

Apocrypha: The World card list

This is a card list for *The World*, the core set of the *Apocrypha Adventure Card Game*.

It also contains a rulebook, a storybook, 10 pawns, 6 pawn stands, 4 Mind dice, 4 Body dice, 4 Rage dice, 4 Soul dice, and 4 bonus dice.

PLAYER AIDS

- 000 *Base* – Enter Here/Incarnate
- 001 *Base* – Turn Order/Symbol Guide (x6)

SAINTS

- 002 *Base* – Alice Moon
- 003 *Base* – Diana Jones
- 004 *Base* – Dr. Zeez
- 005 *Base* – Evangeline Rose
- 006 *Base* – Frank Block
- 007 *Base* – Gabriella Vargas
- 008 *Base* – Matthew Lockehart
- 009 *Base* – Ophelia Willows
- 010 *Base* – River Batiste

FLEETING FRAGMENTS

- 011 *Base* – The Abrupt Finish
- 012 *Base* – The Afternoon Tea
- 013 *Base* – The Car
- 014 *Base* – The Carriage Ride
- 015 *Base* – The Cat Door
- 016 *Base* – The Charm
- 017 *Base* – The Clinic
- 018 *Base* – The Collective
- 019 *Base* – The Conditions
- 020 *Base* – The Conjuror
- 021 *Base* – The Cost
- 022 *Base* – The Cutting Room
- 023 *Base* – The Dead Weight
- 024 *Base* – The Deer
- 025 *Base* – The Desire to Help
- 026 *Base* – The Dimming of the Day
- 027 *Base* – The Dragon
- 028 *Base* – The Duty of a Parent
- 029 *Base* – The Eyes of the Beholder
- 030 *Base* – The Fainting Spell
- 031 *Base* – The Feeling of Gratitude
- 032 *Base* – The Flood
- 033 *Base* – The Garden Party
- 034 *Base* – The Good Book
- 035 *Base* – The Identity Crisis
- 036 *Base* – The Insider
- 037 *Base* – The King of Lies
- 038 *Base* – The Last Offering
- 039 *Base* – The Mermaid
- 040 *Base* – The Mystery Gift
- 041 *Base* – The New Rules
- 042 *Base* – The Old Dog
- 043 *Base* – The Phase You're Going Through
- 044 *Base* – The Price of Victory
- 045 *Base* – The Reincarnate
- 046 *Base* – The Resonance
- 047 *Base* – The Sallow Mistlight
- 048 *Base* – The Sights
- 049 *Base* – The Silver Thread
- 050 *Base* – The Slow Burn
- 051 *Base* – The Story
- 052 *Base* – The Tales We Tell

- 053 *Base* – The Tech
- 054 *Base* – The Teddy Bear
- 055 *Base* – The Tiger's Eye
- 056 *Base* – The Toothless One
- 057 *Base* – The White Tail
- 058 *Base* – The Wind

DEATHS

- 059 *Base* – Hallway
- 060 *Base* – Copper
- 061 *Base* – Grim
- 062 *Base* – Chocolate
- 063 *Base* – Horse
- 064 *Base* – Roses
- 065 *Base* – Tongue
- 066 *Base* – Treehouse
- 067 *Base* – Dog
- 068 *Base* – Map
- 069 *Base* – Lead
- 070 *Base* – Onrush
- 071 *Base* – Fuji
- 072 *Base* – Liquid
- 073 *Base* – Pumpkin
- 074 *Base* – Mumbling
- 075 *Base* – Nurses
- 076 *Base* – Scratches
- 077 *Base* – Volts
- 078 *Base* – Bargaining
- 079 *Base* – Mexico
- 080 *Base* – Winged
- 081 *Base* – Lungs
- 082 *Base* – Tunnel
- 083 *Base* – Slippers
- 084 *Base* – Vortex
- 085 *Base* – Blinking
- 086 *Base* – Knots
- 087 *Base* – Mama
- 088 *Base* – Whispers
- 089 *Base* – Hankie
- 090 *Base* – Arrow
- 091 *Base* – Images
- 092 *Base* – Shears
- 093 *Base* – Doors
- 094 *Base* – Almonds
- 095 *Base* – Towels
- 096 *Base* – Room
- 097 *Base* – Pinwheel
- 098 *Base* – Nothing

NEXUSES

- 099 *Base* – Back Alley
- 100 *Base* – Bar
- 101 *Base* – Bibliothèque
- 102 *Base* – Cemetery
- 103 *Base* – Chapel
- 104 *Base* – Compound
- 105 *Base* – Cul de Sac
- 106 *Base* – Factory

107 *Base* – Farm
108 *Base* – Festival
109 *Base* – Fun Park
110 *Base* – Hospital
111 *Base* – Lair
112 *Base* – Lake
113 *Base* – Lot
114 *Base* – Main Street
115 *Base* – Manor
116 *Base* – Mega Mart
117 *Base* – Motel
118 *Base* – Museum
119 *Base* – Park
120 *Base* – Power Station
121 *Base* – Precinct
122 *Base* – Quarry
123 *Base* – Repair Shop
124 *Base* – School
125 *Base* – Sewers
126 *Base* – Shelter
127 *Base* – Stadium
128 *Base* – Terminal
129 *Base* – Theatre
130 *Base* – University
131 *Base* – Woods
132 *Base* – Zoo

MUTATIONS

133 *Base* – Costly/Terrifying
134 *Base* – Dangerous/Fiery
135 *Base* – Fragile/Rock Solid
136 *Base* – Hidden/Unseen
137 *Base* – Rare/Swarming

OMENS

138 *Base* – Affliction (x3)
139 *Base* – Comfort (x3)
140 *Base* – Curiosity (x3)
141 *Base* – Devilry (x4)
142 *Base* – Extravagance (x4)
143 *Base* – Feedback (x4)
144 *Base* – Good Karma (x4)
145 *Base* – Gutpunch (x3)
146 *Base* – Horrorshow (x3)
147 *Base* – Hush (x3)
148 *Base* – Indignation (x3)
149 *Base* – Judgment (x3)
150 *Base* – Pain (x3)
151 *Base* – Poverty (x3)
152 *Base* – Righteous Anger (x4)
153 *Base* – Starlight (x3)
154 *Base* – Sustenance (x3)
155 *Base* – The Hookup (x4)

MIND GIFTS

156 *Base* – Bones (x4)
157 *Base* – Camera Obscura (x2)
158 *Base* – Charlatan's Book (x2)
159 *Base* – Death Gaze
160 *Base* – Elusion
161 *Base* – Gallowglasses

162 *Base* – Glimpse of Prophecy
163 *Base* – Memory Killer (x3)
164 *Base* – Memory Stick (x3)
165 *Base* – Mondrian Cell (x3)
166 *Base* – Monstropedia (x3)
167 *Base* – Mystic Portal (x2)
168 *Base* – Parasight (x2)
169 *Base* – Prayer Wheel
170 *Base* – Psychic Surgeon (x2)
171 *Base* – Scrapbook (x2)
172 *Base* – Starclock (x3)
173 *Base* – Tech Support (x2)
174 *Base* – Wolfram Cube (x4)
175 *Base* – Worry Beads (x2)

BODY GIFTS

176 *Base* – Bruiser (x3)
177 *Base* – Business Suit (x2)
178 *Base* – Extra Shot (x4)
179 *Base* – Fancy Chocolates (x2)
180 *Base* – Geofence (x2)
181 *Base* – Greymalkin (x2)
182 *Base* – Halligan Bar (x3)
183 *Base* – Indexing (x2)
184 *Base* – Makeshift Armor (x2)
185 *Base* – Mr. Bear (x3)
186 *Base* – Muscle Memory (x3)
187 *Base* – Picks (x3)
188 *Base* – Plague Mask
189 *Base* – Poppet (x2)
190 *Base* – Red Shoes (x2)
191 *Base* – Snakeskin Boots (x2)
192 *Base* – Trauma Kit (x3)
193 *Base* – Vice Dog (x3)

SOUL GIFTS

194 *Base* – Blasting Cap (x2)
195 *Base* – Boline (x2)
196 *Base* – Candlebox
197 *Base* – Charm Bracelet (x3)
198 *Base* – Demon Key
199 *Base* – Dream Snare (x2)
200 *Base* – Grifter (x3)
201 *Base* – Grimoire (x2)
202 *Base* – Keyhole Necklace (x2)
203 *Base* – Lantern Clown
204 *Base* – Love Battery
205 *Base* – Lucky Numbers (x4)
206 *Base* – Magic Mason Jar (x3)
207 *Base* – Mme. Roux's Elixir (x4)
208 *Base* – Seer (x2)
209 *Base* – Soul Stealer (x3)
210 *Base* – Sparks (x3)
211 *Base* – Therapy Dog (x2)
212 *Base* – Twitchcraft (x2)
213 *Base* – Wickety Wack Sack

RAGE GIFTS

214 *Base* – Banhammer (x2)
215 *Base* – Blessed Athame (x2)
216 *Base* – Bomb (x2)

217 Base – Dead Sea Salt (x4)
218 Base – Extra Razor Blades (x4)
219 Base – Fingerpost (x2)
220 Base – Garlic Salt Shot (x2)
221 Base – Hitman Sampler (x2)
222 Base – Holy Water Cocktail (x2)
223 Base – Jekyll Formula (x2)
224 Base – Murder Board (x4)
225 Base – Pearl Handled Revolver (x2)
226 Base – Pink Tazer (x3)
227 Base – Reaper (x2)
228 Base – Runic Blade (x2)
229 Base – Streetsweeper (x2)
230 Base – Switchblade (x2)
231 Base – Sword Cane (x2)
232 Base – Tail Gunner

THREATS

233 Base – Authorities (x3)
234 Base – Bushwhack
235 Base – Candystriper (x2)
236 Base – Conspirator (x2)
237 Base – Contagion
238 Base – Cryptid (x2)
239 Base – Death's-Heads (x2)
240 Base – Devil Bird (x2)
241 Base – Disjunction Point
242 Base – Gaunt
243 Base – Gladhandler (x2)
244 Base – Guttersnipes (x2)
245 Base – Huggermugger
246 Base – Lost Soul (x2)
247 Base – Mooks
248 Base – Paper People
249 Base – Rattletrap (x2)
250 Base – Siren Song (x2)
251 Base – Spy (x2)
252 Base – Stash (x2)
253 Base – Strix
254 Base – That Which Follows (x2)
255 Base – Thing in the Basement (x2)
256 Base – Tie Snakes (x2)
257 Base – Vector
258 Base – Werewolf (x2)
259 Base – Zealot

TRUE THREATS

260 Base – Bystander
261 Base – Coyote
262 Base – Crystal Mephistopheles
263 Base – Cult Member
264 Base – Drugs
265 Base – Dust Bunny
266 Base – EMT
267 Base – Gryla
268 Base – Hay Man
269 Base – Helpless Child
270 Base – Kudzu
271 Base – Labyrinth
272 Base – Pollution
273 Base – Snow Angel

274 Base – The Mancubs
275 Base – Vital Fluid
276 Base – Wardriver
277 Base – Watchdog
278 Base – Wendigo
279 Base – Yule Cat
280 Base – Yule Lads

MISSIONS/FRAGMENTS

281 Base – Christmas in Candlepoint/The Abandoned House
282 Base – Detox/The Bonfire
283 Base – Faust Company/The Book
284 Base – In Cold Blood/The Anagnorisis
285 Base – No Way Out/The Old Man
286 Base – Shirts and Skins/The Birds
287 Base – Taking the Plunge/The Swimming Hole
288 Base – The Best of All Festivals/The Temple
289 Base – The Finish Line/The Visions

STRUCTURES

290 Base – Cleanse
291 Base – Corner
292 Base – Duel
293 Base – Gather
294 Base – Hunt
295 Base – Outmaneuver
296 Base – Withstand
297 Base – Along the Trail
298 Base – At the Stronghold
299 Base – Wherever There's Trouble
300 Base – As the Hours Pass
301 Base – As Things Get Strange
302 Base – While Danger Remains (*This version of the card is deprecated. See the updated card in The Devil.*)

ARCHETYPES

303 Base – Master 1
304 Base – Master 2
305 Base – Master 3
306 Base – Minion 1
307 Base – Minion 2
308 Base – Minion 3
309 Base – Minion 4
310 Base – Minion 5
311 Base – Minion 6
312 Base – Minion 7
313 Base – Minion 8
314 Base – Minion 9
315 Base – Minion 10
316 Base – Minion 11
317 Base – Minion 12
318 Base – Minion 13
319 Base – Minion 14
320 Base – Minion 15
321 Base – Minion 16

SKINWALKERS

322 Base – Ruby Doomsday
323 Base – Gangland
324 Base – Skyscraper
325 Base – Train

326 *Skinwalkers* – Agitating/Inciting
327 *Skinwalkers* – Bait 'N Switched/Metamorphosing
328 *Skinwalkers* – Black Market/Mooncalved
329 *Skinwalkers* – Hopeless/III–Timed
330 *Skinwalkers* – Bloodthirst (x3)
331 *Skinwalkers* – Dark Sky (x2)
332 *Skinwalkers* – Fresh Scent (x3)
333 *Skinwalkers* – Silverlight
334 *Skinwalkers* – Animal Control (x2)
335 *Skinwalkers* – Chickcharney (x2)
336 *Skinwalkers* – Himitsu–Bako
337 *Skinwalkers* – Rex Imperator
338 *Skinwalkers* – Truce (x3)
339 *Skinwalkers* – Bird Form
340 *Skinwalkers* – Blue Rocket (x2)
341 *Skinwalkers* – Bornese Catfox
342 *Skinwalkers* – Dog Collar (x2)
343 *Skinwalkers* – Moonshine (x3)
344 *Skinwalkers* – Chik'ney Broo (x3)
345 *Skinwalkers* – Harmony X
346 *Skinwalkers* – Lunatic's Amulet (x2)
347 *Skinwalkers* – Moondance (x2)
348 *Skinwalkers* – Seer (x2)
349 *Skinwalkers* – Argentine (x3)
350 *Skinwalkers* – Argyrosis (x2)
351 *Skinwalkers* – Monster Truck
352 *Skinwalkers* – Switchblade (x2)
353 *Skinwalkers* – Yankee Clipper (x2)
354 *Skinwalkers* – Bruin (x2)
355 *Skinwalkers* – Juffalo Soldiers (x2)
356 *Skinwalkers* – Kitsunetsuki
357 *Skinwalkers* – Pariahs (x2)
358 *Skinwalkers* – Therries (x2)
359 *Skinwalkers* – Turfwar (x4)
360 *Skinwalkers* – Werewolf (x2)
361 *Skinwalkers* – Blackhawk
362 *Skinwalkers* – Buda
363 *Skinwalkers* – Encantado
364 *Skinwalkers* – Grandmother Fish
365 *Skinwalkers* – Hannah
366 *Skinwalkers* – Kairos
367 *Skinwalkers* – Ling
368 *Skinwalkers* – Sudan
369 *Skinwalkers* – Sulymov
370 *Skinwalkers* – The 'Gangers
371 *Skinwalkers* – The Griffs
372 *Skinwalkers* – The Jacks
373 *Skinwalkers* – The Lizzards
374 *Skinwalkers* – The Marquise
375 *Skinwalkers* – The Matadors
376 *Skinwalkers* – The Skunks
377 *Skinwalkers* – Three–Finger
378 *Skinwalkers* – Crosstown Traffic/The Commandment
379 *Skinwalkers* – Girls, Interrupted/The Tale
380 *Skinwalkers* – Jackhammered/The Everhunger
381 *Skinwalkers* – Judgment at Ravenswood/The Silver Streak
382 *Skinwalkers* – Loop Garoux/The Choosing of Sides
383 *Skinwalkers* – Skunkweed/The Venom
384 *Skinwalkers* – The Moon Palace/The Changes
385 *Skinwalkers* – The Sugar Trap/The Spot
386 *Skinwalkers* – West Side Story/The Innocence

387 *Skinwalkers* – The Thing About Grammy
388 *Skinwalkers* – Moonglow/The Whole of the Moon

DIVIDERS

01 *Base* – Gameplay Aids
02 *Base* – Saints
03 *Base* – Fleeting Fragments
04 *Base* – Deaths
05 *Base* – Nexuses
06 *Base* – Mutations
07 *Base* – Omens
08 *Base* – Mind Gifts
09 *Base* – Body Gifts
10 *Base* – Soul Gifts
11 *Base* – Rage Gifts
12 *Base* – Threats
13 *Base* – True Threats
14 *Base* – Missions
15 *Base* – Structures
16 *Base* – Archetypes
17 *Base* – Stash
18 *Base* – Guided Mode
19 *Base* – Alice Moon
20 *Base* – Diana Jones
21 *Base* – Dr. Zeez
22 *Base* – Evangeline Rose
23 *Base* – Frank Block
24 *Base* – Gabriella Vargas
25 *Base* – Matthew Lockehart
26 *Base* – Ophelia Willows
27 *Base* – River Batiste
28 *Base* – Skinwalkers
29 *Base* – Ruby Doomsday
30 *Base* – Promo Cards