Legend of the Internals Chapter 3A

Travel Quest

You have a long journey ahead of you; travel the land to the sacred Forest in the land of the elves



No! Not again those cursed creatures follow you anywhere
Spawn 1 Outworld enemy in the shadows

Spawn the Wildlander nemesis in the Shadows
This enemy follows you till the end of this Chapter

The magic and tricks of the elves and fairies change the land around you
Each peril Phase from now on will discard 1 progress from the location

Victory

When the travel Location is fully explored

Defeat

When the Wildlander nemesis is defeated

Legend of the Internals Chapter 3A

SETUP

Locations: one Travel location to start and the "Forgotten Marsh" as the final location
Shuffle all dungeon location to create the dungeon deck
Enemies: Shuffle all non-nemesis wild enemies create the Wild deck
The Wild nemesis-enemy "Wildlanders" in the background.
Shuffle all Mystical creatures to create the Mystical deck.
Shuffle Outworld enemies to create the Outworld deck.

The Queen of the forests are an ancient Spirit from a realm Unknown
The journey to her home must go through the forests of the east...

Each time came out each Outworld enemy suffer 2 damage

Any Nemesis enemy you defeat you can place him beneath the "Stone of foundation" card

Reward

"you freed an unspeakable distraction over this mortal world and in your hand is the Key to close those forbidden doors" says the Queen.
Heal. Gain legendary gear. Advance 1 action.
There is Ancient war before known history and she opens a portal for you to decide:
Help the people of the city in Chapter 4A
Make heist to the "Runecrafter" in Chapter 4B

Penalty

"You bring pain and death to my land" says the Spirit queen while flying up from the crystal water of the silent lake.
Raging wind Storms leaves and send from the forest ground "you are banished from my realm and be doomed for your ignorance"
Go to the nearest village in Chapter 2B
Travel to the grate city in Chapter 4A

Legend of the Internals Chapter 3B

Legendary Quest

The prophet tells you about The Void Lord and the Thorn queen that rage war on each other before kingdom of men. You are the one how set them free you are the one to cage them once again you are the bearer of their prison power...



"but be warned" says the old man "the gate to the other realm is through the dark dimension, the space between realities" what danger lies within no one knows"
- Spawn 1 Undead enemy in the Shadows -

The prophet said a single word and the shadows escape from him.
All heroes heal up to 4 points
- Spawn 2 Undead enemies in the Shadows -

The words of the prophet no longer can keep the Shadows away.
Someone... something is crawling inside the dark vile... waiting...

Victory

the "Crossroad" Location is fully explored

Defeat

All heroes defeated

Legend of the Internals Chapter 3B

SETUP

Locations: Shuffle 3 dungeon locations and beneath them place the "Crossroad" special mission location - forming the Underground tunnels
Enemies: Shuffle all 2 and 3 rank Dungeon enemies and nemesis to create the dungeon deck. Place all 3 Chaos enemies beside this quest and spawn them in the shadow of the crossroad location when its revealed

you manage to arrange a meeting with the High prophet. He sighs deeply as he said "When I walk in the Plains of internet I saw those shadows will come. You can trap them in the Vortex beyond, but you must go through the dark vile" he leads you to ancient tunnels beneath the grate temple...

Any Nemesis enemy you defeat you can place him beneath the "Stone of foundation" card

Reward

You came out of the dark dimension to unnatural endless land the prophet says a prayer to guide you and pointing to the horizon "you must seal the roads of their prison... use the forces that enter your soul when you open the gate of oblivion..."
Gain legendary gear. Heal. Advance 1 action

Continue to chapter 5

Penalty

You crawl out of the dark tunnels; it was a mistake getting down there. The dark vile are open and the one that lark within is out of the temple fill any shadow and corner of the city.
Heal. Gain on each action. Spawn the "ancient one" in the next chapter

Continue to Chapter 4A