

AEON'S END

ENHANCED EXPEDITION MODE

These rules will allow you to set up and play an alternate Expedition mode, in which the players will defend **Gravehold** against a series of attacks while gaining experience and treasures, and managing their Barracks of mages, gems, relics, and spells.

This mode differs from the standard Expedition mode by using an alternate system for gaining experience and player cards, a single extended life dial for the city of **Gravehold**, and expanded integration of additional *Aeon's End* content.

EXPEDITION SETUP:

1. Shuffle the mage randomizers, then draw a number of mage randomizers equal to twice the number of players. *For example, draw four mage randomizers at the start of a two player campaign.* Add these cards to the Barracks.
2. Separate all the player card randomizers by type, shuffle them, then draw five spell randomizers, four gem randomizers, and three relic randomizers. Add these cards to the Barracks.
3. Set the **Gravehold Life Dial** to 90.
4. Separate the nemesis randomizers by number, then shuffle each deck and draw one from each. **Do not look at these cards until instructed!** These cards represent the four Battles which the players will engage in during their Expedition.
5. Choose your expedition difficulty level. See *Difficulty Levels on page 3 for more details.*

PLAYER SETUP FOR EACH GAME:

1. Reveal the next Nemesis Battle card.
2. Each player chooses one mage from the Barracks to control.
3. Each player may choose up to one treasure of each level from the Barracks to use in the upcoming Battle. If you choose a level 1 treasure, replace a Spark or Crystal, depending on the treasure type. If you choose a level 2 treasure, place an extra player number token on that card to indicate which player it belongs to.
4. The players collectively choose nine player cards from the Barracks to form the supply.
4. The players choose if they will use Xaxos: Outcast instead of Gravehold. See *Xaxos: Outcast Mode on page 3 for more details.*
5. Start each Battle with X fire tokens on your location, where X equals 10 minus the tens digit of the Gravehold life dial. *For example, if the Gravehold Life Dial is at 67, the players will begin the battle with four fire tokens on their location.*
6. **Optional:** If Gravehold has less than 30 life at the start of a Battle, the players may choose to put the Brama or Z'hana deck in play. (Once each per Expedition.)

NEMESIS SETUP FOR EACH GAME:

1. When constructing the nemesis deck, replace basic nemesis cards in each tier with a number of upgraded basic nemesis cards equal to X , where X is the number of players times the Battle number. *For example, at the start of Battle 2 in a three player expedition, the players will add a total of six upgraded basic nemesis cards.*
2. The players may choose how to distribute the cards to be upgraded however they choose, but must add at least one upgraded card into each tier, if possible, for every three basic cards in that tier, starting with the highest tier. *For example, in a two-player Battle 2, the players must add one tier 1, one tier 2, and two tier 3 upgraded basic cards.*

BATTLE RULES:

1. The players **do not** lose if all the players are exhausted (have 0 life). Continue playing until either the players are victorious, Gravehold has 0 life, or there are 10 fire tokens on your location.
2. Each time Gravehold takes 1 or more damage as a result of an exhausted player taking damage, add 1 fire token to your location.
3. Each time a minion **from the nemesis deck** is defeated, the players gain Experience equal to that minion's tier.
4. At any point during a player's Main Phase, they may spend 2 Experience to do one of the following (limit once per turn):
 - Gravehold gains 2 life
 - Gain one Aether Token ⚡.
 - Remove one fire token from your location.

BATTLE AFTERMATH:

1. Gain four Experience per player if the nemesis was reduced to 0 life. Gain two Experience per player otherwise.
2. Banish each basic and upgraded basic nemesis card used during this battle.
3. Sever each exhausted mage (remove them from the Barracks and banish their randomizer). Banish each treasure which was used by an exhausted mage.
4. Shuffle the nine randomizers for the player cards used to form the supply, and banish one random card for every three fire tokens on your location (rounding up).
5. Draw and reveal a number of mage randomizers equal to the number of players.
6. Draw and reveal five player card randomizers (the players may choose which type or types to draw).
7. Draw and reveal three level 1 treasures, two level 2 treasures, and two level 3 treasures.
8. The players may choose one mage randomizer **or** one player card randomizer to add to the Barracks.
9. The players may spend Experience to add 0-5 additional mage randomizers or player cards to the Barracks. Spend one Experience for the first additional mage or player card, two Experience for the second additional mage or player card, etc.
10. The players may spend Experience to add treasure cards to the Barracks.
 - Level 1 treasure = 2 Experience
 - Level 2 treasure = 4 Experience
 - Level 3 treasure = 6 Experience
11. The players may spend 0-5 Experience to restore 0-10 life to Gravehold. For each Experience spent, Gravehold gains 2 life.

EXPEDITION END:

1. If Gravehold has 0 life, the expedition is over and the players lose. Your score is 0.
2. If you win Nemesis Battle 4, the expedition is over. To calculate your total score, start with the total on the **Gravehold Life Dial** then add 15 if playing on Hard, or subtract 10 if playing on Easy difficulty. Add the Levels of all treasures in the player's Barracks and add the total to your score. Finally, subtract 5 for each severed mage, and subtract 1 for each fire token. This is your final score.

ADDITIONAL RULES - BOOST/OVERCHARGE:

The players may use Boost and Overcharge cards from *Legacy of Gravehold* with the following changes:

- Place the randomizer for each card with boost or overcharge next to the supply.
- Each time a card would be boosted, add 1 charge token to the corresponding randomizer. Each time a card would be overcharged, add 1 power token to the corresponding randomizer.
- The number of tokens on a randomizer cannot exceed the number of boost/overcharge spaces on the card.
- Each time the players buy a card with boost or overcharge, remove 1 charge/power token from the corresponding randomizer.
- When the first tier 2 and first tier 3 cards are drawn or discarded from the nemesis deck, remove 1 charge token from each boost randomizer, if possible, and add 1 power token to each overcharge randomizer.
- Each card with boost or overcharge is considered to have as many boost/overcharge marks as there are tokens on the corresponding randomizer.

ADDITIONAL RULES - XAXOS: OUTCAST MODE:

Before each battle, the players may choose to use the Xaxos: Outcast mode. At the start of the battle, reduce Gravehold's Life Dial by up to 30. Set Xaxos: Outcast's Life Dial to the amount Gravehold's life was reduced.

Play the battle in the normal manner, using Xaxos: Outcast's Life Dial and standard rules. If Xaxos: Outcast's Life Dial is reduced to 0, the players lose and the Expedition is ended.

After the end of the battle, Xaxos: Outcast's Life Dial is set to 0 and the leftover life on Xaxos: Outcast's Life Dial is restored to Gravehold.

DIFFICULTY LEVELS:

When the players begin their expedition, they can choose one of three difficulty levels.

The players may adapt these difficulty levels as they see fit, adjusting Gravehold's starting life and the number of Upgraded Nemesis Basic cards according to their desired difficulty level.

- **Easy:** Gravehold starts at 99 life, and subtract one Upgraded Nemesis Basic card per player from the total added for each battle.
- **Normal:** No changes from standard rules.
- **Hard:** Gravehold starts at 80 life, and add one Upgraded Nemesis Basic card per player to the total added for each battle. Add 1 XP to the cost of each treasure card.

QUICK REFERENCE

SETUP:

- Each mage may use 1 treasure of each level during each Battle.
- Select any 9 player cards from barracks to form the supply.
- Start each Battle with X fire tokens on your location, where X equals 10 minus the tens digit of the Gravehold life dial.
- Use X upgraded basic nemesis cards, where X equals the Battle number times the number of players. Distribute the cards so that there is at least one upgraded card for every 3 cards in a tier, starting with the highest tier.

Basic Nemesis Cards	1 Player	2 Players	3 Players	4 Players
Tier 1	1	3	5	8
Tier 2	3	5	6	7
Tier 3	7	7	7	7

EXPERIENCE COSTS:

DURING BATTLE:

Experience	Effect
2	Gravehold gains 2 life
2	Remove 1 fire token from your location (not below starting level)
2	Active player gains 1 Aether token (Ⓜ)

DURING AFTERMATH:

Treasure Cost	Experience
Level 1	2
Level 2	4
Level 3	6

Gravehold Life	Experience
Gain 2 life	1

Player Card/Mage	Experience
First	Free
Second	1
Third	2
Forth	3
Fifth	4
Sixth	5