the new Cauldron Born token(s) until after the second clause of the card has resolved, they won't deal damage this Phase.



THRILLS & CHILLS — JACK SKELLINGTON

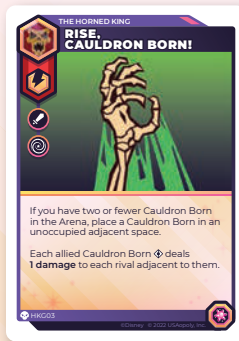


PILE ON THE GIFTS

Q. Does “takes damage” mean the same thing as “is dealt damage”, and can that damage be reduced or increased by other effects?

A: Yes. The two phrases mean the same thing. The first printing of this card uses inconsistent phrasing. The text should read:

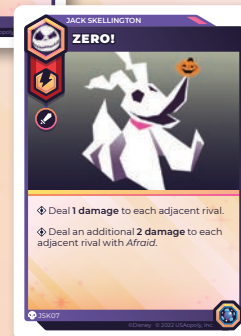
☒ *One adjacent rival gains 2 Afraid, 2 Immobilized, and 2 Flustered. Then, that rival is dealt damage equal to the number of status effects on them.*



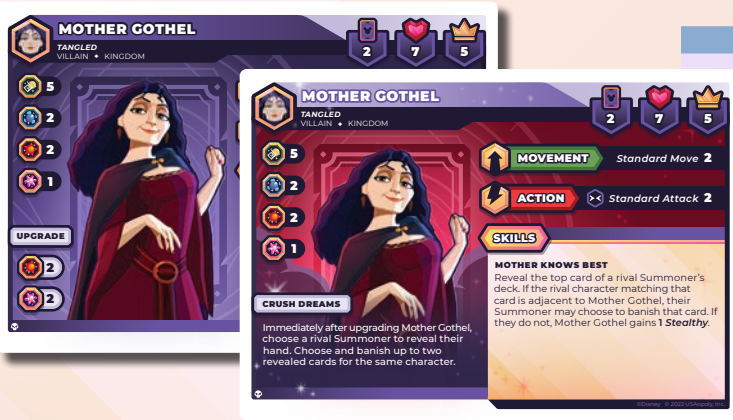
PREPARE THE SLEIGH and ZERO!

Q: If I play Prepare the Sleigh during my Movement Phase, and then play Zero! during my Attack Phase, will rivals damaged during the first clause of Zero! gain Afraid before the second clause on triggers, dealing the extra 2 damage?

A: Yes. Because it is a separate clause, the effect of *Prepare the Sleigh* triggers before you check for the extra damage granted by *Zero!*'s second clause.



THRILLS & CHILLS — MOTHER GOTHEL



ERRATA

MOTHER GOTHEL'S VP VALUE

As competitive play has emerged, we've determined that Mother Gothel plays more competitively at 5 VP rather than the 6 VP shown on her Character Ability Card and Turn Order Token in her first printing. **Subsequent printings will show Mother Gothel's VP value as 5 VP.**

EXERT CONTROL

Q. The second clause on Exert Control does not have a specified range, and it doesn't state that the Princess characters must be adjacent to Mother Gothel. Does this mean this effect has unlimited range?

A: Yes. (see **Unspecified Range** in the Disney Sorcerer's Arena: Epic Alliances Core Set FAQ, available at TheOp.games/DSA)

Q. Does the second clause of Exert Control deal damage to Princess characters on my team?

A: Yes.



DIRE DILEMMA

Q: Dire Dilemma has three options for my opponent to choose from. If Mother Gothel is already at maximum HP, can my opponent choose the option that restores HP to her?

A: Yes. Your opponent can choose any two of the options, including options that won't actually do anything in the moment. To get the greatest impact for your play, timing is critical with this card.



Q: The third option on Dire Dilemma does not have a specified range, and it doesn't state that the rivals must be adjacent to Mother Gothel. Does this mean this effect has unlimited range?

A: Yes. (see **Unspecified Range** in the Disney Sorcerer's Arena: Epic Alliances Core Set FAQ, available at TheOp.games/DSA)