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Chronicles of Avel

Adventurer's Toolkit

The monsters circling around Avel Castle, and especially the approaching Beast, are a real danger for the people of this land. It's not surprising then that everyone wants to help with the battle. Craftsmen are crafting items, dwarves are building siege machines, and herbalists invent new recipes and boil potions. Even the wildness people will join the battle if you can prove your bravery by defeating monsters. Use their help and together protect Avel Castle!



Contents of the expansion



equipment tokens: 3 elixirs



equipment tokens: 3 pairs of shoes



3 big monsters



3 animal companion tokens



3 board tiles



3 ballistae (requires assembly)



Changes in setup

Board tiles from this expansion get added to the board tiles from the base game. In 1-, 2- or 3-player games, remember to put aside the tiles described in the base game rulebook. When you play with the expansion, your board will be bigger. Use the QR code, or the app, to learn how to assemble the board.

Big monster tokens get shuffled with the monster tokens from the base game.

Equipment tokens get added to the equipment bag. All the base game equipment tokens should already be in the bag.

Animal companion tokens and ballista figures need to be placed next to the trap tokens, moon seal and wall markers.



New equipment

This expansion adds new elixirs and a new type of equipment: shoes.

Elixirs prepared by experienced herbalists and based on new recipes might help fearless heroes in their mission.



Teleportation elixir – the hero that drinks this elixir may move to any face-up board tile.



Time elixir – the hero that drinks this elixir may perform an additional action on their turn.



Equipment upgrade elixir – liquid hidden in this vial may be used on any piece of equipment. The hero that uses this elixir may upgrade a chosen equipment token.

Remember! *Elixirs may be used either before or after performing an action. Drinking an elixir is not an action.*

Shoes of good quality allow a hero to move faster in the wilderness, which might save their lives when they're chased by a monster horde.



Basic side – Shoes that haven't been upgraded allow one reroll of 1 die of the corresponding color during a battle.



Upgraded side – The hero wearing upgraded shoes may move 1 additional tile during their movement action.



New monsters

Monsters from this expansion have a new attribute and give a new reward: an animal companion.



– Before the battle, the hero receives 1 damage (this cannot be blocked in any way).



– After defeating a monster, the hero receives the corresponding animal companion token.



Three Daughters

The servants of Kurodar are often weird and mysterious — such as the Three Daughters — whom the Avel people know as Envy, Greed and Wrath. These creatures came to Avel during the Ancient Wars and are said to have been enemies of Kurodar in the beginning, they even reached the Black Moon and fought the evil god in his castle. No one knows what really happened there, but when they returned to Avel, they were leading Kurodar's army. For centuries they were acting in secret, working with other moon gods out of necessity. However, now that the Black Moon is back in the sky and the Beast is approaching, the Daughters will do everything to secure Kurodar's victory!



Animal companions

After defeating one of the Three Daughters, the hero gains an animal companion. The player takes the corresponding animal token and places it next to their character board (showing the side with the ♣). The animal companion may be used 2 times, after the first use the token is flipped to the other side to show this. After the second use, the token gets discarded.



Bear

Use during a battle:

- Side 1: add 2 ♣ symbols to the result of your roll.
- Side 2: add 1 ♣ result to your roll.



Eagle

Use before or after performing an action:

- Side 1: move your character piece to any face-up tile on the board.

Use during a movement action:

- Side 2: move your character piece 1 additional tile.



Fox

Use during a battle:

- Side 1: add 2 ♣ symbols to the result of your roll.
- Side 2: add 1 ♣ result to your roll.



New board tiles

Flea Market

The buzz of this place echoes in the surrounding forests and attracts those interested in bargain trades. When you flip this tile, place 3 random equipment tokens from the bag (basic side up) on this tile. When you perform the action of this tile, you may exchange one of your equipment tokens for a chosen equipment token from this tile.



Fields and forests

A true hero is not afraid of hard work, as it gives an opportunity for some better income. This tile action allows you to take 3 coins from the supply. You may only perform this action if there are no monsters here.



Dwarven workshop

This building belongs to two dwarven brothers who, with the sweat of their brows, forge intricate shooting equipment. Pay 3/4/5 coins respectively and chose a tile where you want to place the purchased ballista. You can only build 1 ballista of each type. There can only be one ballista on a tile.



Ballistae

Purchased ballistae are activated at the start of each round, before players take their turns. When a ballista is activated, the players together choose a monster or the Beast that is on the same tile as the ballista, or on a tile adjacent to the ballista (the deciding vote belongs to the player who purchased the ballista). Then, the ballista performs a single shot. The player who paid for the ballista rolls 1 die of the same color as the ballista. If the die shows , the monster or the Beast receives 1 damage. Any other result is a miss. If the damage dealt by the ballista defeats the monster, its token is removed from the board, but the reward is gone.



Development

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