

Inner Region

Matt Smith III

1 Introduction

Here are some cards from Matt Smith III, a really great guy who responded to my offer to trade my Cave for other sets. I really like his work and hope you enjoy it to. Besides some cards that can be inserted into any of a variety of decks, I have here Matt's Inner Region Expansion set. Please be sure to thank Matt.

I'll let Matt tell you a little more in his own words.

2 Cards

2.1 Stable Fire

This can be either a City or a ordinary Adventure Card. We had a period where everyone was taking out five loans, buying a horse & cart, stabling it with all their possessions, and returning later after leaving the city and spending time as a toad due to the unpaid loans. I came up with this card to make the tactic a little more risky.

2.2 Interdimensional Navigator

Very handy when exiting the Dungeon board.

2.3 Dragons

The DRAGON'S EGG and BABY DRAGON cards are not shuffled into any deck, but are set aside until needed.

3 INNER REGION CARDS

When a Character advances onto the Vampire's Tower, Pits, Dice with Death, or Werewolf Den spaces he draws a Inner Region card instead of following the instructions on that space. Inner Region cards remain on the space they were drawn and can be encountered by anyone advancing onto the space. A new Inner Region card is not drawn if there is already one on the space. The Atlas and Great Sphinx cards are an exception, as they are always discarded after they are resolved.

If there are no Characters in the Inner Region except on the Crown of Command space, discard all Inner Region cards from the board. Reshuffle the discards when the Inner Region draw pile runs out.

Inner Region cards are not Adventure cards. Special Abilities that effect Adventure Cards do not effect Inner Region cards. The Evil Spirit card is not considered a Enemy Spirit for purposes of Special Abilities. For game purposes, treat the Inner Region cards as if they don't exist, except that their text replaces that of the space underneath them.

All standard Inner Region rules are in force except as noted above. Note particularly that retreating characters do not encounter Inner Region spaces and do not need to draw or encounter face-up Inner Region Cards.