Travel Through the Land

Travel Quest

You all have different reasons to travel this ancient land of the First races.
some for treasures, some for knowledge or behalf of his people.



If there is **no** Damage token on the Quest: Draw encounter card and move the Peril token One step back - this effect apply only once for each Green Peril space.
If there is a Damage token on the Quest: Only draw encounter card.

If **no** Damage token on the Quest: Draw a Mystical creature Nemesis in the background
If there is a Damage token on the Quest: Also Spawn one Outworld enemy in the location
If there is 2+ damage on the Quest: spawn 3 Outworld enemies in the location

If **no** Damage on the Quest: Spawn the nemesis in the shadows of the last Travel location.
If there is an Odd amount of damage on the Quest: Also Spawn 3 Arcana enemies
If there is an even amount of damage on the Quest: spawn 3 Chaos enemies instead Arcana

Victory

When the Final travel Location is fully explored and no Nemesis is in that location

Defeat

When All heroes defeated

Travel Through the Land

SETUP

Locations: Shuffle 2 Travel locations and form the Travel deck.
Shuffle all Dungeon Location and form a Dungeon deck
>The first location is the Travel Location<
Enemies: Shuffle all enemies to make their respective piles.
Only Mystical enemies are separated between Nemesis and no nemesis
Dungeons: In any dungeon Spawn revealed Undead enemy as 1 of the enemy on the location

After the plyers complete this Quest they can Keep their heroes and gear Etc. and begin this quest from the begging, But Place 1 Damage token on this quest.

For each Damage token on this quest Spawn +1 enemy in each location.
That enemy is from the deck of the Right Spawn symbol on each location.

Reward

Finally you came to a civilized place
You may trade, heal all damage,
And Upgrade one of your Actions

Until next time you will hear the 'Wanderers call'...

Penalty

You barely make it to the nearest village sick and wounded.

Do not put a Token on the quest but maybe you learn something from your travels: you may trade half the Gold you found and heal all damage

Legend of the Internals Chapter 1

Legendary Quest

The Old lady raises her Lantern and shows you the dark entrance.
You take your torch and step forward without hesitation.



Spawn one Undead enemy to the Shadow

Spawn 2 Undead enemies to the shadow
Spawn the Undead nemesis to the location this enemy always follow you

The Unearthly cold is starting to eat your soul while hundreds of Ghosts Storm their screams around you, you must get out and flee this cursed place. You Failed.

Victory

You Defeat the Undead nemesis
Or you fully explored the last location

Defeat

You reach the RED peril phase

Legend of the Internals Chapter 1

SETUP

Locations: Shuffle 3 Dungeon locations to form the Crypt
Enemies: Shuffle bats, spiders and Zombies Dungeon enemies.
Shuffle All Undead enemies and Undead nemesis in the background.
Items: Place the Stone of Foundation beside this quest

You came to this little old village on the foot of the Dry Mountain. There are whispers about a Shade in the old crypts, Unspeakable fear in the night.

Well... the money is good; the People are desperate to vanquish this evil.
And it seems like just another stinking Dungeon - Easy in, easy out...

Reward

In the deepest chamber of the crypt you find a stone that shine with unearthly power. The party gain the "Stone of Foundation" gear card and if you defeated the Undead nemesis place him beneath the "Stone" card

Immediately continue to Chapter 2A

Penalty

You Run out of the Crypt as the eyes of the dead follow you in the shadows of night. "you will suffer for your ignorance" You hear the chilling whisper of the Tomb's guardian. From now on the Undead nemesis are always in the Background

Heal. Trade. Continue to Chapter 2b