

The World FAQ

***Any reference to specific errors refers to the original rulebook and storybook.**

How many structures do I use for a mission?

Typically three—a clock, a goal, and a nexus structure. The Enter Here mission uses only Incarnate, and the Physician missions add And Pestilence Reigns.

What does it mean to “use” a virtue?

It means you have set that virtue as a target. You’re using Rage only when, in the Target step, you picked a Rage target. You’re not using Rage when you add a Rage die to your Soul check. A power can change what virtue you’re using, and thereafter you’re using that virtue. But it doesn’t change your target, or the type and amount of damage you’d suffer from failing the check.

What type of check can I boost?

During the Assemble step, you may boost your (and only your) check using the virtue specified on the boosting card. You can’t boost a check if you’re not using the virtue, whether or not it would save your life.

When a virtue is followed by a parenthetical skill, what does that mean?

It means two things, and it should really only mean one. The thing it should mean is when you attempt a check using that virtue, you may add your dice from only the listed skill if you have it; if multiple skills are listed, you may choose only one. The thing it should *not* mean is totaling the number on your virtue and next to your skill; in this set’s cards we’ll use a plus sign rather than parentheses. In *The World*, imagine Rock Solid’s #4 said “Mind + Study” and Unseen’s #4 and #5 said “Mind + Sense.”

Do I pay a cost before I trigger the cost’s power?

Always. For example, if you discard a card to heal some cards, you might heal the card you discarded. And you don’t get out of following a card’s instructions just because you can no longer see it. You’re smart. You can remember these things.

Are threat powers always mandatory?

Unless they say “you may,” you have to do what a threat says. The exception is when you’re given an opportunity to do something to cause something else to occur. So, the Base threat Spy says “Recycle 1 Mind or Hack gift to keep 4 dice.” You don’t have to recycle the gift to keep 4 dice if you don’t want, so there’s an implied “you may” there.

Can copies of minions let me go to Sanctify?

No. Copies cease to exist without letting you go to any other step.

Do Lycanthropy cards count against my hand size?

They do. When you draw cards, draw all the required cards, then deal with the Lycanthropy cards afterward.

What’s my minimum hand size?

It’s 1. In theory, a card like the Deathless threat Haugbui could decrease your hand size to 0. But that’s no fun at all, so we’re capping the floor at 1 card.

What do I change when I go from Act 1 to Act 2?

Nothing the mission doesn’t tell you to change.

When a card has a display power, what does it affect?

A display power affects whatever it is displayed at. If it’s displayed by a saint’s deck, it affects that saint. If at a nexus, it affects saints or cards at that nexus. If whatever it’s displayed by is sacrificed, the displayed card is also sacrificed.

What are mutation dice?

The dice rolled to get a number from 1-6 on a mutation card.

Do I die if I ever get a ninth death?

Immediately, permanently, and, with luck, heroically.

In the example on page 21, why does Frank seal the nexus that Ophelia should just seal after she wins vs. Gryla?

He shouldn't. The sentence "Now, with Frank at the same nexus as you and able to bury a card to seal Main Street, you remove it and all of its cards." should just be "Now you seal the nexus automatically, removing it and all of its cards."

Doesn't Ophelia make a math error in that example?

She does. A 6, a 3, three 2s, and a 1 should really total to 11 on the three highest dice.

In the example on page 17, Zeez uses a Love Battery's cost-lowering power in Support. Should that be possible?

It is... with the Love Battery in the Golems chapter in this box.

In a While Danger Remains mission, is my first investigation free? What if a threat goes into a nexus that isn't mine?

Your first investigation is free and mandatory. If a threat you confronted would go into your nexus, it goes into the clock instead. But if it would go into another nexus, sacrifice it. Otherwise, a threat like Lost Soul would be unkillable!

Can the mission The Sugar Trap ever have a 5th Watchdog?

No, it can only have at most 4 Watchdogs.

What does it mean to manipulate dice?

You perform any dice action like reroll or upgrade.

In Assemble, do I have to add all my dice before I trash any dice?

Yes. You can't add dice in Assemble after you start trashing dice.

If a power lets me upgrade dice and another lets me reroll dice, can I play them in that order?

No. If you have passed the time to do a dice manipulation power, you can't go back to do the previous step.

If I avoid a card from somewhere other than a nexus, where does it go?

It shuffles into the deck it came from; if it didn't come from a deck, it is sacrificed.

When do I apply a mutation power?

Generally, as soon as you can legitimately do so. For example, a mutation power like "Evaluate: Trash 1 die" waits till the trash step in Evaluate before happening, but "Evaluate: Discard 1 card" happens right at the beginning of the Evaluate step.

If I search for a specific type of card, do I look at the whole deck first?

No. Stop searching cards immediately upon finding the first card of that card type.

How do I suffer damage from my deck?

You discard cards off the top of your deck (or elsewhere in the deck, if specified) equal to the number of damaged cards.

If I'm given two options of mandatory consequences, and I can only do one of them, can I pick the other?

You must pick the one you can do. For example, if the power "Discard 1 Serpent gift or bury 1 random card" hits you when none of your gifts is a Serpent gift, you must bury a random card.

If I play a card which has a chapter power on it, does that power always function?

Yes. A gift or fragment with a power like dreamshare on it will function outside of its chapter.

If I sacrifice a card from a chapter I'm not playing now, does it go into the cards I'm playing with or into its own chapter?

Put it back in its own chapter.

If my nexus is sealed but a power prevents me from moving, what happens?

You move. It's impossible to not to be at a nexus, so ignore the instruction that tells you that you can't move.

What does it mean to complete a mission?

Play it from start to finish. If you need to complete some other missions to attempt a mission, you do not necessarily have to win them, just play through them.

If there are no nexuses left, do I keep playing?

No. If no other win or loss condition occurs, you time out.

When I suffer Lycanthropy, do I shuffle deaths into my deck?

Yes. You shuffle into your deck as many new deaths as the threat's Lycanthropy number.

In the turn-taking example, Ophelia asks Zeez to play a Grifter on her turn. Is that possible?

It is... with the Grifter in the Animus chapter in this box.

In the dice -rolling example, Ophelia plays a Bruiser with a recycle power. Is that possible?

It is... with the Bruiser in the Serpents chapter in this box.

On the Hope side of the Base nexus Bar, do I choose between the Body check and winning vs. a threat?

Yes. Treat it as if it said "Choose 1:" before those options.

If I sacrifice the Base fragment The Carriage Ride, can I go to End right after recycling my hand?

You must first complete any confrontation you're in.

Whose buried card does the Base fragment The Sallow Mistflight let you draw?

Only yours.




In a While Danger Remains mission, if I win vs. a card from the clock but have no cards in my hand to recycle, must I investigate again?

No. You only investigate again if you recycle 1 card. We've made a lot of changes to this important card, so we put a new version in this expansion. Kindly wood-chipper your other one.

In our Apocrypha 1x Companion App's card gallery, you'll also find trivial changes to these Base cards: Business Suit, Demon Key, Dreamsnare, Grifter, Hay Man, Holy Water Cocktail, Huggermugger, Lair, Lucky Numbers, Park, Pollution, Seer (as well as in Skinwalkers), Sewers, Strix, Swarming, Terminal, The Birds, The Bonfire, The King of Lies, The Resonance, Watchdog, Wardriver, and Zoo. None of these changes affect gameplay; they're just minor cleanup. Carry on.

A couple of other card notes would be nice.

That's not a question, but sure. If we had *The World* to do over, we might say that:

- The Base nexus *Farm* should say “the Base true threat Hay Man” so you know what set the Hay Man is in.
- The Base gift *Love Battery* should specify that it lowers the cost of gifts “by 1.”
- The Base gift *Streetsweeper* should have the symbol  before “End.”
- The Base true threat *Dust Bunny* should say “this threat’s archetype” should get shuffled into your nexus, rather than shuffling in the true threat card itself.
- The Base fragment *The Garden Party* should say “Avoid, draw your hand size, then go to Reset.”
- The Candlepoint fragment *The Swimming Hole* should replace “that number of cards” with “the number of cards  discarded.”
- The Skinwalker fragment *The Commandment* should have the symbol  before “Flip 1 die.”
- The Skinwalker fragment *The Venom* should say “Gain Resist +1.”

We might slightly adjust a few other cards if given the chance, but the changes are trivial, so we don't feel like bothering you with them. You're welcome.