Legend of the Internals Chapter 5

Travel Quest

The two Elder beings are fighting each other with power and magic of creation itself... and you in the eye of the storm, fighting for your life



The world froze for a brief second while a greater force starting to freeze the two gods in internal void... if you have the Stone of Foundation - each Nemesis suffer damage as the number of cards beneath the Stone

The world froze, then everything move to fast... than froze again for just a moment.

Roll 1 black die: on ☠ all cards beneath the stone of foundation are spawn to the shadows!

The Skies flicker with lightning and storm of energy and shadowed beasts big as the moon.

All card beneath the Stone of foundation are spawn to the shadows

Victory

Both Dro'th-mah'aal and Gaia are defeated

Defeat

All heroes defeated

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SETUP

Locations: Take the "Vortex" special location for this Chapter
Enemies: Spawn all Arcane Enemies in the shadows face up
Spawn all Outworld Enemies in the Shadow face up
Shuffle all non-nemesis Chaos Enemies to create the chaos deck

Spawn Dro'th-mah'aal and Gaia Face up in the shadows of the location

The twisted Landscape makes it difficult to move or think straight.
But now there is only one thing in your mind - trap this madness once and for all

Each time ☠ came out each enemy suffer 2 damage

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

Reward

You find yourself back on the mortal lands facing the eastern sea.
The breeze telling stories of a battle yet undone but forever caged beyond the rain, beyond the sunset.

You win the Quest!

Penalty

As your last breath of your life you saw the earth tearing apart by storms of dark creatures, the sea boiled as a monstrous giants raise to the twisted skies...
You Lose!