

# Chronicles of Avel

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## Adventurer's Toolkit

### Adventure maps

Ready for even more adventures? This guide will help you to play *Chronicles of Avel* with board tiles from expansion: *Adventurer's Toolkit*. Below you will find a detailed description of the changes in setup and additional board setup to create new challenges. Let's go!

**Board tiles** from Adventurer's Toolkit 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.

#### Constant elements:

Each of the proposed map setups includes 1 face-up castle tile above the time track — this is where you begin your adventure — and 3 face-up starting tiles which are identical to the ones in the base game rulebook.



– Castle tile



– Starting tiles



– Tile with the crater token

#### Number of players:

The base game rulebook shows tiles that need to be added depending on the number of players. When creating any of the maps below, fill the tiles marked if:



– there are 4 players,

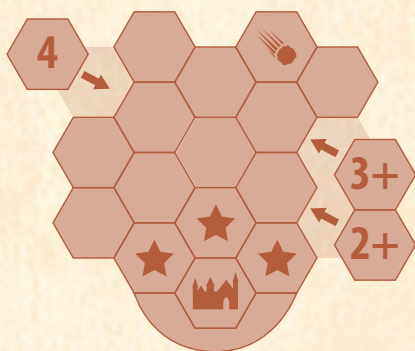


– there are 3 or 4 players,



– there are 2, 3 or 4 players.

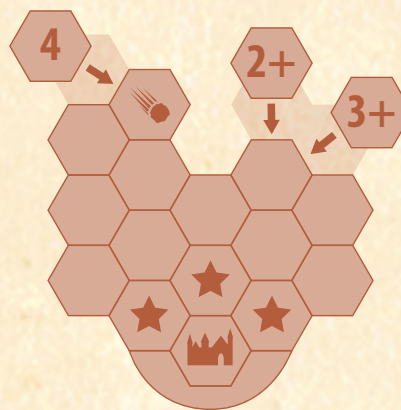
**Great plains**  
easy



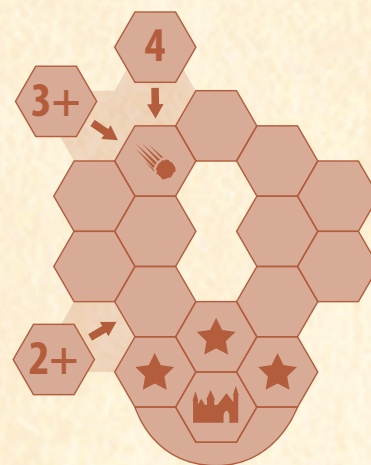
**Uncharted north**  
easy



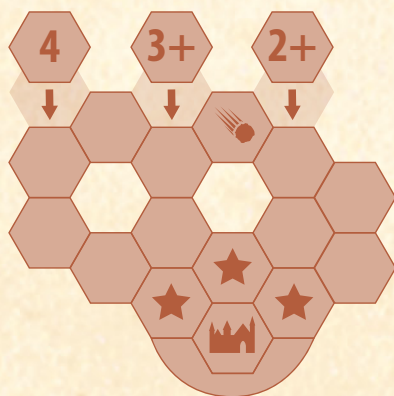
**Warped cliffs**  
moderate



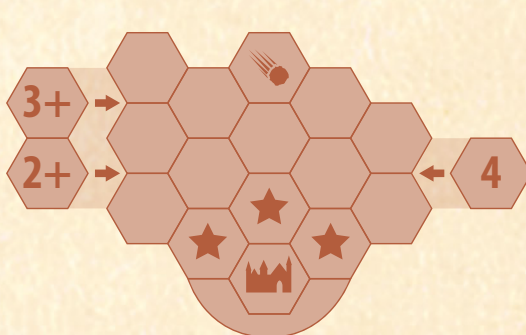
**Mysterious canyon**  
moderate



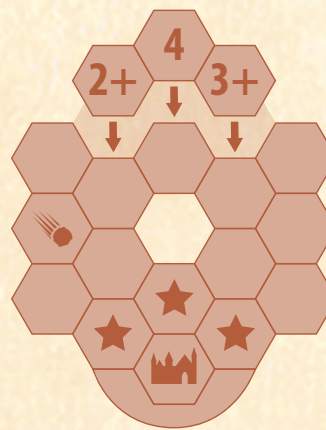
**Rifts**  
difficult



**Rocky shore**  
difficult



**Dark lake**  
difficult



**Far horizon**  
difficult



You may create your own unique maps! If you decide to do that, note the placement of the crater token. Beginner players should place it so there are 3 other tiles between the tile with the crater token and the castle tile. If you want a more challenging experience, you may place the crater token closer to the castle.