Legend of the Internals Chapter 2A

Travel Quest

You know there is something with that red star falling from the sky.
You start running in the wilderness forward it, try to ignore the shadows



You saw the red burning tail in the night's sky you must follow it!

As those foul creatures from the Abyss surround you and chase you in the dark the Glowing red light in the distance is the only sign of land mark you can see

At last, the red light faded. You find yourself in the middle of the wilderness, the rising sun sending here first light and all the shadow vanish like smoke.

Victory

When the travel Location is fully explored

Defeat

Reach the RED peril phase before the travel Location is fully explored

Legend of the Internals Chapter 2A

SETUP

Locations: Take 1 Travel location and the quest starting there
Enemies: Shuffle all non-nemesis wild enemies create the Wild deck
Shuffle all Outworld enemies to create the Outworld deck
Rules: Any enemies that spawn in the shadow are Outworld enemies not Wild.
Any time you need to draw encounter or dungeon card gain 1 progress instead

"What have you done????" the Eldritch ghost scream while he turn to ashes
As you hold the magnificent stone in your hands you step out of the crypt only to see nightmarish skies, dark and chaotic with a red ominous star slice the night far to the east... the stone start to get colder in your hand as dark flames taking shape around you and deep Chanting that never stops "Droh't-mah'aal is rising"

Reward

When you reach the location of the fallen star you saw a dark pit and glowing symbol beating in its depth, twisted and corrupt.
The symbol hunts you for the next days in the nearest city - whisper dark secrets in your dreams. Trade. Heal. Upgrade 1 action.
A local sage speaks of two options for you:
Ask the queen of the forest in chapter 3A
Or go to the High prophet in chapter 3B

Penalty

After the last night you must rest and take care of your wounds. You return to the little village where they welcome you in open hand, asking endless questions. Only one old woman scream at you: "you doomed as all, you are the bearer of the Dark prophecy"
Heal. Trade. Continue to chapter 2B

Legend of the Internals Chapter 2B

Legendary Quest

The caravan are ready to the Journey and with a good breeze at your back you all starting your slow and heavy journey to the Wilds



As the sun goes down you notice a glowing eyes from the shadows
Spawn an Outworld enemy to the shadows

Horrible scream Jumps you to the edge of the camp
Spawn 2 Outworld enemies and activate them

It's seems there is a curse on your little voyage, at the mourning you all saw one of the people dead in his tent... move the peril 1 space back. Place 1 damage on this quest

Victory

When the travel Location is fully explored

Defeat

If there is 8 damage on this quest

Legend of the Internals Chapter 2B

SETUP

Locations: Take 1 Travel location and the quest starting there
Shuffle all dungeon location to create the dungeon deck
Enemies: Shuffle all non-nemesis Dungeon enemies to create the dungeon deck.
Shuffle All Outworld enemies to create the Outworld deck

After a few days in this little town a Merchant as arrived, he saw your skills and offers you a good lot of money if you escort his caravans to the big city.

Any time came out put 1 Damage token on this quest card.

Reward

You came to the Grate city at last.
The merchant says he is never have that much trouble in his journeys "I donno what god or spirit you mess with, but I don't want you near me for the rest of my life" non the less he keep his word and pay you fully.
Trade. Heal. Gain legendary gear.
Continue to chapter 3B

Penalty

All dead. The men, women and animals.
You manage to reach the big city after long days and nights without rest nor food.
The shadows always watching...
You may heal up to 5 points and lose all coins
You came to the city, but again, too late
Continue to Chapter 4A