

**Clue**

**THE CRYSTAL'S SONG**

They emit a faint, pink glow and a strange buzzing sound. "Your mission is simple: travel to the new continent and bring back as many of the crystals as you can carry. However, time is of the essence. We have lost radio communication with every agent that has attempted this mission within 48 hours of going ashore and haven't heard from a single one of them since..."

Begin the adventure by putting one of the following cards into play: **009** or **123** or **132**. Each player places their figure onto it. When you put a *Terrain* card and its attached *Exploration* cards into play, you must choose one of these *Exploration* cards to be replaced by a *Exploration* card. If you are to take a *Exploration* card and there is none available in the Adventure Deck, your mission is over - take a **559** card.

**Clue**

**THE CRYSTAL'S SONG**

You were recently approached by a government agency to take part in a "top secret" mission of the utmost importance. Now, finding yourself on a dinghy preparing to make landfall, you think back to your last briefing and Captain Nedland's instructions: "Many years ago, a number of vessels in our fleet were attacked by a strange, submersible craft commanded by a dangerous individual by the name of Nemo. Many of our allies were also hit, but fortunately, we managed to track him and capture several of his crew. Under interrogation, the prisoners revealed that their vessel was fueled by mysterious crystals and that they also provided extraordinary propulsive power through the water. This energy source is of great interest to us, which is where you come in. Several months ago, one of our agents took part in an expedition to that new continent all the papers are talking about. While there, he found crystals that matched the description of those we are looking for."

11356

**Curse**

**THE CRYSTAL'S SONG**

11357

**Crystal fragment**

While searching the area for the precious stones, you finally spot one! Unfortunately, it sits nestled in the midst of thousands of swarming red ants!

You carefully pluck the crystal out and place it safely in your bag. Store this under the "Satchel & Journal" card.

Your picking around the anthill sends the ants into a frenzy.

You go on your way. Banish this.

11358





**Nothing here, nothing there either...**



You meticulously inspect every patch of ground, but the only sound you can hear is the incessant rumbling of your empty stomach.

Each involved character that is **tired** takes a **106** card. If no involved character is **tired**, the active player may choose 1 card with the keyword **stamina** in the Action Deck or the Discard Pile and add it to their hand.

Take another *Exploration* card matching the area shown on your *Terrain* card and put it into play – foggy side up – in the space where this was.

**Banish** this.



**Needle in a haystack**



You inspect every rock, shrub, and crevice you find along your way, painfully aware that the influential men impatiently awaiting your return to the U.S.S. Texas a few miles away will not be satisfied with anything but success. As of now, you have little hope of that, however.



"For every problem, there is a solution!"  
The active player may choose 1 **hand** card in the Action Deck or the Discard Pile and add it to their hand. **Banish** this.

"It really is like looking for a needle in a haystack..."  
The active player takes a **101** card. **Banish** this.



**This land is cursed!**



An increasingly unpleasant sensation has begun descending upon you. This creeping feeling of dread has you constantly glancing over your shoulder. You stop dead in your tracks, as if paralyzed, convinced that something terrible is about to happen.

Each character getting involved in the following action may discard any number of cards with the keyword **will** or **serenity** from their hand and/or inventory. For each card discarded this way, you get **1 star** during the Result step of the following action:

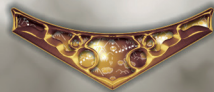


Your heartbeat slowly returns to normal. It is high time you continued along your way. **Banish** this.

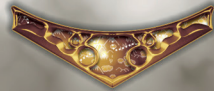
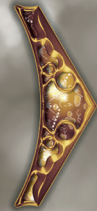
All of a sudden, your resolve snaps and you sprint, full tilt, towards the coast. **559**



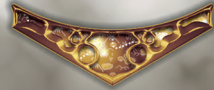
Flip this.



Flip this.



Flip this.





**Crystal fragment** 11362

A fist-sized crystal fragment is solidly lodged in the rock.

0 3 or 0 6 if at least one involved character is **tired**.

You manage to pry the crystal from the rock and hurriedly stow it in your bag.  
 Store this under the "Satchel & Journal" card.

Like the sword, Excalibur, the crystal remains firmly buried in the rock.  
**Banish** this.

**Crystal fragment** 11363

You hear a humming sound travel through the air and prick up your ears in an attempt to identify its source.

During the Result step of the following action, for each card you reveal, the number of required successes increases by 2.

0 4 You follow the noise up to a rocky crevice where you discover a small crystal fragment and place it in your bag.  
 Store this under the "Satchel & Journal" card.

Your tired mind seems to be playing tricks on you.  
**Banish** this.

**Crystal fragment** 11364

"Look! Over there! Look at the size of that crystal fragment!" You hear a bellowing roar, as if in response to your exclamation.

3 7

You strike the beast down and seize the crystal.  
 Take 2 001 cards.  
 Store this under the "Satchel & Journal" card.

The beast tears through your flesh. The active player takes a 104 and a 105 card.  
**Banish** this.

2 2 You walk around the lair.  
**Banish** this.

0 0

Flip this.

0 0

Flip this.

0 0

Flip this.



### Crystal fragment



You are sure that there is a crystal within your reach...

Each character getting involved in the following action may discard any number of cards with the keyword **vigilance** from their hand and/or inventory. For each card discarded this way, you get **★** during the Result step of the following action:



There it is!  
Store this under the "Satchel & Journal" card.

Damned crystals! Where can they be?  
**Banish** this.



Flip this.



### The rift

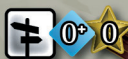


A narrow crevice snakes along the ground a dozen meters ahead of you. There is a good chance that some crystal fragments are hidden at the bottom, but you might also be wasting your time...



You carefully make your way down to the bottom of the crevice.  
576 & **banish** this.

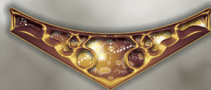
You lose your footing and slide down to the bottom, scraping yourself badly as you fall.  
- & 576. **Banish** this.



You go on your way.  
**Banish** this.



Flip this.



### Crystal fragment

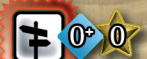
As you make your way cautiously to avoid startling any potential prey, you stumble across a large crystal fragment, emitting a low buzzing sound and a pinkish glow.



You must take one of the following actions:



You pick up the crystal and slip it into your bag.  
Store this under the "Satchel & Journal" card.



You decide to not touch this strange rock, and return to your search.  
**Banish** this and take another 250 card.





You have completed this introductory mission!  
Count how many "Crystal Fragment" cards there are under your "Satchel & Journal" card.

**0 "Crystal fragment" card:**

"My bag must have ripped open on the way back!"  
"You're joking, I hope?"  
Captain Nedland does not appreciate your pathetic excuses!

**From 1 to 3 cards:**

Captain Nedland's face darkens with bitter disappointment.

**From 4 to 6 cards:**

Everyone in the mess congratulates you. Feeling overwhelmed by fatigue, you excuse yourself and retire to your cabin, where you collapse onto your bunk. You wake in the middle of the night, drenched in sweat, haunted by a nightmare involving a sinister statue...

**7 cards!**

Captain Nedland is speechless before such spoils, unable to hide his admiration. When you find a minute to talk privately, he mentions that preparations are underway for a new expedition to the continent, and he intends to recommend your services...



**Crystal fragment**

It appears luck is on your side! You finally find what you have been looking for! Stashing the crystal in your bag, you make a quick return to the surface.



You are out of breath when you reach the top of the crevice.

Each involved character takes a **101** card.

Store this under the "Satchel & Journal" card.

Losing your footing, you tumble back to the bottom of the crevice. You strengthen your resolve – there is no way you are spending one hundred twenty-seven hours down here...

All involved characters must immediately take this action again.

11368

559

You make it back to the shore where the dinghy and its skipper are waiting. Clutching your bag tightly, you glance back one last time at the exotic land before taking a seat in the boat. Despite your adventure, you feel you have only had a tiny glimpse of the mysterious continent.

Less than an hour later, you are back at the ship and met by Captain Nedland. He accompanies you to the officers' mess hall, where a gathering of soldiers and scientists wait impatiently to see your discoveries.

576

You inch your way along the rocky ledge and you strain your eyes attempting to catch a glimpse of anything in the dark depths of the crevice.

11369

576

You inch your way along the rocky ledge and you strain your eyes attempting to catch a glimpse of anything in the dark depths of the crevice.



You have paced along the bottom of the rift for an hour without seeing even the faintest pink glow or hearing any buzzing sounds aside from the occasional insect. Frustrated, you steel yourself for an ascent to the surface.



You are out of breath when you reach the top of the crevice.

Each involved character takes a **101** card.

Losing your footing, you tumble back to the bottom of the crevice. You strengthen your resolve – there is no way you are spending one hundred twenty-seven hours down here...

All involved characters must immediately take this action again.

11370