Chronicles of Avel

New Adventures

Additional game modes
and scenarios

⬡ Przemek Wojtkowiak   ✏ Bartłomiej Kordowski

Introduction

Welcome, heroes of Avel! Even though the Beast of Black Moon has been defeated, evil did not lay down its arms. Seizing on the moment of a weakened master, the gods of three dark moons – Mare, Zigza, and Umbri Dragon – decided to carry out their own deceitful attack on Avel. This is no time for resting – the kingdom and its residents need help!

This rulebook explains the rules of game modes and scenarios.

Two of the game modes present Oberon and Titania – characters from William Shakespeare's play A Midsummer Night's Dream.

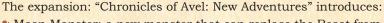*The quotations in purple boxes are adapted from the play.*

In the "Story book" you will find new stories and monster descriptions that will help you imagine the World of the Thousand Moons.

I'm Saria. I sing, create lyrics, and wander Avel, describing the actions of brave heroes! I can sense that soon I'll have plenty of new adventures to describe!

Oh, what is this world? So beautiful! So colorful! Have... we ever been here before?

Therefore the moons,
Pale in their anger,
wash all the air,
That rheumatic diseases do abound!

The expansion: "Chronicles of Avel: New Adventures" introduces:
- Moon Monster: a new monster that can replace the Beast from the base game.
- 3 game modes: universal game elements that you may freely combine with the base game, Moon Monster, and the 3 new scenarios from this expansion.
- 3 scenarios: a series of 3 adventures with new game rules and win conditions. Each scenario may be played separately or combined into a cohesive story.

Components

13 miniatures for assembly (Moon Monster, Oberon, Titania, 3 amphiozes, 3 dugbeetles, cart, 3 moon machines), 2 half tiles (half tile of amphioze lair, half tile of wizard's workshop), Moon Monster board, 12 Moon Monster tokens, 3 moon shard markers, 8 magical equipment tokens, 12 magical spirit tokens, 3 toughness dials, 6 monster tokens, almanac, assembly instructions, player aid, rulebook.

Moon Monster

According to some stories, the Beast looked different than described in the Chronicles of Avel. It is said that the Kurodar emissary had three heads and strange powers! It could, for example, hypnotize and very quickly adapt to enemy tactics. You can read more about it in the "Bard's Tale" story.

The Moon Monster replaces the Beast. The Moon Monster may be used in the game with the basic rules as well as with the "Oberon", "Titania" and "Cruel Hunters" game modes. You can also add elements from the Adventurer's Toolkit to your game.

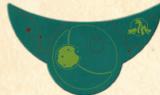### Components used in gameplay with the Moon Monster

Apart from the components from the base game, when playing with the Moon Monster also prepare:

12 Moon Monster tokens (6 of each of 2 types) – they determine the colors of the Moon Monster, its dice count, special attacks, and effects on battles.

Moon Monster figure – a new emissary of Kurodar.

Moon Monster board – for Moon Monster token sets.

Setup

Prepare the game by choosing the difficulty level and board setup according to the rules of the base game. You may also add rules from the Adventurer's Toolkit expansion.

Place the figure of the Beast in the box; you won't use it during the game with the Moon Monster. Instead, prepare the three-headed Moon Monster figure. It replaces the Beast and appears on the board when the Black Moon rises.

Place the Monster's board below the moon track.

Separately shuffle the Monster tokens and place them face down next to the Monster board.

2 piles of Moon Monster tokens

The Monster board

The Moon Monster

Gameplay

The game plays according to the standard rules with the following changes:

- When the astrolabe marker reaches the last space of the moon track, a shard of the Black Moon hits Avel – the three-headed Moon Monster emerges and begins marching toward the castle. Other monsters, encouraged by this support, also attack the walls.

- Follow the rules of the "Black Moon rises" section on page 17 of the Chronicles of Avel rulebook. However, instead of placing the Beast figure, place the Moon Monster figure. (Treat each mention of the Beast as if it said the Moon Monster.)

- Use the Beast toughness dial from the base game. Set the toughness level, depending on the number of players.

- Draw 2 Moon Monster tokens (1 from each pile) and place them on the corresponding spots on the Moon Monster board. Then apply their immediate effects (see p. 4 "Immediate effects of the Moon Monster").

Gameplay changes after the Moon Monster appears

At the end of the round, after moving the small and big monsters, move the Moon Monster (exactly like the Beast from the base game).

After moving the Moon Monster, discard both current Moon Monster tokens. Draw a new pair of tokens, and apply their effect (see "Immediate effects of the Moon Monster").

The paired Moon Monster tokens determine the Monster's colors, its effects, and the dice that it will use during battle.

Moon Monster colors

The Moon Monster can have 1 or 2 colors.

Permanent effect of the Moon Monster

The ability active during battles with the Monster.

Immediate effect of the Moon Monster

The ability that triggers immediately after drawing the Monster tokens.

Moon Monster dice

The dice that the Moon Monster will attack with.

Immediate effects of the Moon Monster

The following effects are the attacks of the Moon Monster. Resolve them immediately after drawing the Moon Monster tokens. You will find examples of the effects on the next page.

- **Spitting** – This attack hits all heroes in the direction of the attack, as well as heroes on the Moon Monster's tile. It deals 1 damage to each hero it hits. There is no defending against this attack.

  Each of the 3 spitting tokens indicates that token's attack direction. The spitting direction refers to the tiles creating the map of Avel – the bottom of the token is oriented toward the castle tile.

  The Moon Monster sucks in air and spits a stream of fire, acid, or death energy.

- **Thunderous attack** – The Moon Monster deals 1 point of damage to all heroes that are on or adjacent to its tile. There is no defending against this attack.

  The Moon Monster is furious and attacks in all directions, using its claws, tail, and three heads!

- **Deceitful hit** – The Moon Monster deals 1 damage to the closest hero (including the tile with the Monster). If there is more than 1 hero at the same distance from the Monster, each gets 1 damage. There is no defending against this attack.

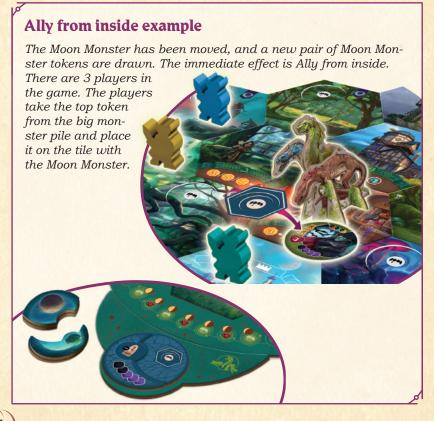 *The heads slither, hypnotizing enemies, and then one of them suddenly attacks!*

- **Ally from inside** – A new monster appears on the same tile as the Moon Monster. Take the top token from the appropriate monster pile and place it face up on the tile with the Moon Monster: 1–2 players – small monster, 3–4 players – big monster.

  The Moon Monster opens its jaw widely and spits out an ally monster.

Spitting example

The Moon Monster has been moved, and a new pair of Moon Monster tokens are drawn. The immediate effect is Spitting – its direction is indicated by the tile symbol on the token (as shown). All heroes in the line of spitting receive 1 damage (including heroes that are on the same tile as the Moon Monster). Warner the Chatty (yellow) and Simon Whitebeard (green) each lose 1 toughness point.

Deceitful hit example

The Moon Monster has been moved, and a new pair of Moon Monster tokens are drawn. The immediate effect is Deceitful hit. Two heroes are 2 tiles away from the Moon Monster. No other hero is closer. So these 2 closest heroes, Warner the Chatty (yellow) and Agatha the Brave (blue) each receive 1 damage.

Thunderous attack example

The Moon Monster has been moved, and a new pair of Moon Monster tokens are drawn. The immediate effect is Thunderous attack. Each of the adjacent heroes receives 1 damage – Simon Whitebeard (green) and Agatha the Brave (blue). Warner the Chatty (yellow) also receives 1 damage as he is on the same tile as the Moon Monster.

Ally from inside example

The Moon Monster has been moved, and a new pair of Moon Monster tokens are drawn. The immediate effect is Ally from inside. There are 3 players in the game. The players take the top token from the big monster pile and place it on the tile with the Moon Monster.

Permanent effects of the Moon Monster

The effects below act similarly to the big monster attributes – they decrease the number of dice that heroes can use and block equipment. They also add symbols to the monster dice.

● While fighting the Moon Monster, you cannot use weapon and shield effects (both permanent and one time use).

The Monster's skin becomes elastic and bounces sword slashes. The creature's necks elongate so they can attack from each side, thus making shields useless.

● While fighting the Moon Monster, ignore 1 ⚔ effect of the hero dice in every clash of the battle in this round as if the monster dice showed the ⚔ symbol.

The monster's scales harden, repelling fierce attacks from the heroes!

● While fighting the Moon Monster, roll 1 fewer yellow, blue, and orange dice.

The monster surrounds itself with a nimbus of evil energies that negate the magic of ancient artifacts!

● While fighting the Moon Monster, your hero receives 1 extra damage during every clash of the battle in this round as if the monster dice showed the ⦀ symbol.

Suddenly, the body of the Moon Monster erupts with sharp spikes that wound the attacking heroes.

● While fighting the Moon Monster, you cannot use elixirs.

The Monster lifts its heads, and while shaking its mane, shrieks with a high pitch that shatters glass vials. Better keep that elixir for later!

● While fighting the Moon Monster, roll 1 fewer green dice.

The Monster floods your mind with grim visions of a dark future, which makes it hard to focus on actually hitting the enemy!

Battling the Moon Monster

Fighting the Moon Monster follows exactly the same rules as fighting all other monsters (there are still 3 clashes for each battle action). When fighting the Monster, you may use equipment that is effective against monsters of the same color as the Monster color this round.

Remember! *The Monster is an emissary of three evil gods and can sometimes have 2 colors. In such a situation, equipment of both colors are effective against it.*

The Moon Monster rolls monster dice according to the Moon Monster tokens of the given round.

Use the toughness dial to mark damage the Monster receives; lower the dial each time an unblocked attack hits.

The Moon Monster is defeated when its toughness points drop to 0.

Remember! *If the moon monster and a monster are on 1 tile, you decide which enemy to battle.*

Example

The Moon Monster has been moved, and a new pair of Moon Monster tokens are drawn. The immediate effect is Spitting – its direction is indicated by the tile symbol on the token. Only Warner the Chatty (yellow) – who is on the same tile as the Moon Monster – is in range of the attack.

The brown token's effect only applies if a hero attacks the Moon Monster.

During his turn, Warner the Chatty begins battling the Moon Monster. The hero takes his dice: he rolls 2 green dice (basic hero dice), 1 blue, and 1 yellow (because of his magical helm and weapon). The Monster rolls 3 purple dice.

First clash. *After the first roll, Warner's dice and the Moon Monster's dice results are as follows:*

When resolving this clash, remember that the permanent effect of the Moon Monster tokens adds a ⫯⫯⫯ result to each clash of the battle this round. The hero deals 1 damage to the Moon Monster. The Moon Monster has 2 ⫯⫯⫯ results (1 from dice and 1 from the token), and the hero has 1 🛡 that blocks 1, so Warner receives 1 ⫯⫯⫯ damage.

Second clash. *Warner's situation takes a turn for the worse.*

Warner doesn't deal any damage to the Moon Monster. The Monster, however, has 3 ⫯⫯⫯ symbols (2 from the dice and 1 from the Moon Monster token). One of those three damages is blocked by Warner's shield 🛡. Additionally, the hero decides to use his item.

He can do that because 1 of the Moon Monster tokens is brown. Warner blocks the second damage, but he is not able to block the third damage. After this clash, he loses 1 toughness marker. Warner the Chatty decides to end the battle and doesn't attempt the third clash.

Traps and walls

Traps and walls work exactly the same as in the base game (treat the Moon Monster as the Beast).

Victory and defeat

The victory and defeat conditions are the same as in the base game (treat the Moon Monster as the Beast).

"Oberon" game mode
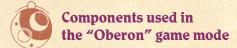
"There are more things in heaven and Earth than are dreamt of in your philosophy."

Ancient legends and folk stories claim that when the elves came to Avel, their language was so beautiful that people who listened to it forgot about sleep, water, and even food. It is said that the elven king and queen still use the language. If you meet those creatures on your way, try to win their favor, and they will reward you.

Oberon is the elven king and Titania's husband. As a result of a magical incident, he is not able to find his wife or brethren – and they cannot see him. Thus he wanders the lands of Avel trying to reverse the spell. Oberon is a powerful creature, full of magic, that can help the heroes of Avel. You can read more about Oberon and Titania in the "Midsummer Night's Moons" story.

This game mode may be used in a game with basic rules, games with the Moon Monster, the "Titania" and "Cruel hunters" game modes, as well as with any scenario described later in this rulebook. When playing the Oberon mode, you can also add components from the "Adventurer's Toolkit" expansion.

Components used in the "Oberon" game mode

Apart from the components from the base game, when playing the Oberon game mode also prepare:

Oberon figure – a powerful elven wizard that can grant you incredible magical items

8 magical equipment tokens – if you manage to get these items, place them on your hero or in your backpack

Setup

Prepare the game according to the rules of the base game or of one of the scenarios. You can also add rules described in the "Adventurer's Toolkit" expansion.

Place Oberon's figure on the tile to the right of the castle (the tile with 2 lairs).

Shuffle the magical equipment tokens and place them in a pile next to the board with the cost face up.

Place the first token on Oberon's figure so the purchasing cost is visible.

token's cost

token's effect

Gameplay

Oberon is the ruler of the elves and offers powerful magical equipment. However, first you have to prove to him that you are worthy of such gifts. Each item has its price.

Oberon may demand:

- coins,
- equipment of a certain type,
- trophies, which are monster tokens of certain colors.

When playing this game mode, every time you defeat a monster, the winning hero takes the token and places it next to their hero board instead of discarding it.

Note! *If you defeat a monster with a ballista or other ranged item, the reward for this monster is lost. Put the monster token on the discard pile.*

When you have the required items (coins, equipment, trophies) and are on the same tile as Oberon, you may trade those items for magical equipment. To do that, return the items to the bag, and place the coins and monster tokens in the correct piles. Then take the magical equipment token from Oberon's figure. Place the token with the effect side up on the correct spot on your hero board or your backpack. **Taking a magical equipment token from Oberon is not an action.**

After trading, Oberon moves to a new space. Roll a purple die and, according to the result, move Oberon's figure by ⚡ – 1 tile, ⫴ – 2 tiles or ☐ – 3 tiles clockwise around the edge of the board. Oberon may enter unexplored tiles. Then draw a new magical equipment token and place it on Oberon's figure.

Then, my queen, in silence sad,
Trip we after the night's shade:
We the globe can compass soon,
Swifter than the wandering moon.

Magical equipment

Items offered by Oberon shimmer with ancient magic. Their power can be wielded only by the truest heroes and the fiercest heroines!

Magical equipment cannot be upgraded.

Magical equipment tokens are treated like other equipment tokens. You may trade them and pass them between each other according to the standard rules.

● **Scepter of dreams of power** – when your hero is equipped with this item, you receive an additional yellow die and orange die during each clash. Remember that you cannot roll more dice than are available in the game.

This magical staff was forged with the light of distant stars and the long-lost notes of magical songs. Use it with caution, as it serves only those with pure hearts!

● **Might mixture** – when your hero has this item, you become inhumanly powerful and nimble. Drink it before a battle and then take up to 3 additional dice of any colors. You may roll them during each clash of this battle! Remember that you cannot roll more dice than are available in the game. After drinking the mixture, place it at the bottom of the magical equipment pile.

The combined creation of Oberon and Titania, who made it while they still remembered each other. It's the essence of their hopes, fears, and dreams.

● **The aegis of the stars** – when your hero is equipped with this item, you receive an additional blue die during every clash. Once during a battle, you may add 2 🛡 symbols to your roll result. When you do this, place a used equipment marker on top of this token. Remove the marker after the battle.

A legendary shield, created from the last shard of the Titan's Moon. Forged in the fire of a Dimensional Dragon. Those who hold it hear distant echoes of the roar of this monster.

● **Helmet of the Silver Lady** – when your hero is equipped with this item, you receive an additional yellow die during every clash. Once during a battle, you may change one empty side of a hero die to a ⚔ or 🛡 symbol. When you do this, place a used equipment marker on top of this token. Remove the marker after the battle.

It is said that there were three helmets like this made, and the Silver Lady gave each of them to the bravest heroines in the Old Days. When Kurodar's creatures are nearby, the helmet starts to glow with a faint light.

● **Seven-league boots** – when your hero is equipped with this item, you may move to any explored tile during your movement action.

*There used to be a mage,
who was lazy, not a sage!
When sent to get some fruits,
he created magic boots!*

● **Book of the best advice** – place this item in your backpack. During each clash, you select and roll an additional hero die of any color. Remember that you cannot roll more dice than are in the game. Do not discard this item after use.

Not like that, slice to the left! Now avoid! Parry, parry! Counter-attack and avoid! Mind the teeth! Yours too, but mainly the monster's!

Thunder javelin – place this item in your backpack. You may use it once during your turn (before or after performing an action). This is not considered an action. Choose a monster on an adjacent tile and roll an orange die. This monster receives 1 damage, or 2 damage if you rolled a 🗡 symbol on the die. If the damage defeats the monster, remove its token from the board. The javelin is a ranged item, so you don't gain rewards from the monster's token. You may only use this item once per round.

The shaft of this beautiful javelin is inscribed with ancient characters: "Thrice say the name of my target, and I shall fly to it and strike with my blade and then return to your hand".

Thunder javelin example

At the beginning of her turn, Agatha the Brave decides to use the thunder javelin. The monster on an adjacent tile gets hit with the power of this item. She rolls an orange die. The rolled 🛡 symbol doesn't deal an additional damage to the monster. The monster receives only 1 damage. Agatha may now perform her 2 actions.

Phoenix's ruby – place this item in your backpack. You may use it once during your turn (before or after performing an action). This is not considered an action. Choose a monster that is 1 or 2 tiles from you (they don't have to be in a straight line) and roll 2 green dice. The monster receives 1 damage for each 🗡 symbol rolled. If the damage defeats the monster, remove its token from the board. The ruby is a ranged item, so you don't gain rewards from the monster's token. You may only use this item once per round.

Ever hot and glowing with an internal fire jewel that allows you to summon a phoenix from the lands of fire to attack a monster. Firebirds hate the servants of evil – in the past, Kurodar destroyed their kingdom.

Phoenix ruby example

On his turn, Simon Whitebeard (green) decides to use the power of the Phoenix ruby. He chooses a monster 2 tiles away. This monster already has 1 damage from Warner the Chatty's turn. Simon rolls 2 dice and, thanks to his lucky roll, deals the monster 2 more wounds. That is enough to defeat the monster. Unfortunately, the rewards visible on the monster's token are lost.

"Titania" game mode

Met we on hill, in dale, forest or mead,
By paved fountain or by rushy brook,
Or in the beached margent of the sea,
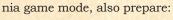*To dance our ringlets to the whistling wind.*

Titania is a powerful elven queen and Oberon's wife. She takes care of the spirits of meadows, forests, and rivers. She's a practical ruler, and for a price you may hire one of her charges. You can read more about Oberon and Titania in the "Midsummer Night's Moons" story.

This game mode may be used in a game with the basic rules, games with the Moon Monster, the "Oberon" and "Cruel hunters" game modes, as well as with any scenario described later in this rulebook. When playing the Titania mode, you can also add components from the "Adventurer's Toolkit" expansion.

Components used in the "Titania" game mode

Apart from the components from the base game, when playing the Titania game mode, also prepare:

Titania figure – caretaker of magical spirits of Avel. She allows you to hire the service of the spirits.

12 magical spirit tokens – these creatures have powerful but single-use powers. Acquired tokens will go next to your hero board. (These tokens are also used in the "Cruel hunters" game mode.)

Prepare the game according to the rules of the base game or of one of the scenarios. You may also add rules described in the "Adventurer's Toolkit" expansion.

Place Titania's figure on the tile to the left of the castle (tile with 1 lair).

Shuffle the magical spirit tokens face down and place them in a pile next to the board. If you're using the "Cruel hunters" game mode, the spirit token pile is collectively used by both game modes. Place the first token face up on Titania's figure.

front of the token

token's effect

back of the token

Gameplay

When playing with Titania, you have the possibility to use the powers of magical spirits. Each spirit token has a single-use effect. When you share a tile with Titania, you may hire a magical spirit by paying 2 coins and taking the spirit token from her figure. Place the token next to your hero board. **Taking a magical spirit token from Titania is not an action.**

A player may have any number of magical spirit tokens. You may trade them and pass them between each other according to the standard rules.

"I'll fulfill all of your orders in a flash".
Oh boy! What is going on?
I'm speaking in the old tongue! I think I'm spending too much time with Titania's spirits...

After hiring a magical spirit, Titania moves to a new space. Roll a purple die and, according to the result, move Titania's figure by 🏹 – 1 tile, 𝄃𝄃𝄃 – 2 tiles or ☐ – 3 tiles clockwise around the edge of the board. Titania may enter unexplored tiles. Then draw a new magical spirit token and place it on Titania's figure.

Example

Agatha the Brave (blue) acquires a magical spirit token from Titania. Then she rolls a purple die to determine the new tile for Titania. She rolls a 𝄃𝄃𝄃 symbol, thus Titania moves 2 spaces along the game board edge.

If the magical spirit token pile runs out, you may not hire a spirit from Titania. You must wait until a player uses a spirit and returns it to the pile.

*Come, now a roundel and a fairy song;
Then, for the third part of a minute, hence;
Some to kill cankers in the musk-rose buds,
Some war with reremice for their leathern wings,
To make my small elves coats, and some keep back
The clamorous owl that nightly hoots and wonders
At our quaint spirits. Sing me now asleep;
Then to your offices and let me rest.*

Magical spirits

Magical spirit tokens are double-sided. One side shows a spirit in a cage, and the other – a free one. Each spirit gives the heroes a powerful ability, but their powers are single use. A spirit token is not considered an equipment token and does not take space in the backpack. Place it next to the hero's board. **Using a spirit's ability is not considered an action.**

When you receive a spirit, give it a name! It makes us happy to have funny names. I was once called... Puffball!

In order to use the spirit's power, summon it with its name – for example: Aid me, Puffball!

If you have a magical spirit token, you may use its effect. When you do, put the token back at the bottom of the magical spirit tokens pile.

Magical spirits' effects

- At any time during your turn, discard this token to take 4 coins. You may discard this token to treat it as 4 coins (e.g. when using an effect that requires payment).

- Discard this token before or after an action (not during a battle) to regain two toughness markers.

- Discard this token during a movement action to move 2 additional tiles.

- Discard this token before or after an action in order to perform an additional action.

- Discard this token before or after an action (not during a battle) to go through the equipment bag and take any token.

- Discard this token before or after an action (not during a battle) to upgrade one of your weapon, helmet or shield tokens.

- Discard this token before or after an action (not during a battle) to choose any monster token (small or big) and move it to a tile adjacent to its current location.

- Discard this token before or after an action (not during a battle) to defeat any monster (small or big) on any tile (you do not receive the reward).

- Discard this token during any clash of a battle – after rolling dice – to change up to 2 empty results on your hero dice, each to a ⚔ or 🛡 symbol.

- Discard this token during any clash of a battle – after rolling dice – to add 3 symbols: ⚔, 🛡, and 🛡 to your roll result.

- Discard this token during any clash – after rolling dice – to change up to 2 symbols of the monster dice (⦀ or ⤴) to empty sides.
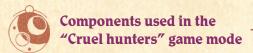
- Discard this token during any clash – after rolling dice – to reroll up to any 3 dice (hero or monster dice).

"Cruel hunters" game mode

When Kurodar's light dimmed, the Livid Sickle, Aventurine Shard, and Umbri Dragon began to scheme their own plots. They need new servants to fulfill their plans, thus summoning strange terrible new creatures from the dark depths of Avel: anglers, wraiths, and mimics. What is more, they hunt down and cage magical spirits, probably to use them in some of their evil schemes! You can read more about the new monsters in the bestiary.

This game mode may be used in a game with the basic rules, games with the Moon Monster, the "Titania" and "Oberon" game modes, and with any scenario described later in this rulebook. When playing the Cruel hunters mode, you can also add components from the "Adventurer's Toolkit" expansion.

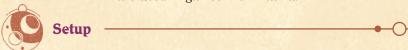### ☾ Components used in the "Cruel hunters" game mode

Apart from the components from the base game, also prepare:

6 cruel hunter tokens
(small monsters).

12 magical spirit tokens – the same tokens are used in games with Titania.

☾ Setup

Prepare the game according to the rules of the base game or of a chosen scenario described later in the rulebook. You may also add rules described in the "Adventurer's Toolkit" expansion.

Shuffle the magical spirit tokens and place them in a face down pile next to the board. If you're also using the "Titania" game mode, the spirit token pile is collectively used by both game modes.

Shuffle the cruel hunter tokens with other small monsters from the base game and place them face down next to the board.

monster color

reward

monster toughness

reward – cage with a magical spirit

monster dice

☾ Gameplay

Cruel hunters appear on lairs according to the base game rules. When a cruel hunter is defeated, the caged magical spirit is released and, as thanks, offers its services to the hero who saved it. As a reward for defeating a cruel hunter, take a cage token from the top of the spirit pile and place it spirit-side up next to your character board. On the rare occasion that the magical spirit token pile is empty, you do not get the spirit token, only the other rewards (if any).

☾ Magical spirits

Magical spirits grant the heroes powerful abilities, but their help is one time only. Magical spirit tokens do not take space in the backpack.

Magical spirits work in the same way as in the "Titania" game mode (see "Magical spirits' effects", p. 12).

Below are the rules for playing 3 scenarios: "Jump the castle", "Precious transport", and "Moon machines". Each of them changes the gameplay just a bit, adding special goals that need to be fulfilled in order to win.

Scenarios played in order create a cohesive story but are prepared in such a way that you can also play them as individual games.

Story mode

If you want to play the campaign mode, you may only proceed to the next scenario if you win the previous one! You can also add unique atmosphere to the game reading the introduction and ending stories out loud.

Campaign summary

Allow me to briefly summarize this story. A long time ago, shards of three evil moons (Livid Sickle, Aventurine Shard, and Umbri Dragon) got to Avel and ended up in the castle treasury. They have since been forgotten. Until now. Brog, Brug, and Brugga are cunning amphiozes who have decided to jump the forgotten treasury. They break into the secret chamber and steal the three evil moon shards. The heroes must get the thieves before it's too late!

The wizard Mirko discovers that the evil essence of the shards might be used for good and develops a plan to make powerful moon machines that will surround Avel with a protective shield. However, building the machines requires gathering many resources, and the shards have to be delivered to the wizard... And the monsters are not going to idly wait!

The machines are ready at last. Now begins the process of charging them with magic, which the dugbeetles attempt to interrupt...

"Jump the castle" scenario

In this scenario, Brog, Brug, and Brugga, cunning amphioze siblings, on their master Umbri Dragon's orders, jump the Avel castle treasury and then escape to their cave with the loot.

The heroes must retrieve the stolen evil moon shards before it's too late! You can read more about amphiozes and their plan in the story "Jump the castle".

If you are playing the campaign, read the story out loud during setup.

The goal of this scenario is to stop the three amphiozes from taking the 3 moon shards to their lair and destroying the castle.

Components used in this scenario

Apart from the components from the base game, prepare:

3 amphioze figures – cunning creatures that steal 3 evil moon shards.

3 toughness dials – are used to mark the current toughness level of each amphioze.
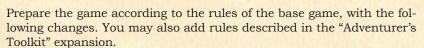
half tile of amphiozes' lair – goal of the escaping amphiozes, the heroes cannot enter there.

3 moon shard tokens – in this scenario, they are in the amphiozes' stomachs.

Setup

Prepare the game according to the rules of the base game, with the following changes. You may also add rules described in the "Adventurer's Toolkit" expansion.

- Place the crater tokens back in the box; they won't be used in this scenario.

- Go to page 23 to see possible map setups. Choose 1 of them; remember to add the half tile of the amphiozes' lair. The half tile has to be placed face-up.

- Place the 3 amphioze figures and 3 toughness dials next to the board. You will need the figures and the dials after the Black Moon rises.

- Place the 3 moon shard tokens in the amphioze figures. The moon color determines the color of a given amphioze (this determines the color of each amphioze's toughness dial).

When the guards rush into the treasury, Brog, Brug, and Brugga swallow the evil moon shards and dart from the castle!

The magic of the shards runs through the amphiozes' bodies, so each of them represents a different moon.

Gameplay

Gameplay follows the same rules as the base game. However, now the astrolabe token on the moon track counts down to the jump on the castle. The heroes don't know of the amphiozes' plans, but they can sense that something is going to happen. They travel through Avel, looking for clues, fighting monsters, and gaining precious items.

When you move the astrolabe marker to the last spot on the moon track, do the following:

- Reveal all face-down tiles (as described in the "Chronicles of Avel" rulebook, in the section "Black Moon rises" on page 17).

- Place 3 amphioze figures with the moon shard tokens on the castle tile.

- Set each toughness dial to the value determined by the number of players.

Gameplay after the amphiozes appear

The thieves dug into the treasury and got the shards! Taking advantage of the confusion, other monsters rush for the castle to destroy the Healing Jewel.

The game continues as before – each player performs their 2 actions on their turn. However, at the end of the round, the player with the Avel coat of arms now moves all of the monsters 1 tile closer to the castle, instead of moving the astrolabe marker on the moon track (according to the base game rules).

After moving the monsters, move the amphiozes. The amphioze with the brown moon shard token moves to the tile to the left of the castle (with 1 lair), the amphioze with the blue moon shard token moves to the marketplace tile, and the amphioze with the green moon shard moves to the tile to the right of the castle (with 2 lairs).

The situation is difficult, but it's important to not panic. Brog, Brug, and Brugga are trying to escape with the moon shards to their lair, and the other monsters are attacking the castle! You have to both defend the castle walls and catch the amphiozes!

At the end of each following round, after moving the monsters, move the amphiozes along the shortest possible path toward the half tile of the amphiozes' lair. Start the amphiozes' movement with the ones that are closest to the lair. If 2 amphiozes are equally close to the lair, move them both. Amphiozes must take different routes (they end their movement on the same tile only if there is no other option for a shortest route). If more than one path is available, players decide on the monsters' movement.

Example

The blue and green amphiozes are the same distance from the half tile lair. The blue amphioze may move to 2 different tiles, however the green one may only take 1 route, which limits the blue to only 1 route as well. Then the brown amphioze moves to the tile where the blue amphioze used to be.

Battling amphiozes

Battling amphiozes follows the same rules as battling any other monster (there are still 3 clashes for 1 battle action). When battling an amphioze, you may use effects that affect monsters of a certain color (the amphioze color is determined by the moon shard token they carry). Amphiozes roll the monster dice shown on their figure. Damage dealt to an amphioze is recorded on the toughness dial of its corresponding color. Each time there are any unblocked attacks, the dial is lowered. An amphioze is defeated when its toughness points drop to 0. After defeating an amphioze, place its figure with the moon shard token back in the box.

Remember! *If there is an amphioze and a monster on 1 tile, you decide which enemy to battle.*

Traps and walls

Traps work only on amphiozes. Their effects are the same as in the base game (against the Beast).

Walls only work on monsters heading toward the castle (according to the base game rules). Amphiozes completely ignore walls.

End of game

Victory

The heroes win if the following conditions are all met:

- All monsters are defeated before any of them reaches the castle tile.
- All amphiozes are defeated before any of them reaches the half tile lair.

Read the "Victory!" part under the "Jump the castle" story. If you're playing the campaign mode, move to the "Precious transport" scenario.

Defeat

The heroes lose if any monster enters the castle tile or any amphioze runs with the moon shard to the half tile lair. Read the "Defeat!" part under the "Jump the castle" story. If you are playing in the campaign mode, you must replay this scenario!

The goal of this scenario is to bring the 3 moon shards to the wizard and to deliver traps, walls, and moon seals so the wizard can build the moon machines – powerful devices that will protect Avel from evil powers. In this scenario, the monsters do not attack the castle, but are trying to stop the cart with the shards. In order to win, you must fulfill all of the winning conditions before the astrolabe marker reaches the last space on the moon track. You can read more about the plan to build the moon machines in the story "Safe for all ages".

Components used in this scenario

Apart from the components from the base game, prepare:

cart figure – you will use it to transport the moon shards.

3 moon shard tokens – in this scenario you need to deliver the moon shards scattered around Avel to the wizard's workshop.

half tile of the wizard's workshop – this is where you need to deliver the cart with the supplies. The heroes can only enter this tile, escorting the cart with 3 moon shard tokens.

This is incredible! Who would have thought that the secret and forgotten treasury would hold such powerful artifacts since the Old Days! Those three shards that the amphiozes tried to steal are the pieces of evil moons...

Deliver them to me as soon as possible, and I'll try to use their magic to protect Avel. Ah, I'll also need a few other things...

If you are playing the campaign, read the story out loud during setup. Let someone else read it this time!

Setup

Prepare the game according to the rules of the base game with the following changes. You may also add rules described in the "Adventurer's Toolkit" expansion.

- Place the crater tokens back in the box; they won't be used in this scenario.

- Depending on the number of players, place the following components back in the box (they won't be used in this game):

  - 1–2 players: 2 wall tokens, 2 moon seal tokens, 2 trap tokens (with "7" and "5" costs),

  - 3 players: 1 wall token, 1 moon seal token, 1 trap token with "7" cost),

  - 4 players: don't put away any components.

- Go to pages 23 and 24 to see possible map setups. Choose 1 of them, and remember to add the half tile of the wizard's workshop. The half tile has to be placed face-up.

- Place 3 moon shard tokens on face-down tiles on the board depending on the chosen map setup.

- Place the cart figure on the castle tile.

The cart is pulled by an adorable svifrl! It's a very strong and good-natured creature, often used as a draft animal. Its feathers are beautiful ornaments!

Gameplay

Gameplay follows the same rules as the base game, with the following changes.

There are 2 new actions available to heroes:

- **move the cart** – if your hero is on the tile with the cart, you may use an action to move your hero and the cart to a chosen adjacent board tile. If the tile is face down, reveal it first and then place your hero and the cart on the tile. If the revealed tile has a lair symbol, take a monster token from the corresponding pile (small or big) and place it on this tile.

Remember! *You may not move with the cart if there are any monsters on your tile. Moreover, no effects influencing hero movement work when moving the cart.*

- **load the cart** – if your hero is on the tile with the cart and a moon shard, you may use an action to place the moon shard token on the cart figure. The cart can transport all 3 moon shard tokens at the same time.

Traps, walls, moon seals

In this scenario, when the astrolabe marker would pass the symbols of the moon seal 🌙, trap ⚙ or wall ⛨ on the moon track, do not place those elements back in the box. This means that you may buy moon seals, walls, and traps until the end of the game. Building moon machines requires huge amounts of supplies. Heroes need to buy them at specific locations and deliver them to the half tile workshop. The required total amount of each item depends on the number of players:

Actions on the stone circles, quarry, and elven camp do not change – immediately place the purchased components on the half tile workshop.

Strengthening magic

The moon shards on the cart make your heroes stronger. During a battle action on the cart's tile, you may reroll one green die if the color of a moon shard in the cart is the same as the monster color that you are battling.
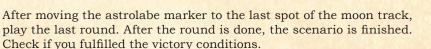
Example

Agatha the Brave battles a monster. She is on the same tile as the cart, which has the green and blue moon shards. The monster's color is green (just like one of the tokens in the cart), so during the battle Agatha will be able to reroll one green die.

End of game

After moving the astrolabe marker to the last spot of the moon track, play the last round. After the round is done, the scenario is finished. Check if you fulfilled the victory conditions.

Victory

The heroes win if the following conditions have been met:

- The cart figure with 3 moon shard tokens is on the half tile of the wizard's workshop.

- The half tile workshop also has the required numbers of trap, wall, and moon seal tokens (depending on the number of players).

Read the "Victory!" part under the "Safe for all ages" story. If you're playing the campaign mode, move to the "Moon machines" scenario.

Defeat

The heroes lose if, at the end of the final round, there is no cart figure with 3 moon shards on the half tile workshop or not enough trap, wall or moon seal tokens. Read the "Defeat!" part under the "Safe for all ages" story. If you are playing in the campaign mode, you must replay this scenario.

"Moon machines" scenario

The plan of the wizard Mirko worked! Thanks to the heroes, but also the inhabitants of Avel, there are three new powerful magical machines that use the moon shard magic to protect the land from the forces of evil. Now to turn them on...

Oh no! Mare, Zigza, and Umbri Dragon send their most powerful monsters to destroy the machines! You can read more about it in the "Moon machines" story.

The goal of this scenario is to protect the moon machines from the dugbeetles that begin to attack when the astrolabe marker reaches the last space on the moon track. Meanwhile. you must also protect the castle from the attacks of other monsters.

Fill the machines with power,
Preparing for the battle,
And when the monsters crawl out...
Yeah, I can't do this now!

What I want to say is that the more powerfully you charge the moon machines before the dugbeetles appear, the better prepared you'll be to defend the castle and defeat those evil beetles!

Components used in this scenario

Apart from the components from the base game, prepare:

3 moon shard tokens – in this scenario, the moons are parts of the moon machines.
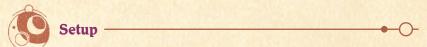
3 moon machine figures – you will charge them when you defeat monsters, thus gaining superhuman powers.

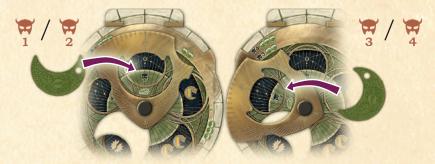3 dugbeetle figures – powerful creatures that will try to destroy the moon machines.

3 toughness dials – they are used to mark the current toughness level of each dugbeetle.

Setup

Prepare the game according to the rules of the base game, with the following changes. You may add rules described in the "Adventurer's Toolkit" expansion.

- Go to page 24 to see possible map setups. Choose 1 of them, remember to place the 3 moon machine figures. Each moon machine is treated as adjacent only to one tile indicated by the arrow on the machine. Add 3 moon shard tokens to the machines of the corresponding colors. Set them in spots determined by the number of players.

1 / 2   3 / 4

- Place the crater token with the chosen difficulty level as shown on the map setup on page 24.
- Place 3 dugbeetle figures next to the board.

☾ Gameplay

Gameplay follows the same rules as the base game with the following changes:

❧ Every time you defeat a monster, place it next to a moon machine of the same color instead of discarding it. Monsters defeated with ballistae, thunder javelin, phoenix ruby, or magical spirit effects are also placed next to the same-color moon machines. Each moon machine has a current magical charging power level. If there are enough monster tokens next to the machine, move the charge indicator clockwise to the next level and then return the used monster tokens back to their piles. When the moon machine charge indicator reaches the first or second level with moon power, the heroes may use it according to the rules described on this page.

It works! It works!

This power! This might!
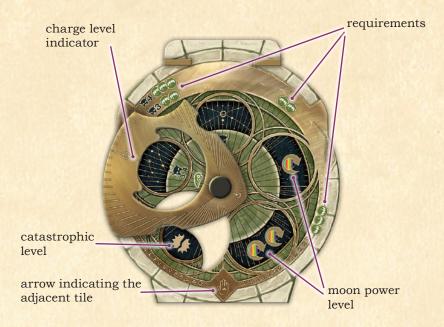
Example

There are 3 heroes playing the game, and there is one defeated monster token next to the blue moon machine. One of the heroes defeats another blue monster, thus the charge level indicator moves to the next level of magical charging, and these 2 collected monsters return to the defeated monster pile.
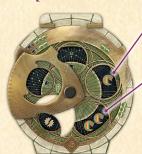
Gameplay with the "Oberon" game mode and "Moon machines" scenario

In these games, you may use defeated monster tokens in 2 ways. When you defeat a monster, you must decide whether to place the token next to the moon machine or to use it as a trophy for Oberon.

charge level indicator

requirements

catastrophic level

arrow indicating the adjacent tile
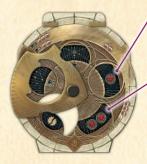
moon power level

Moon power on the moon machines

Once during a battle you may reroll 1 battle die (hero or monster).

Once during a battle you may reroll up to 2 battle dice (hero or monsters).
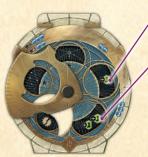
You may use these powers during each battle action. Both abilities also work after the dugbeetles appear.

At the end of each round, all heroes regain 1 toughness point. (If you would regain a toughness point through the moon track, apply both effects.)

At the end of each round, all heroes regain 2 toughness points. (If you would regain a toughness point through the moon track, apply both effects.)

Both abilities also work after the dugbeetles appear.

You may move 1 additional tile when performing a movement action.

You may move 2 additional tiles when performing a movement action.

You may use these powers during each movement action. Both abilities also work after the dugbeetles appear.

When you move the astrolabe marker to the last space of the moon track, the dugbeetles attack. Do the following:

- Reveal all face-down tiles (as described in the "Chronicles of Avel" rulebook, in the section "Black Moon rises" on page 17).

- Reveal the crater token and place the corresponding monsters (as described in the "Chronicles of Avel" rule book, in the section "Black Moon rises" on page 17).

- Place the 3 dugbeetle figures on the tile with the crater token.

- Set each dugbeetle's toughness dial to the value determined by the number of players.

Gameplay after the dugbeetles appear

After the dugbeetles appear, the moon machines cannot be charged anymore. From now on, all defeated monsters should be returned to the defeated pile (or used as trophies if you're playing with the "Oberon" game mode).

The monsters head toward the castle, and the dugbeetles attack the machines. Each player performs 2 actions on their turn. However, at the end of the round, the player with the Avel coat of arms now moves all of the monsters 1 tile closer to the castle, instead of moving the astrolabe marker on the moon track (according to the base game rules).

After moving the monsters, move the dugbeetles. Each dugbeetle moves 1 tile closer to the moon machine of its color (if there are 2 available paths, then players choose the dugbeetle's move). If the dugbeetle is on a tile adjacent to the moon machine of its color, it doesn't move.

A dugbeetle ignores other-color moon machines. When it moves onto its destination tile, adjacent to its same-color moon machine, the dugbeetle immediately lowers that moon machine's power level by 1. Each later turn, it stays there and reduces the machine's power level again. Mark this by moving the machine charge indicator counter-clockwise to the lower charge level. If the machine stops showing a certain power, the heroes lose access to that power.

Remember! *Lowering the power charge of the moon machine can make powers that you gained unavailable.*

Battling the dugbeetles

Battling dugbeetles follows the same rules as battling any other monster (there are still 3 clashes for 1 battle action). When battling a dugbeetle, you may use equipment effects that affect monsters of a certain color. Damage dealt to a dugbeetle is recorded on the toughness dial of its color. Each unblocked attack lowers the dial. A dugbeetle is defeated when its toughness points drop to 0. After defeating a dugbeetle, place its figure back in the box.

Remember! *If there is more than 1 monster or dugbeetle on 1 tile, you decide which one to battle.*

Traps and walls

Traps work only on dugbeetles. Their effects are the same as in the base game (against the Beast). If more than 1 dugbeetle enters a tile with a trap, you decide which one is affected by the trap.

The walls work just like in the base game.

End of game

Victory

The heroes win if the following conditions are met:

● All monsters are defeated before any of them reaches the castle tile.

● All dugbeetles are defeated before the charge level of any moon machine falls to the catastrophic level (the moon shard falls out of the machine and breaks it).

Read the "Victory!" part under the "Moon machines" story.

Congratulations!

You finished the campaign! You proved once again that you are true heroes!

Defeat

The heroes lose the game if any of the monsters enter the castle tile or the charge level of any moon machine falls to the catastrophic level (the moon shard falls out of the machine and breaks it).

Read the "Defeat!" part under the "Moon machines" story. If you're playing the campaign mode, you must replay the scenario!

Solo play

Solo play in all of the game modes, scenarios, and using the Moon Monster follows the same rules as the standard game.

Prepare the game as described in a given scenario or game mode. However, during your turn, you have 4 actions (during setup take 4 action tokens and place them next to your character board).

After finishing an action, flip an action token to the inactive side – this will help you keep track of your action count. At the end of the round, flip all of your action tokens back to the active side.

Development

— half tile of amphiozes' lair   — half tile of wizard's workshop

— moon shard tokens   — moon machine figures

"Jump the castle" scenario

| easy | easy | moderate | difficult |

"Jump the castle" scenario with "Adventurer's Toolkit" expansion

| easy | easy | moderate | difficult |

"Precious transport" scenario

| easy | easy | moderate | difficult |

"Precious transport" scenario with "Adventurer's Toolkit" expansion

easy

easy

moderate

difficult

"Moon machines" scenario

easy

easy

moderate

difficult

"Moon machines" scenario with "Adventurer's Toolkit" expansion

easy

easy

moderate

difficult