



# INTRODUCTION

EOS is in great danger. In this time of dire need, two new nations join the struggle for making the world a better place. The mercenaries of Gloyn are experts in tracking down Demon Lords. When they've increased some ranks, they can unleash their true potential. The mysterious Lavalooan come from an island shrouded in thick fog. They found a way to make the lesser Demons work for them, so they benefit from a large number of Demons on their ship.

Together, both nations offer new ways to play EOS and endless possibilities for new and advanced strategies.

This expansion requires the base game of EOS - Island of Angels. It is compatible with all of its content. The Deluxe Upgrade Expansion contains recessed nation boards and additional nation journey cards for both Gloyn and Lavalooan.

## GAME COMPONENTS

### Nation Components

#### COMPONENTS FOR GLOYN:



1 Ship card



1 Nation board



7 Nation cubes



5 Worker pawns



1 Ship pawn



4 Coin markers



22 Nation tokens



4 Nation journey cards



5 Nation upgrade cards

#### COMPONENTS FOR LAVALOOAN:



1 Ship card



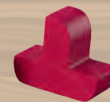
1 Nation board



7 Nation cubes



5 Worker pawns



1 Ship pawn



4 Coin markers



22 Nation tokens



4 Nation journey cards



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1 Lavalooan Protection track



# NATIONS



## Gloyn

**Gilham:** At max. morale, you gain +1 speed when sailing. This is a passive bonus and also applies when your movement comes from another source than Gilham.

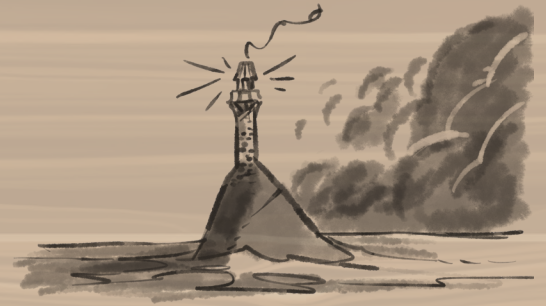
**Feneris:** When she reaches max. morale, remove the next worker from your ship from play. If there are currently no workers on your ship, remove one from your nation board. Having fewer workers allows you to gain more rewards when recharging more quickly.

Feneris' heroic action allows you to defeat a Demon Lord by spending coins instead of an Angel attack. To do so, your ship has to sit in an area with a Demon Lord. Then activate Feneris, pay the coins and immediately take a chronicle action as if you had used an Angel attack.

**Thâin:** At max. morale, increase your hand limit by +3.

**Damarella:** At max. morale, you may ignore 1 epic deed challenge icon per epic deed.

**Gendan:** At max. morale, you may ignore 1 Demon Lord curse. Choose which one you ignore at the start of each of your turns.



## Lavalooan

**Demon Rewards:** Lavalooan play with their unique protection track. Having Demons gives you rewards instead of dealing damage. After each of your hero or chronicle actions, you may choose 1 of your unlocked rewards. Each reward that your Demon count sits on or is lower is unlocked. Gain these rewards at the same time you gain rewards from hero upgrades.

Having more Demons gives you more options to choose from, not more rewards. You may also gain rewards for Demons you are protected from. However, you never gain Demon Rewards when you have power. You still lose glory for each Demon beyond your maximum capacity.

**Protector of the World:** Instead of gaining protection for yourself, you may gift it to another player who has the least glory instead. You gain 2 glory for each gifted protection. Cannot be used when you are the player with the least glory.

**Vorghan Zetvhen:** At the end of a hero or chronicle action, you may choose 1 additional reward from the protection track. This reward must be unlocked.

**Kraktoros:** You gain an additional secondary action which you may choose. This does not increase the total number of secondary actions you may take, it merely gives you more options.

After paying for all challenges, remove your ship from the board and place it in the area of the chosen Demon Lord, no matter the distance. You may also place your ship in the inner lake if you don't have your Scout's upgrade installed yet.

**Urhag De Mooie:** This does not count as gaining the reward from an event card, i. e. cannot be prevented by Meep Meep Grrr.

If you are the player with the least glory, you gain the reward from the event card once from this upgrade and once for having the least glory.

**Atalan:** Each other player may destroy up to 2 of their Demons. You gain 3 glory instead.



**Example:** Lavalooan has 9 Demons. After a hero or chronicle action, they may either increase 1 rank or boost 1 morale.



**Example:** Lavalooan has 9 Demons and 5 protection. After a hero or chronicle action, they may either boost 1 morale, gain 5 power, or play 1 journey card.