



## **Ungodly Mess FAQ**

*This document is intended to help players and tournament organizers answer commonly asked questions. It includes errata and true text as needed.*

### Carnival Funhouse

The switch of stats happens once, at the time of picking. If the location leaves play, the stats return to normal. If one of the picked characters leaves play, the other will still retain the changed stats as long as the location remains in play.

### Feckless Chronicler

#### Errata

“When this card depletes, flip a coin. If you win, put a token on this card.”

### Frantic Jerryrigging

#### Errata

“EXTRA COST - Destroy an item you control. X is its numeric cost.”

### Headshot

#### Errata

“EXTRA COST - Pick a character.

Inflict 1 damage to that character. If it is destroyed by that damage, you may pick another character and inflict 1 damage to it. If it is destroyed by that damage, you may pick another character and inflict 1 damage to it. If it is destroyed by that damage, you may pick another character and inflict 1 damage to it.”

### Kitten Mittens

#### Errata

“When damage is inflicted to the attached card, your faction gains influence equal to that damage.”

### Lockbox of the Aeons

#### Errata

“Your opponents cannot use FLIP UP and cards cannot be put into your opponents’ hands from the void, discard pile or play.”

### Silent Sentinels

All characters must attack during each turn in which they could legally do so. They do not have to attack as the first action of the turn.

### Thabbashite Penumbra

#### Errata

“COST - Pick an opponent. X is the number of different staple resources that player controls. Pay 6-X.

EFFECT - This turn, this card gains 1 life and COVERT.”

### Voidal Tactician

#### Errata

"While this card is depleted, you may deploy tactics in the void as though they were in your hand without meeting their threshold."

### Wary Reunion

This also counts resources when determining the value for X.

#### Errata

"EXTRA COST - Pick a character.

Remove the character from the game if it has X life or less, where X is the number of different trades among cards you control."

### Wasted Wickedness

#### Errata

"EXTRA COST - Pick a player. X is the number of different staple resources that player controls. Pay X +X.

That player puts X non-resource cards they control into their owners' hands."

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