

AEONS' END

Graveholds Last Stand

All of the Nameless came at once....

There was nothing we could do....

Nearly every Mage is dead and all of our resources are gone....

There are now only two of our order remaining...

However

Unbeknown to us until now, the Mages who came before
have been planning for this exact event for many years....

Within the farthest reaches of Gravehold, in secret locations, that we were all taught were too dangerous to venture, the elders have been preparing a final series of breaches, along with a varied store of gems, relics and spells that we can use to mount our final wave of defence....

We must be sure to use these locations and resources wisely,
because this is certain to be our last stand!!!

CAMPAIGN

Graveholds Last Stand is an unofficial campaign mode for 2 Mages.

It can be easily set up using whatever Aeons End contents you have available to you.

SET UP

1. Randomly chose 2 Mages from your collection, these are the only 2 left alive.
2. There are only a limited number of locations left from which to defend Gravehold before it is gone for good.
3. Place your collection of Nemesis cards in order of difficulty, using the number on the back of their card, lowest being the easiest, highest the hardest. They will send their lesser beasts to destroy you first, so you will need to defeat each one in ascending order of difficulty in order to save these last remaining locations.
4. Each location has its own store of items. To set these up you should draw a random market for each location and record it on your location sheet (fig 1).

fig 1

AEONS END : GRAVEHOLDS LAST STAND : LOCATION TRACKER

LOCATION NUMBER	1	GEAR TAKEN TO LOCATION NUMBER	6	LOCATION LOST!!		
Gems		Jade	Searing Ruby	Clouded Sapphire		
Relics		Unstable Prism	Focusing Orb	Dark Fire	Planar Insight	
Spells		Spectral Echo	Ignite			
LOCATION NUMBER	2	GEAR TAKEN TO LOCATION NUMBER		LOCATION LOST!!		
Gems		Searing Ruby	Burning Opal	Willow Amber		
Relics		Flaming Dagger	Blazing Staff	Ignite	Dark Fire	
Spells		Phoenix P				

5. The Nameless know that you are the last thing standing in their way, so they will always come after you and destroy anything that you leave behind. With this in mind you should pick the location for your first battle wisely, based on the items stored there. Any time you lose against a Nemesis, the location you are in is lost for good, along with the items in it, meaning that you will have to move on to the next location.

However, if you win you have the choice to either stay in your current location and keep your current market, or you can move to a new location taking any of your current market cards with you. This will give you a larger selection of cards to choose from, but lose you a valuable location.

6. If all of the locations are lost, the last stand is over and Gravehold is defeated, forever lost to the Nameless.

However, if you manage to defeat every Nemesis before you run out of locations, your campaign is won, there is still hope and you will have the chance to live and fight another day...

7. The number of locations available to you is set by the number of Nemesis cards you will be using, along with the difficulty at which you wish to play.

SEE SETTING THE DIFFICULTY

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EASY: The number of locations you use should be double the number of Nemesis cards you will be using. Eg. If you have 10 Nemesis cards, you should have 20 locations.

NORMAL: The number of locations you use should be equal to the number of Nemesis cards you will be using. Eg. If you have 10 Nemesis cards, you should have 10 locations.

HARD: The number of locations you use should be half the number of Nemesis cards you will be using. Eg. If you have 10 Nemesis cards, you should have 5 locations.

If you are using an uneven number of Nemesis cards, you can either round up or down as you please.

CREDITS / USAGE / DISCLAIMER

This is a completely unofficial, fan created campaign written by Simon Mosley. With special thanks Victor Gonzales and the Rolling Solo board game community for helping me with the game when I first started playing.

All credit goes to Kevin Riley for creating such an awesome game, which has inspired me to create this campaign mode in the first place, so that I could fully utilise my small but ever growing collection of Aeons End Content.

Please be aware that I only currently own the 2nd Edition base game along with 4 of the small box expansions. I have no experience playing any of the other content, so if any of this campaign mode doesn't fit with that I apologise.