Legend of the Internals Chapter 4A

Travel Quest

The guardsman of the city are trying to do what they can to protect the people and drive away the hellish invaders

Spawn all Arcane enemies face up in the shadow
Spawn all Outworld enemies Face up in the shadows

Spawn any non-nemesis enemy that is not in the location

The Armies of the Forgotten ruin the city and her grate palaces and temples
There is no scream or cries in the lost city of men

Victory

Defeat all enemies in the location

Defeat

Reach the RED peril phase

Legend of the Internals Chapter 4A

SETUP

Locations: Place the Special "Battlefield" location card
Enemies: Shuffle all Outworld enemies to crate Outworld deck
Shuffle all Arcane enemies to create the Arcane deck
Shuffle All Chaos enemies to create the Chaos enemy deck
Gear: Place the "Canon" gear card beside this Quest

You can't believe your eyes... the grate city is in ruins. Armies of Nightmarish creatures fight each other over the dead bodies of men and woman

Each time came out each enemy in the location suffer 2 damage

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

Reward

After the battle you're summoned by the king. The prophet stands in his side as the king orders you to do what you can and seal the Forbidden lock once again.
Heal. Trade. Advance 1 action.
Gain legendary gear.
Meet with the High prophet in Chapter 3B
Travel to the "Runecrafter" in Chapter 4B

Penalty

You move through the city hide from the creatures in the hoses and rooftops no so long ego filled with children and families.
In the remains of the ruin temple you saw the Dark vile and all the creatures enter to that unnatural path... Heal. And each player get random gear Spawn the "ancient one" in the next chapter: chapter 5

Legend of the Internals Chapter 4B

Legendary Quest

You Travel the land to the Cliff of oblivion. The crumbling cliff faces the sea at the edge on the Known world

Spawn all Arcane enemies in the shadows

Spawn all Arcane enemies in the Shadows
If the Eldritch dragon in the Background spawn him in the shadows

Spawn all Arcana enemies in the Shadows
If the Eldritch dragon in the Background spawn him in the shadows

Victory

" Lost Dwarven Forge " is fully explored

Defeat

All heroes defeated

Legend of the Internals Chapter 4B

SETUP

Locations: Take one Travel location as the starting location and beneath him place 1 Dungeon locations and last the "Lost Dwarven Forge" dungeon location.
Enemies: Shuffle all Wild non-nemesis enemies and All non-nemesis Mystic enemies for the travel. Those enemies do not follow you to the next locations.
Shuffle al Arcane enemies to create the Arcane enemies deck
Place the "Eldritch dragon" wild-nemesis beside this quest

The Rune-crafter: an old Dwarf that the time forgot him.
You've been told he is the only one how can forge the seal to the Gods... hell, maybe he was the one to craft it in the first place...
After the hero complete the Travel location place the "Eldritch dragon" in the Background

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

Reward

When you reach the Runecrafter throne he is already waiting for you.
"so now it is you lads that need to carry my work to the havens" and with a mighty strike of his hammer a rune created in the stars, high above in the night sky.
Heal. Trade. Upgrade 1 action. Gain legendary gear and Continue to chapter 5

Penalty

You came out of the ruins barely walking, and saw the world tearing up around you. Demons and shades falling from the skies screaming their masters names.
You have a moment to breath - Heal.
Spawn the Eldritch dragon in the next Chapter if he is not defeated yet
Continue to Chapter 5