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EOS

Island of Angels



RULES



INTRODUCTION

EOS – Island of Angels is a competitive board game for 1 to 5 players, set in the mystical world of Amanun. Players take on the role of a seafaring nation, represented by their highly specialized crew of motley characters. They will risk the treacherous waters to seek out treasure, free the petrified Angel guardians, and battle against the Demonic forces of evil that have taken over the seas. Performing epic deeds will gain their nation glory, and the most glorious nation at the end of the game is the winner.

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THE WORLD OF EOS

A long time ago....

The Island of Eos had vanished in ancient times. Legends tell of golden creatures, Angels and enormous treasures - and of course monsters. What remained of the island was a blind spot in the middle of the world. Where the Ancients once cruised with mighty ships, connecting their lands with goods and people, the voyage by ship became an elaborate and death-defying undertaking. Brave adventurers still sailed the sea, but for a long time captains have preferred to take fighters instead of sailors.

Modern ship routes skirt the middle of the world to avoid the thick, black veils of fog that hang where Eos once lay. Ships sail routes extended by weeks to avoid the island. Again and again, ships and their crews disappear without a trace - especially those that came too close to the fog or wanted to revive the old routes. May the gods have mercy on their souls.

The Age of Awakening - the good south wind

For centuries, brave (or stupid?) sailors tried to penetrate the black fog around the Island of Eos to get the infinite treasures behind it - and nobody ever returned. Until Kareem succeeded. Seven years ago, he sailed the shadows with a hardy crew and his ship, the "Jasmina", emerged two weeks later on the other side - carrying with him an immeasurable treasure: Leanas - an Angel.

Describing his journey, Kareem claimed to have accidentally discovered a rock formation in front of him, shortly after which they ran into rock needles, so that they had to leave the "Jasmina" to repair her. They had to take shelter on the surrounding rocks and explored them. In the process, they came across the statue of a celestial being. Kareem finally claimed he had woken this Angel. The Angel, grateful for his rescue, repelled Demons, calmed the waters, and eventually led the ship and her crew out of the mist.

The Angel made an offer to the people of Amanun: he would rise to the sky and, as a good south wind, blow the fog off the island and open the ship lanes - and in return he demanded the release of his sisters and brothers, who endured there on the island of Eos, petrified, besieged and surrounded by Demons.

Kareem was blessed with immortality (or at least a very long life) just before Leanas soared into the sky and disappeared. Only moments later, a wind arose that to this day blows away the black mists of Eos, no matter how much smoke rises from the Demon maw. And so Kareem hires a new crew to accomplish Leanas' mission - and some more brave captains in their turn head for the island to find the Fountain of Youth, to be blessed, or just to become rich and famous. More and more nations like Mespanne are also discovering the opportunity for themselves, and Lavalooan finally see their chance to bring peace to their coasts.

The Seven Islands

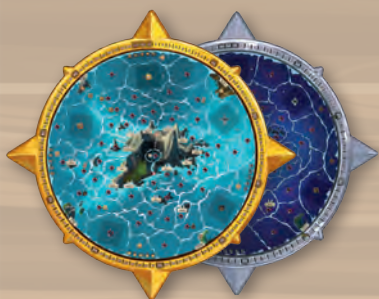
The world of Amanun consists of six large islands, as well as the northernmost outcrop of the continent of Enastos and the vast city of Kusan.

"The Seven", as the islands and the city are also called, are a haven of life, culture and politics. Amanun is governed by a council that meets in Kusan and consists of three representatives from each island and the city, that is, 21 delegates. The seat of the council is called Keless - after the mountain on which the magnificent hall was built over 1000 years ago - at that time, however, as the granary of the gods.

GAME COMPONENTS*

* For the Deluxe Version components see p. 20

Global Components



1 Game board
(double sided)



14 Angel hero cards



12 Demon Lord
curse cards



12 Demon Lord tiles



21 Epic deed tiles
(7xI, 6xII, 5xIII, 3xLake)



13 Epic deed
trophy cards



1 Demon
Lord pawn



6 Shield tokens



60 Journey cards



20 Event cards



48 Upgrade cards



10 Solo mode cards



1 Destiny die



6 Demon
power markers
(double sided)



17 Objective cards



27 Morale
cubes



6 Demon Lord
placement tokens
(numbered 1-6)



27 Rank
discs



5 Cheat sheets



12 Angel
pawns



1 Chronicle track
(2 pieces)



5 Protection tracks



24 Blessing tokens

Nation Components

Each of the five nations is assigned a unique color and symbol. Each of the five nations has the following tokens unique to them and marked with their color (for example, there are 7 cubes per nation, thus 35 cubes in total). The Kwanan nation also has two extra components specifically for them: 1 Kraken card, 1 Kraken pawn.

THE FIVE NATIONS ARE:

EXAMPLE COMPONENTS FOR NOOM:

Noom



4 Coin markers



7 Nation cubes



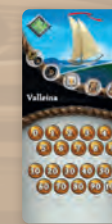
1 Ship pawn



5 Worker pawns



1 Nation board



1 Ship card

Mespanne



4 Nation journey
cards



5 Nation upgrade
cards



24 Nation tokens

**Additional
components
for Kwanan:**



1 Kraken card



1 Kraken pawn

The Guild



Kwanan



If this is your first ever game of EOS - Island of Angels, carefully punch out all materials from the punchboards, unwrap all cards and build the Angel and Demon Lord standees first.

SETUP



Global Setup

1. Unfold and place the **game board** in the center of the table with the day side face up (the side with the yellow border). Then place the **chronicle track** next to the board as shown.
2. Shuffle all the general **upgrade cards** (not including the nation specific ones) and place them as a face-down deck near the board. Then draw the top three cards of this stack and place them in a row next to the deck. This is the journey card market.
3. Shuffle all the general **journey cards** (not including the nation specific ones) and place them as a face-down deck near the board.
4. Shuffle all the **event cards** and place them as a face-down deck near the board.
5. Place the **destiny die** and all **shield tokens** next to the board.
6. At each of the four corners of the board, place a number of **blessing tokens** equal to the number of players (in a solo game, place two per corner). Put any unused tokens off the board to form a supply.
7. There are 6 **epic deed areas**. One is the **inner lake** (number 6), one will be occupied by a mighty **Demon Lord** and the other 4 will be **epic deeds**.
 - 7.1) Place one of the inner lake tiles on epic deed area 6, chosen at random.
 - 7.2) Shuffle the **Demon Lord tiles** and put them face down at the side. Build a face-up stack of all **Demon Lord placement tokens** with number 6 at the bottom and numbers 1-5 in random order on top of that. The top most number is the number of the epic deed area with the Demon Lord. Place a random Demon Lord tile face up in the epic deed area with the same number. Find the **Demon Lord curse card** matching the Demon Lord tile and place it next to the board. This curse is in play right from the start of the game. The rest of the curses goes to the side of the board next to the tiles.
 - 7.3) Place one randomly chosen epic deed tile in each of the four remaining epic deed areas. Epic Deeds come in three levels of complexity - I, II, III. For an easy game, use only I-tiles, for a more complex game use II- and/or III-tiles or just mix them all together as you like. Put the corresponding trophy cards next to the board (if any). Put the unused ones back into the box.
8. Discard the top Demon Lord placement token. Put the Demon Lord pawn on the now shown epic deed area. The next Demon Lord will spawn there.
9. Draw 5/7/9/11 **Angel hero cards** for 2/3/4/5 players respectively. Put the rest back into the box. For each drawn Angel hero card, place an **Angel pawn** on their matching Angel location on the board. Place the drawn Angel hero cards next to the board.
10. Find the **objective card** that says to always use it. Then shuffle the remaining objective cards and draw three. Place these four cards face up near the chronicle track as shown. Put the unused ones back into the box.

Playing EOS solo or looking for more challenges and variation? See p. 19 for modules.

Player Setup

Randomly choose a starting player, turns will be performed in clockwise order around the table. Each player should then do the following:

11. Take one **nation board** either randomly distributed or chosen in reverse player order. Then, take **all the materials of your chosen nation/color**: 1 ship card, 4 nation journey cards, 5 nation upgrade cards, 4 coin markers, 7 nation cubes, 5 worker pawns, 1 ship pawn, and 24 nation tokens. The Kwanan player also takes the Kraken card and pawn.
12. Take 5 **morale cubes** and place one at the bottom of the morale track for each of your heroes.
13. Take 5 **rank discs** and place one in the first (leftmost) rank of each of your heroes.
14. Place your **ship card** to the left of your nation board. Place one **worker** on each worker slot on your ship and your **ship pawn** near your ship card. The Guild player will have an extra worker that should be returned to the box. Finally, place a **coin marker** on the "0" slot of your coin track and the other three coin marker near your ship card.
15. Place a **nation cube** on the "0" slot of the glory track on the rim of the board.
16. Place one **nation cube** near the secondary actions section at the bottom of your board.
17. Place the remaining nation cubes and nation tokens next to your board. The cubes will be used to mark glory and objective cards and the tokens to mark various circumstances during the game like - purified areas.
18. Place a **protection track** on top of your nation board. Place it so that it is flush left with the jags on the bottom side. Place a **Demon power marker** on your nation board with the power side up, so that the "0" is visible in the little window.
19. Place one **cheat sheet** near your player area.
20. Shuffle all your **nation journey cards** and draw 3 at random, then return the rest to the box. Add all your **nation's upgrade cards** to your hand.
21. Finally, each player gains the specific setup bonuses granted from their ship and nation (if any).

Noom: Gaining an Angel this way does not count as awakening an Angel. You may not choose their patron side (see p. 16). There are two exceptions: **Eo:** Gain both Angel attacks; **Ashamnon:** Choose one reward.

Mespanne: This protection cannot be lost in any way or spent e.g. to pay for a challenge.

Kwanan: The Kwanan always play with the Kraken as their second ship. The Kraken can be activated either with the Kraken action symbol or be moved when moving the ship. Place it on the board when you place your ship, but they don't have to sit in the same ocean area.

Example: The HQS Ophelia gives the blue player a rank increase. They choose the Treasurer to increase in rank. The Mespanne nation starts with 3 protection, which has them shift their protection track 3 spaces to the right.

After all players have completed their setup, the starting player takes their first turn (see p. 7).



For your very first game, please make the following adjustments:
This reduces the complexity and helps players to concentrate on the core mechanics.

Global Setup

- 7.2** Don't shuffle the Demon Lord tiles. Instead, sort them in this order from top to bottom:
1. Demor (he'll be placed during setup), 2. Meârôn, 3. Amban,
4. Remoran, 5. Hanor, 6. Betaun.
7.3 Use level I epic deeds exclusively.
10 Skip this step, don't use objective cards.



2 players	→	5 Angels
3 players	→	7 Angels
4 players	→	9 Angels
5 players	→	11 Angels



17
20
19



OVERVIEW

Idea of the game

You are the captains of a crew of heroes setting out to awaken the Angels that were trapped and petrified on the Island of Eos, defeat hideous Demon Lords to free the world of their curses, and perform epic deeds. You'll use your workers to activate your crews' unique heroes and build your engine to become stronger and focus on your chosen strategy.

Hierarchy of competing rules

When there are rules that contradict each other, a rule that more specifically addresses the matter beats a more general rule (e.g. If a rule says that Angel X can do something that Angels in general cannot do, the hierarchy enables the specific Angel to take the action.).

Players

The expression "all players/any player" always includes the active player who is taking their turn at the moment.

Ties

Sometimes the player with the least glory gains a reward, for instance when playing event cards. If there is more than 1 player with the least glory, all players with the least glory choose a reward.

Rewards

You may always decide to not gain rewards you are entitled to (e.g. coins, morale boosts). However, you must always accept any negative effects such as receiving Demons, challenges or costs.

Public vs. hidden information

The only information players may hide from other players are the faces of their cards in hand. All other informa-

Pacing of the game

Each player plays at their own speed. They either use workers to activate their heroes or use the recharge action to make all workers available again. While each player has to start the game by activating their scout to place their ship, they are free to choose from any available hero and actions in the following turns.

Each action that a player may take, be it from activating a hero or from a card is represented by an action symbol. Each action works the same way, no matter where the symbol comes from.

Each nation has their own theme and unique combination of mechanics and abilities to give them an edge.

General Rules

tion (e.g. type of cards in hand) is public information.

Quantities

If there is no number shown on an action symbol, it means that you may use it once.



Draw 1 journey card



Draw 2 journey cards

Choices

A dark slash between 2 or more action symbols indicates that the player has to choose between them.



While taking a recharge action, you may choose to either gain 1 upgrade **OR** increase 1 rank.

Activate occupied heroes

Some effects allow players to activate occupied heroes a 2nd time. Note that each activated hero can only be activated at most twice, no matter how many "activate an already activated hero" effects a player has.

Angel heroes can never be activated a second time.

Ignore challenges

Some effects allow you to ignore challenges on epic deeds or Demon Lords. This effect only refers to challenge icons. Challenges in written form **cannot** be ignored.

Number of workers

Effects that change the max. number of workers are persistent. **Example:** If you discard a worker due to the Demon Traitor upgrade, use one less worker even if you swap your ship during the game.

Paying costs to oneself

Whenever you have to pay costs that directly go to the player with the least glory (like Jacob van Luwenburgh's upgrade) and you are the player with the least glory, pay the costs to the player with the second fewest glory instead.



End of Game

The end of the game is player driven. During the course of the game, players fill the chronicle of Eos with their extraordinary doings. Each entry marks a step towards making the world a better place and driving back the evil Demon Lords.

The game end is triggered when the last space of the chronicle track is filled (see p. 9). Each player - except the active player that ended the game - gets one more turn. Players score their bonus glory and add it to the glory scored during the game.

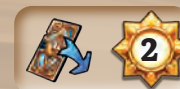
The player with the most glory is the winner.

In case of a tie, the tied player with the most coins is the winner. If there is still a tie, the victory is shared.

Bonus glory for the end game evaluation



Lose 1 glory for each unprotected Demon on your board.



Gain 2 glory for each **played** journey card. **Discarded** journey cards are not worth any glory.



Gain 1 glory for each morale boost.



Gain 3 glory for each upgrade built.



Gain 1 glory for each rank increase.

TURN OVERVIEW

Start of turn: This first step of your turn is when you will deal with any effects that trigger at the start of your turn. Then you choose either to take a worker action or a recharge action.

choose one

Worker Action

You may choose this option only if you have at least 1 available worker on your ship card. If all your workers are on your ship, you **must** choose this action.

Take the rightmost worker from on your ship and place it on your action.



Heroic actions involve placing your worker on one of your unoccupied heroes. Choose the rank at which you wish to use that hero, then perform their action. See p. 8 for more details.

After the hero's action, any upgrades under that hero may be used in any order. See p. 13 for more details.

After moving your worker, the heroic action is optional. You may still use that hero's upgrades even if you did not use their heroic action.

Chronicle actions can be taken even if that space is already occupied by a worker. Chronicle actions require certain conditions to be met beforehand. See p. 9 for more details.



Secondary actions can be taken after placing a worker on your nation board. Move your nation cube to any option at the bottom of your nation board. You cannot choose the same option twice in a row.

NOTE: At later parts of the game you may gain more options for your workers, including additional heroes and Angels. These extra crew cards are placed to the side of your nation board. If you choose one of them as your action, you **cannot** perform a secondary action. See p. 8 for more details.

Recharge Action

You may choose this option only if you have used at least one worker since your last recharge action. If all your workers are off your ship, you **must** choose this action.

1 Gain all the visible rewards on your ship from the spaces your workers vacated. Gain them in any order of your choosing.



Example: Kusan may boost 1 morale, gain 20 coins and play 1 journey card.



2 Return all workers to their spaces, covering them. Starting on the leftmost free slot.



Example: Kusan takes back their 3 workers from Scout, chronicle action and Warrior.

Remove your secondary action cube from the board. The next time you take a secondary action, you may choose any option, including repeating your previous one.

3 Gain all the rewards and take the bonus actions from any ship upgrades you have gained. Gain them in any order of your choosing.



Example: Kusan gains 10 coins and may move their ship by 1 ocean area (no speed bonus).



End of turn: Check your journey card hand limit (default: 3) and discard extra cards. Your nation's journey cards do not count towards this limit. The next player clockwise then takes their turn.

FIRST TURN

On your first turn of the game, you must take a worker action and you must choose your scout. Place your ship pawn in the ocean area of any island surrounding the perimeter of the map. Then take the reward shown in that area. This counts as 1 speed. If your scout provides more than 1 speed at the start of the game, you may complete the rest of that action. You may take a secondary action during this first turn as well.

HEROES AND HEROIC ACTIONS

Quatermistress ← Profession

← Morale track

Cassandra ← Name

← Rank

← Cost per rank

← Actions

← Upgrade card (optional)

Profession

The hero's profession identifies their general use. Each nation has the same professions.

Scout: Moves your ship (see p. 14).

First Officer: Varies by nation.

Quartermaster: Handles journey cards (see p. 12).

Treasurer: Gains coins (see p. 12).

Warrior: Gains power to destroy Demons (see p. 15).

Morale Track

Whenever you gain morale, move the morale cube up for any one of your heroes, then gain the reward you now cover. Most rewards are a one-time effect. Permanent rewards like an increased hand limit are marked with a thicker outline.



Once:
Move the ship.



Permanent:
+1 hand limit.

Activate a Hero

When you place a worker onto a hero, **choose what rank you wish to employ**. You may choose from any unlocked rank. The rank with your rank disc and all ranks left of it are unlocked. You may not choose locked ranks or those you cannot pay for.

Once you've chosen a **rank**, pay the **coins** listed below. Then, you may take all **actions** below that rank and to the left of it. Note that the cost printed below a rank is the final cost for that specific rank, while you add up all actions from left to right, including the current rank.

As a hero's rank increases, the power of their actions can also increase. However, higher powered actions come with a higher price. All heroes start at rank one.

NOTE: The Treasurer's actions don't have a cost. You simply gain more coins for higher ranks.

NOTE: If you cannot or don't want to pay the cost of a hero, you may place your worker on it and skip both cost and all actions. You may still use their upgrades.

Rank 1	Rank 2	Rank 3	Rank 4
0	-10	-20	-25

Example: Cassandra is at rank 3. The Guild may choose to activate her at rank 1, 2 or 3. Rank 1 costs 0 coins and lets them draw 3 journey cards and play 1. At rank 2, the cost is 10 coins, and she may draw 1 additional card, for a total of 4. If activated at rank 3, the cost is 20 coins. The Guild may then draw 5 journey cards and play 1.

Extra Crew

Various game effects allow additional heroes and Angels to join you on your journey. These cards can provide you additional action options for your worker pawns. Some of these actions can only be performed once a game, mark those with a nation token after they have been used.

When you use these actions on your turn instead of the crew on your nation board, you **cannot** use a secondary action afterwards.

Action
Once per game.

← Place your nation marker after the action has been taken.

Example: This action granted by the Angel Omeston can only be performed once per game. After that, mark it with a nation token on the round slot next to the action symbol as a reminder.

Place your nation marker after the action has been taken.

Action

Example: The hero Mara Mon Millan can be activated like any hero of your crew. Her action cannot be improved by ranks, and you don't have to pay any coins to activate her.

CHRONICLE ACTIONS AND EVENTS

Chronicle Actions

A chronicle action can only be taken as a worker action on your turn and only if you have met specific requirements. Unlike with your heroes, multiple worker pawns can be in your chronicle action space. Choose one of the following actions:

Awaken an Angel

Requires: You must have a **blessing token** and your ship pawn must be in an ocean area that has an Angel pawn on its shore.

Discard the blessing token, then choose whether to have the Angel as a hero or as a patron. Angels taken as heroes can provide permanent effects, actions, glory, and an Angel attack. Angels taken as patrons give larger glory bonuses and protection from Demon Lord curses.

See p. 16 for more information about Angels and awakening them.

Defeat a Demon Lord

Requires: You must have an **available Angel attack** and your ship pawn must be in an ocean area containing a Demon Lord.

Discard your available Angel pawn (you keep its card and effects). Remove the Demon Lord tile and its curse card from the game. Gain the rewards from the Demon Lord tile.

See p. 17 for more information about Demon Lords.

Accomplish an Epic Deed

Requires: Varies

Most lower level deeds require you solve some challenges when entering their area, then perform the chronicle action to complete them. However, some higher level deeds need you to complete more complex tasks. See their trophy cards for more details. Either way, gain the rewards printed on the tile, take the trophy card (if any), then discard the epic deed tile.

See p. 18 for more information about epic deeds.

Finally, if you successfully completed a chronicle action, place a nation token on the next free slot of the chronicle track. This will trigger additional effects, see below. You may also complete a secondary action after completing a chronicle action.

Chronicle Track

The chronicle track is the time keeper of EOS - Island of Angels. Whenever a player completes a chronicle action, they place one of their nation tokens on the next available space of the track. The first player to complete a chronicle action will add their token to the empty space that marks the game's player count. Further tokens are placed to the right of it. When the chronicle track is full, the game ends. See p. 6 for the exact procedure at the end of the game.

When a nation token is placed, additional effects occur:



The active player draws an event card (see below).



The active player gains the listed glory.



Spawn a Demon Lord. See p. 17.

Indicator of where to place the first nation token depending on the player count. Subsequent tokens will be placed to the right of it.



Example: In a four player game, The Guild was the first to complete a chronicle action, so they placed their token as shown. Noom was next to place a token. Both played an event card afterwards. The next player to complete a chronicle action will draw an event and spawn a Demon Lord in addition.

Event Cards



When an event occurs, draw the top card of the event deck and resolve its effects from top to bottom. Then discard the card.

- 1** This reward is a bonus for the active player, in this case 1 morale boost.
- 2** The player(s) with least glory may choose: either 2 power, 10 coins, draw 1 journey card or boost 1 morale. If there is a tie, **each** player with the least glory may choose a reward. If the active player has the least glory, they skip this reward.
- 3** If the card has a global effect, it is executed at the end.



ACTION SYMBOLS

Understanding and reading the action symbols is a key part of playing a game of EOS - Island of Angels. Any time you encounter one of these symbols, take the corresponding action(s). Some sources, like heroes, may provide multiple actions per activation, while most morale boosts only provide 1 action. Costs for actions are always paid before performing the action. All actions (except costs) are optional. Choose freely in which order to take actions of a given step.

NOTE: A positive value X indicates that you gain a specific amount of a given resource, while a negative value X makes you lose the indicated amount of a given resource. If there is only an action symbol without any value, read as +1.



Gain / lose glory

On the glory track, move your nation cube X slots to the right / X slots to the left.



Gain / lose (spend) coins

On the coin track on your ship, add / subtract X coins.
Coin track, see p. 12.



Boost / decrease morale

Gain/lose X morale boosts divided as you choose between your heroes.
Morale track, see p. 8.



Increase / lose ranks

Gain / lose X ranks divided as you choose between your heroes.
Ranks, see p. 8.



Draw / discard journey cards

Draw X journey cards to your hand / discard X journey cards from your hand to their discard pile.



Play journey cards

Play X journey cards from your hand. Resolve each of them fully before playing more.



Permanently increase hand size limit

At the end of your turn, you must discard down to your hand limit, which starts at 3 cards.

Journey cards, see p. 12.



Move your ship 1 ocean area

Move your ship 1 ocean area. This distance cannot be enhanced by additional speed.



Move your ship with speed

Move your ship X ocean areas, **plus** any additional speed you are applying to the action.



Gain / lose speed

Adds / removes X distance each time you move your ship with speed. This alters a movement action but does not grant one itself.

Sailing, see p. 14.



Place a worker

You may place a worker from your ship next to here. This helps to increase the rewards of your next recharge action.



Roll the destiny die

Rolling the die is always optional. However, if you decide to roll the die, you must accept the consequences of the result. Possible results are:



Gain 1 glory.



Gain 10 coins.



Move your ship 1 ocean area.



Gain 1 Demon.



Increase 1 rank.



Gain / lose upgrades

When you take this action, for each X choose:

- Gain 1 nation upgrade from your hand.
- Gain 1 upgrade from the market.

Then, add the upgrade to the appropriate location in your player area. Refresh the upgrade market after taking any upgrade.

You may choose any combination of nation specific upgrades and upgrades from the open market.

This action does not count toward your 1 upgrade that you may buy each turn.

When losing upgrades, you may discard upgrade cards from which you've already used their *once per game* reward.

Upgrades, see p. 13.



Draw and play an event card

Draw the top event card and execute it from top to bottom.

Events, see p. 9.



Activate the Kraken

Allows you to move the Kraken up to 2 ocean areas **OR** purify the Kraken's ocean area.

**Gain / lose power**

Gain / lose X power by moving your Demon power marker on your nation board. Building up power automatically destroys Demons.

**Gain Demons**

Gain X Demons by moving your Demon power marker on your nation board. Gaining Demons automatically reduces your power.

**Destroy Demons**

Destroy X Demons by moving your Demon power marker on your nation board.

Power and Demons, see p. 15.

**Gain / lose protection**

Move the whole protection track X slots to the right / to the left.

Protection, see p 16.

**Gain shields**

Add X shield tokens to your player area. When you would gain Demons, reduce the number you gain by the number of shield tokens you have. Reduce the number from each individual source, not the total.

**Purify an area**

Use a nation token to cover up the printed Demon total in the area where your ship pawn is located. Gain glory equal to the Demon amount.

**Purify an adjacent area**

Purify the area with your ship or an adjacent area. Gain glory equal to the Demon amount.

**Gain / discard a blessing token**

You may only have 1 token at any time. If you gain a token from an ocean area reward, take it from the closest spike from the board. Otherwise, take it from the supply. Discard tokens to the supply.

**Gain / discard Angel attack**

Place an Angel pawn on your Angel heroes when adding them to your crew. Discard Angel pawns when using them to defeat Demon Lords.

Angels, see p. 16.

**Spawn a Demon Lord**

Take the top Demon Lord tile from the stack and add it to the ocean area with the Demon Lord placement pawn. Look for the corresponding curse card and bring it into play.

Demon Lords, see p. 17.

**Perform a chronicle action**

If the respective conditions are met, you may take a chronicle action.

Chronicle action, see p. 9.



COIN AND GLORY TRACKING

Coins

Coins are tracked on your ship using the coin markers, one for the ones, tens, and hundred values. In the rare event that you have over 199 coins, put two coin markers in the 100 space. Coins can never fall below 0.



Example: Mespanne has 127 coins.

Glory

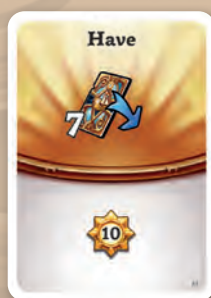
Glory is tracked using nation cubes. When you gain more than 100 glory, leave your nation cube on the 100 and then place another cube along the track to record the extra. If you would gain more than 200, move the cube you left on the 100 to the 200 space. Glory can never fall below 0.



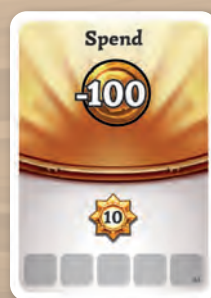
Example: Noom has 98 glory. The Guild has 103 glory.

OBJECTIVE CARDS

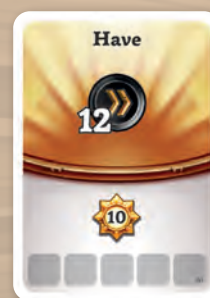
Objectives offer additional ways to gain glory. “Have” objectives require you to have met a certain requirement, while “spend” and “discard” require you spend a certain amount of resources during your turn. Fulfilling an objective does not require an action nor worker. All objectives are scored immediately in player order. Each objective can be scored a maximum of once per player. Cards with squares at the bottom can be done by multiple players, each player that scores the card puts a nation cube on it to mark that they completed it.



Example: The first player to have played 7 journey cards gains 10 glory immediately. Only one player can complete this card, flip it over as a reminder that it has been completed.



Example: During your turn, spend 100 coins to gain 10 glory. Any player that does this adds a nation cube to the bottom of the card. Each player can only do this once per game.



Example: Each player to have increased a total of 12 ranks during the game gains 10 glory immediately. Each player can only do this once per game. Any player that has this adds a nation cube to the bottom of the card.

NOTE: Noom's starting Angel doesn't count towards objectives.

Objectives are independent from each other.

Example: If you fulfill the objective that requires 9 rank increases, you only need 3 more for the 12 rank increases objective.

JOURNEY CARDS



Journey cards represent lucky opportunities you encounter on your travels. They provide a wide variety of rewards. You may only draw journey cards from the deck and you may only play them from your hand. When you play a journey card, if it has a cost (be it coins or gaining Demons), you only gain the reward if you pay the cost.



Played journey cards always remain in your player area, as they are worth glory at the end of the game. Some journey cards offer rewards immediately when played, others remain in play to be triggered at a later time. Whenever a journey card is fully resolved, add it to the personal face-down pile in your play area.

When you're allowed to play a journey card, you may choose to simply put it face down in your player area to gain 2 glory for it at the end of the game. In this case, don't pay any costs and gain no Demons nor rewards.

If you have to discard journey cards due to the hand limit or to pay for challenges, they go to the journey card discard pile near the journey card deck. If the journey card deck ever runs out, shuffle the discard pile and form a new journey deck.

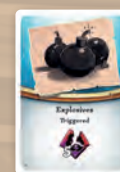
Reminder: Your nation's unique journey cards don't count towards your hand limit.

NOTE: Only played journey cards are worth 2 glory at the end of the game. Discarded cards are worth nothing. Journey cards with a trigger effect that have been played but not triggered are still worth 2 glory.



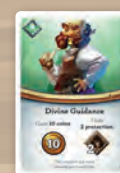
Regular journey card

When you play this card, you gain 3 Demons and may take a move 2 action that can be enhanced with speed. Add it to your face-down pile after you've resolved it.



Triggered journey card

This card has a triggered effect. After you have played it, it stays in your player area until you choose to use it. Add it to your face-down pile after you've resolved it.



Nation journey card

Each nation journey card is unique. In all ways it counts as a journey card except it doesn't add to your hand limit at the end of your turn. Nation journey cards additionally have the action symbols written out to make them easier to understand for new players.

UPGRADES

Upgrades come in the form of cards and allow you to improve the way your heroes and ship function in unique ways. Your heroes can have up to three upgrades each - not counting their nation specific one. Your ship can have any number of upgrades.

Upgrades stay with you until the end of the game, but you may remove them at any time to make room for new ones.

If you are ever required to discard an upgrade, it must be one of the ones you have in play, not one you have still in your hand.

Having more upgrades in play will not only benefit your actions: each upgrade you have in play is worth 3 glory at the end of the game.

Gaining Upgrades



There are two ways to gain upgrades: buying them or using an upgrade action.



Name of card or name of assigned hero

Cost to equip: X coins or one upgrade action

The card(s) it can/must equip

When the reward can be gained

Reward granted

a) Buy upgrade: Once per turn you may buy a single upgrade card, either from the upgrade market or from your nation upgrade cards from your hand. Pay the appropriate amount of coins as shown on the card.



b) Upgrade action: Gain an upgrade from the market or one of the nation specific upgrades in your hand without paying a cost.

Immediately add upgrades to your player area in the appropriate location. Then add a newly drawn card to the market if you've gained the upgrade from the market.

Once per turn you may spend 10 coins to discard all face-up upgrade cards in the market and replace them with 3 new ones.

NOTE: Each hero can have a maximum of 3 market upgrade cards. In addition, they may have the nation specific upgrade that has their name on it. Your ship can hold an infinite amount of upgrades. You may discard upgrades at any time. Discarded upgrades are not worth any glory at the end of the game and form their own discard pile which can be shuffled into the market if you run out of upgrade cards.

Using Upgrades

A) Nation Specific Upgrades

Each player starts the game with all of their nation specific upgrades in hand. These upgrades are tied to a hero. They are meant to be used in addition to the hero's activation, no matter at which rank. They are resolved after the hero's action has been played.

B) Ship Upgrades



Example: Falkuun's Upgrade can only be attached to Falkuun. It allows him to additionally roll 1 destiny die each time he has been activated.

These upgrades can only be found on the market. Some ship upgrades give their bonus "once per game". When this upgrade is added to your player area, immediately gain the bonus, and then place the card face down under your ship. "Permanent" upgrades are tucked below your ship and may be used when their text allows.

C) Hero Upgrades



Example: Kusan gained the 5 glory from "A Titan's Bone" once. Each time they play the recharge action, they may gain 10 coins from "The Demon Heart".



These upgrades are tucked under any hero of your choice. They improve this hero's action. They are meant to be used in addition to the hero's activation, no matter at which rank.



Example: Kusan have gained the upgrade "New Contract" and attached it to Akeem. From now on, they may activate him with a worker, even if he is already occupied with another worker. This can be done until there are 2 workers on him.

SAILING

What would a seafaring nation be if it didn't fare the sea? Moving your ship around the board will lead you to rewards and glory, but it is also dangerous. Moving your ship is triggered by any action that grants you a boat icon. You may decide freely where you want to move, however there are some restrictions.

You cannot move into the ocean area where your ship pawn started.

You cannot enter an ocean area that you already entered with this movement.

You cannot enter areas with challenges when you cannot pay for all challenges.

The sea is divided into ocean areas separated by wave lines. To cross a wave line costs 1 speed. How much speed you have depends on the action symbol you used. No matter how much speed you have, you may always decide to sail fewer areas, or not move at all. Naturally, ships can only move on ocean areas.



Move the Ship

Grants exactly 1 speed. Cannot be modified.



Move the Ship with speed

Grants X speed, then add /subtract any speed modifiers you have.



Gain / lose speed

Speed itself does not grant movement, it only modifies it.

Move your ship pawn up to its speed. If the area you enter contains Demons or rewards, gain them immediately. If you have more than one speed, enter each ocean area separately, resolving as you go. Do not gain rewards or Demons from the area you start your movement in.



Example: Kusan has a sailing action with speed 2. They first enter area a, gaining 3 Demons. Then they enter area b, gaining 5 more Demons and 2 glory.

NOTE: Each ocean area may contain any number of different ships without them interfering with each other. There may also be ships from several players in Angel or epic deed areas, but the first player to take a chronicle action there gains the rewards.

Special Ocean Areas

Angel Locations

Ocean areas that have an Angel pawn on their shore are Angel locations. Simply entering an Angel area does not gain you the Angel. You need a blessing token and then a chronicle action.

Angel locations without an Angel at the shore are treated like regular ocean areas.



Example: Noom entered Ashamnon's area last turn. They may now take a chronicle action and discard a blessing token to awaken Ashamnon and add them to their crew.

Epic Deed Areas

Those numbered areas can either be empty, hold an epic deed or a Demon Lord. You cannot enter epic deed areas unless you can fulfill the challenges of the epic deed or Demon Lord that reside there. If the area is empty, gain the reward printed on the board as usual.



Example: Kwanan want to enter this area. They need to gain 15 Demons and have at least a total of speed 3. If they don't have a total speed of 3 or don't want to gain 15 Demons, they cannot enter this area.

Blessing Areas

When you enter a blessing area you gain a blessing token if you don't have one. Then gain one of the rewards on the border and mark it with a nation token. You can't gain a reward of that type from that area again. As long as there are still blessing tokens next to the blessing area, you can come back and gain more tokens.



Example: The Guild enters this area. They gain a blessing token and choose to gain 4 glory since 5 glory has already been claimed by Mespanne. The Guild places a nation token of theirs on 4 glory.

The Secret Passage

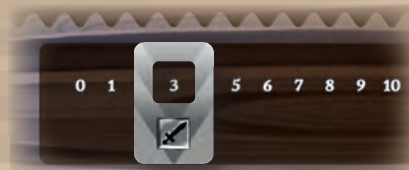
The secret passage is the dotted line that connects the inner lake at the center of the board to the surrounding ocean. You need to upgrade your scout to use the secret passage. Once you do, you may travel in and out of the inner lake from points A or B as if they shared a wave line.



Example: Mespanne wants to enter the inner lake. To get there, they have to sail along the dotted line from areas A or B. This requires an upgrade on the scout.

DEMONS AND POWER

The Demon Lords may be the biggest threat in the seas, but the minor Demons are no joke. Each player has a **protection track** above their nation board that represents your fight against these creatures. A single, double-sided **Demon power marker** will keep track of your Demons vs. your power. If you have power, use the marker's gray power side up and see the little window for how much power you have. If you have Demons, use the marker's Demon side up and see the little window for how many Demons you have. If you have neither, use any side up and place the marker so that the "0" is visible. This means that you can either have power, or Demons, or neither.



Example: You have 3 power.



Example: You have 6 Demons.

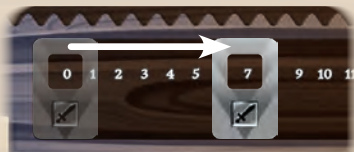
Gaining / Losing Power and Demons



If you would gain power and you have Demons, first move your Demon power marker to the left. When it is on "0" or if you don't have any Demons, flip it to its power side and move it to the right for the remaining amount of power.



Example: You have 3 Demons and gain 10 power. First move the marker 3 steps to the left.



Then flip the marker and move it to the right for the remaining 7 power.



If you would gain Demons and you have power, first move your Demon power marker to the left. When it is on "0" or if you don't have any power, flip it to its Demon side and move it to the right for the remaining amount of Demons.



Example: You have 4 power and gain 13 Demons. First move the marker 4 steps to the left.



Then flip the marker and move it to the right for the remaining 9 Demons.



When you destroy Demons or lose power due to an effect, you do not move your marker further than "0". In this case, you don't flip it.



Example: You want to spend 5 power, but only have 4. You may not move your marker, since you cannot fully pay.



Example: You have 5 Demons and may destroy 6. Destroy all 5 Demons you have, but don't flip the marker and gain no power.

The maximum amount of power you can have is determined by your **nation board**.

Example: Noom has 15 power and cannot gain any more.



The maximum number of Demons you can have is determined by the position of your **protection track**. If you would gain more, lose 1 glory per Demon you would have gained.

Example: Kwanan has 16 Demons. If they would gain 2 more, they lose 2 glory instead of moving the marker.



Damage Effects and Rewards

Having a lot of Demons or a lot of power can give you added effects. In the example to the right, this player has 13 Demons. Due to the position of their **protection track**, they suffer a permanent -1 speed and cannot gain protection.



When a player has 10 or more power, they have +1 speed when sailing.



Protection



Protection helps you to, well, protect against Demons. When you gain protection, move the **protection track** to the right that number of spaces. If you lose protection, move it to the left. Do not change the position of your Demon power marker when you do this.

You cannot gain more protection than the maximum steps allowed on the nation board.

NOTE: At the end of the game, if your Demon power marker sits on an unprotected number of Demons, you lose that much glory.

Being protected has two benefits. First of all, Demons you are protected from don't count as negative glory at the end of the game. You are protected when your **Demon power marker** sits within the protection area of your **protection track**.



Example: Mespanne has 3 Demons, but they don't count as negative glory, since they are protected.

Second, protection moves the **damage effects** of too many Demons further away from your "0", allowing you a bit of breathing room.



Example: Mespanne has 4 Demons, thus suffering -1 speed. They gain 1 protection, and move their protection track 1 step to the right. Now they are no longer affected by the -1 speed damage.

ANGELS

Angels can be found throughout the shores of Eos. Your goal is to awaken them from petrification. Angels can join your crew when awakened and provide you with huge benefits.

NOTE: While some Angels are activated like heroes, Angels do not count as heroes with regards to effects that refer to heroes, unless stated otherwise.

Waking an Angel



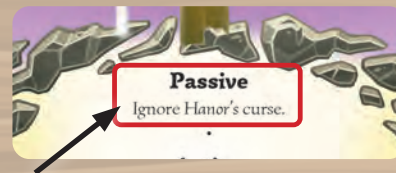
If your ship starts your turn in an **ocean area with an Angel pawn**, and you have a **blessing token**, you may choose a **chronicle action** to awaken the Angel. Discard the blessing token and add the Angel hero that corresponds with your ship's area to the right of your nation board. You now have a choice: use the Angel as a hero or as a patron.

Hero

Gain the glory reward listed in the top right corner of the Angel card. Any permanent abilities the Angel grants are now in effect, apply them if necessary. Remove the Angel pawn from your ship's area and place it on your new Angel card. As long as that pawn is on the card, you have one ready Angel attack for defeating a Demon Lord.



Place the Angel pawn from the ocean area onto the Angel hero. Each pawn acts as a ready Angel attack. Also gain their glory.



This is a passive bonus. It is always in effect, no matter if you activated the Angel with a worker or not.



Use a worker to take this action once per game. See p. 8.

Patron

Flip your Angel card over and gain 15 glory. You do not gain any rewards from the front side of the card and the Angel pawn is returned to the general supply. From now on you ignore 1 Demon Lord curse. You may choose which one you ignore at the start of each of your turns. You ignore it until you choose another one.



Gain 15 glory.

This is now a permanent bonus.



Return this to the supply.

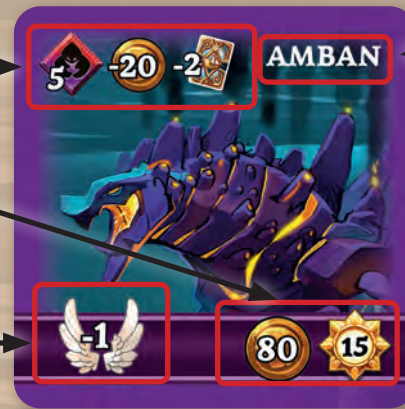
DEMON LORDS

Demon Lords are the heralds of destruction, far more dangerous than their lesser counterparts. Each Demon Lord comes with a game wide curse that affects all players. On top of that, new Demon Lords will rise from the depths and replace epic deeds one by one if players take too much time.

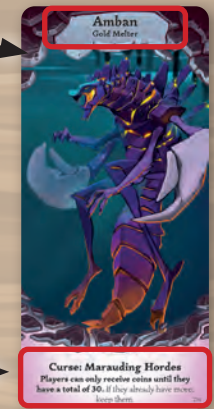
Challenges players have to pay before being able to move their ship into the ocean area where the tile sits. They have to be paid in full, but players may choose in which order.

Rewards for defeating the Demon Lord.

Reminder that an Angel attack is needed to trigger a chronicle action to defeat a Demon Lord.



Name of the Demon Lord



Curse that affects all players as long as this card is in play.

Demon Lord Curses

Curses are board wide effects that affect all players in a negative way. They are in effect as soon as the Demon Lord curse card is placed next to the board and are removed once the corresponding Demon Lord has been defeated as part of the chronicle action.

Some effects allow you to ignore Demon Lord curses. If you can, when you are the active player, you may choose any curse in play and place a nation marker of yours on it. This indicates that you ignore this curse. At the start of each turn you may move the marker to another curse.

Defeat a Demon Lord



If your ship starts your turn in an **ocean area with a Demon Lord tile**, and you have an **Angel attack**, you may choose a **chronicle action** to defeat the Demon Lord. Discard the Angel attack and the Demon Lord tile and its curse card from the game. Then gain the rewards from the Demon Lord tile.

NOTE: If an effect asks you to remove a Demon Lord, remove both the tile and curse. This does not count as defeating a Lord, requires no chronicle action, and doesn't give any rewards. You cannot remove Demon Lords from ocean areas with ships in them.

Spawn Demon Lord



Spawning a Demon Lord will bring a new Demon Lord into play, possibly removing an epic deed, since they both occupy the same ocean areas.

1 Locate the ocean area with the Demon Lord pawn. The new Demon Lord will spawn there. Remove any epic deed from this area and the owners of any ships in that area must move them to adjacent ocean areas (owner's choice).

This movement cannot be enhanced by speed or any other modifier. Players gain rewards and Demons as usual.

2 Pick a new Demon Lord tile from the supply at random and place it into the area with the Demon Lord pawn. Search for the corresponding curse and place it next to the board.

If there are already 3 curses, remove the oldest curse, but leave its Demon Lord on the board. There can only ever be 3 Demon Lord curses in play.

3 Choose the next Demon Lord spawn location. Discard the top Demon Lord placement token from the stack. Place the Demon Lord pawn in the area mentioned on the new top placement token. This shows all players where the next Demon Lord will spawn.

4 If you've placed a Demon Lord on area 6 and the Demon Lord placement stack is thus empty, place the Demon Lord pawn on the last slot of the chronicle track. This shortens the track as it takes away the possibility for players to score an entry. If this is the last free slot, every player takes one last turn and the end of the game triggers.

EPIC DEEDS

Epic deeds are unique occasions where players can make the world a better place. They require players to complete various tasks, and in return award unique rewards like new ships, additional heroes or powerful trinkets. Deeds come in different sets of levels. Level I stands for easier tasks, II for more advanced tasks, and III for the most complex tasks. Decide during game setup which set you're going to use. For each epic deed, there is an epic deed tile and sometimes an additional trophy card.

NOTE: After setup, read through all trophies of all present epic deeds. This helps all players to get an overview and to identify curses, which are in effect right from the start. Take into account the special setup rules of some epic deeds.

Challenges players have to pay before being able to move their ship into the ocean area where the tile sits. They have to be paid in full, but players may choose in which order.



Rewards for accomplishing the epic deed.

Reminder if the deed comes with a trophy card or not.



Name of the epic deed

Name of the trophy card

Reward that may be used by the accomplishing player.



Accomplish an Epic Deed



In most cases, you have to have your **ship in an epic deed's ocean area** at the start of your turn to be able to take a **chronicle action**. You don't need to pay any additional costs besides the challenges when entering the area. Some higher level deeds have additional requirements detailed on their trophy card. Gain all rewards from both the epic deed tile and trophy (if any), then discard the tile. Trophies are optional, as are all rewards.

Types of Trophies



ITEM

They are placed in the player area. Each item works in a different way.



HERO

Those additional heroes are placed to the right of your nation board. Place a morale cube and rank disc on them (if required). They are activated with a hero action like your regular heroes. They may also be upgraded.

However, you may not take

a secondary action after using an additional hero.

Note that each additional hero is unique. For instance, General O'Keany has no morale track or ranks. Instead, each activation already gives you 2 powerful action symbols.



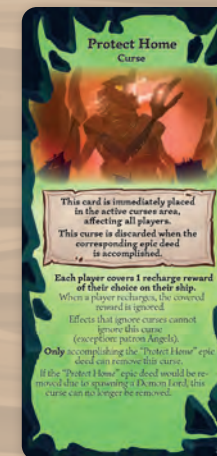
SHIP

They replace your current ship card. Transfer all coins from your current ship to the new one. Transfer all upgrades from your old ship, too, but don't trigger them.

Remove your old ship from the game. Place the new ship next

to you nation board and adjust the max number of workers accordingly (if necessary). Then, adjust for other permanent changes to your workers like Demon Traitor or Darrington's Abyss (Deluxe Upgrade).

Finally, consider the new ship's abilities.



CURSE

These curses work much like curses from Demon Lords. They are in effect the moment the deed sits on the board and affect all players. Place those trophy cards next to the Demon Lord curses.

Curses from epic deeds do not count towards the max. 3 Demon Lord curses in play and are not removed if their corresponding epic deed is removed by a Demon Lord. They are only removed when the epic deed has been accomplished.



MODULES

Solo Mode



OBJECTIVE

This solo mode allows EOS - Island of Angels to be played by only one player. The solo mode is not won by glory, but by fulfilled tasks. Each solo mode card lists 4 tasks that have to be completed in the correct order by the player before the time runs out. After each recharge action, move your nation cube one slot towards "0" to indicate how many recharge actions you have left.

SETUP

Use the setup for 2 players with the following adjustments:

- The chronicle track and objective cards are not used in the solo mode.
- Take all solo mode cards, shuffle them, and draw a scenario at random. You can also play a specific scenario if you like.
- Place one of your nation cubes on slot 5 of the glory track.

PLAY

Each task has to be completed one by one in the given order. It does not count if you fulfilled a certain condition before the scenario asked you to.

Glory is not needed to win the solo mode. Ignore all glory you gain and use the glory track to indicate how many recharge actions you have left instead. You can neither lose glory in the solo mode nor take actions where you have to pay costs to yourself.

The completion of the different tasks requires you to either do something specific as soon as the task is unlocked, or to have a certain resource.

Example: On the card "There and Back again", the third task is to have 150 coins. You may start to collect these coins prior to unlocking the third task. For the fourth task, you have to accomplish two epic deeds, no matter how many deeds you already have accomplished before unlocking this task.

Draw and execute 1 event card after you have completed each task. Since there is only one player, you only gain the active player reward.



Name of the scenario

Spawn a new Demon Lord after playing the event card.

Gain 15 Demons after playing the event card.

Draw and execute 1 event card after you have solved this quest.

Tasks and the order in which they have to be completed.

Some tasks require you to gain Demons or spawn a Demon Lord after you've executed the event card. Mark each fulfilled task on the solo mode card with a nation token of yours.

END OF THE GAME

You win the game if you can fulfill all four tasks on the solo mode card before taking the 6th recharge action. You lose the game when you have to take your 6th recharge action.

Night Mode

THEME

A long winter has settled over EOS, casting an endless night. Blocked from the northern islands, the seafarers can only use few harbors. Hopefully the Angels will end this night.

SETUP

Use the game board's night side. Beware that there are only two starting areas for ships and only one blessing area. Place all of the required blessing tokens (depending on the player count) next to it.

PLAY

There are rewards on some steps of the glory track. When your nation token first enters that step, also gain the reward. You only get these rewards once per game.

Example: Noom gains a total of 20 glory and may increase 1 rank. If they score 120 glory, they may not increase 1 rank.

Free choice of ship

SETUP

Shuffle all ship cards and deal one to each player at random, instead of playing with the ship provided by the nation.



DELUXE GAME COMPONENTS

These deluxe components are part of the crowdfunding and available separately. They feature upgraded **components of higher value** to replace some parts from the base game and the nation expansion. They also add **additional content** that can be mixed with the existing content from the base game and expansions to provide more variety, replayability and fun!

Upgraded Content



7 individual ship pawns (wood)



12 Angel pawns (wood)



1 Lady Ignal pawn (wood)



1 Roaming Corsair pawn (wood)



7 individual glory markers (wood)



1 Demon Lord pawn (wood)



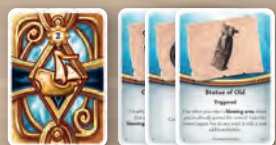
6 Shield tokens (wood)



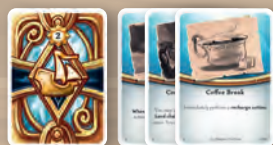
7 Nation boards (recessed)

Additional Content

Journey Cards



5 The Kwanan Empire



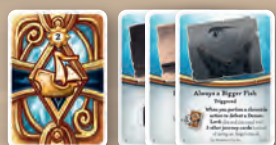
5 The Dangers of the Sea



5 The Spoils of War

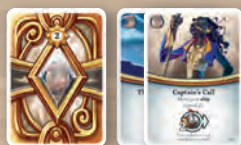


5 The Age of Seafarers

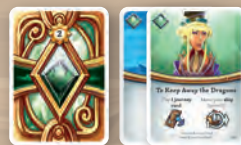


5 The Wonders of the Sea

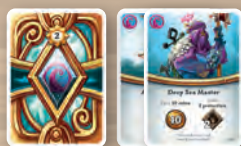
Nation Journey Cards



2 The Guild



2 Noom



2 Kwanan



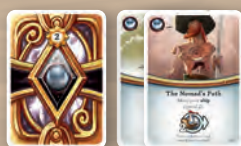
2 Mespanne



2 Lavaloo



2 Kusan



2 Gloy

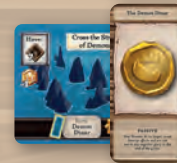
Epic Deeds



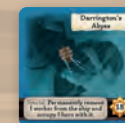
1 The Ship Graveyard + Trophy Card



1 The Plague Ship + Trophy Card



1 Cross the Street of Demons + Trophy Card



1 Darrington's Abyss



1 The Battle of Lavaloo + Trophy Card



1 Dawn of the Savior + Trophy Card



1 Escort the Lady Ignal + Trophy Card



1 The Roaming Corsair + Trophy Card



1 A Ship of Copper and Steel + Trophy Card

See p. 16 for information on how Angels work in general.

REFERENCES



Angels



Alhana

Passive: Ignore all Demon Lord curses at the same time.

Alva

Passive: Ignore *Ragador's* curse. Once per turn, you may move your ship 1 ocean area. This can be used no matter the action you take on your turn. This cannot be increased by spending speed.

Anthea

Passive: Ignore *Remoran's* curse. You may have 1 additional blessing token from now on. Immediately gain 2 blessing tokens. This bonus is cumulative, e. g. *The Ship Graveyard*.

Ashamnon

Passive: Whenever any player completes a chronicle action (including the action that gained you *Ashamnon*), gain 1 of the listed rewards. You may choose the same reward more than once with subsequent chronicle actions.

Boreanos

Passive: Ignore *Quaranavan's* curse. Your journey card hand limit is increased by +3. After each of your hero activations, you may play a journey card before taking your secondary action. Playing this card is not a secondary action.

Amban

Marauding Hordes: Players can only receive coins until they have a total of 30. If they have more than 30 when *Amban* spawns, they keep their coins.

Belvadan

Maelstrom to the Deep: Ocean areas cannot be purified.

Betaun

Demonic Legions: Every time a player has completed a chronicle action, each player gains 4 Demons. This includes the active player.

Demor

Hostile Sea: Each player marks one of their secondary actions. This action cannot be taken as long as this curse is in play. The chosen secondary action is completely blocked from use and cannot be recharged.

Glondan

To End all Wars: Each player needs to additionally pay 7 power to accomplish epic deeds. This must be paid at the beginning of the chronicle action and does not count as an additional challenge.

Eo

Passive: Ignore *Belvadan's* curse. Eo can have 2 Angel attacks. Gain 2 Angel pawns upon awakening Eo and place them on the top left slots. At the beginning of your turn, destroy up to 3 Demons OR purify the ocean area where your ship sits.

Ephaston

Passive: Ignore *Hanor's* curse. Once per game, you may take this action to gain 5 upgrades. As always, choose from any combination of nation specific and general upgrades.

Freyana & Olessa

Passive: Ignore *Temataban's* curse. Each occupied hero can be activated a second time with a worker (max. 2x). Whenever you boost morale you may gain 2 glory instead of the listed reward. This cannot replace morale rewards that give permanent bonuses like hand limit increases.

Hea

Action: Once per game, you may take this action to increase 7 ranks.

Klephastion

Passive: Ignore *Glondan's* curse. Ignore all Demon Lord challenge icons. You may spend **10 power** and **1 blessing token** instead of an Angel attack to defeat a Demon Lord. This does not modify any challenges.

Neasta

Passive: At the beginning of each of your turns, gain 5 power.

Ohamnon

Passive: Ignore *Amban's* curse. Heroes no longer cost any coins to activate. You still have to pay for challenges, upgrades, etc. This has no effect on the Treasurer.

Omeston

Action: Once per game, you may take this action to gain 6 morale boosts.

Questor

Passive: Ignore *Betaun's* curse. Gain 2 shields. From now on, you gain 2 less Demons from any source.

See p. 17 for information on how Demon Lords work in general.



Demon Lords

Hanor

Sabotaging Servants: Players cannot gain upgrades, neither via action symbols nor coins. Existing upgrades can still be used.

Meâron

Preyed Upon: Players cannot gain rewards from ocean areas (neither regular ones nor *once per game* ones) except blessing tokens.

Quaranavan

Unfortunate Signs: Journey cards cannot be played. Triggered cards may still be activated if they have already been played before *Quaranavan* came into play.

Ragador

What Sleeps Forever...: Ships cannot move further than 2 ocean areas per turn, even if the movements come from different sources. This applies to each ship (*Kwanan* may move their ship 2 areas and their *Kraken* 2 areas). Players may still spend more than 2 speed to accomplish challenges (e.g. *The Maelstrom*, *Pass the Black Rock*).

Remoran

Toxic Secretion: Angels, Demon Lords and epic deeds give 5 less glory. This does not reduce glory gained from the chronicle track. In addition, you don't lose glory this way, e.g. you don't have to pay glory to awaken *Ephaston*.

Sechator

Fear Itself: Each player loses 2 coins for every Demon they receive. If they cannot lose any more coins, they still gain the Demons.

Temataban

Ancient Terror: Each player marks one of their heroes (except *Scout*). This hero's action cannot be taken as long as this curse is in play. Their passive upgrades can still be used, and you may boost their morale and increase their ranks. You may chose extra crew members, but not Angels.



Epic Deeds



To accomplish this challenge, the player has to have a total of X speed before they start moving their ship. Their current speed value when entering the ocean area with this tile is irrelevant.

Example: The challenge requires 3 speed and the player's ship sits in an adjacent area. They activate their Scout which gives them 2 speed, and they have +1 speed from their protection track. They may solve the challenge since they had 3 speed when starting their movement. It does not matter that they only have 2 speed left after they have entered the area.



Deeds marked with (Deluxe) are from the Deluxe Expansion, which is sold separately. All other deeds are from the base game. (Lake) areas can only be placed in the inner lake.

Awaken the Drowned Redeemer

Challenge: Discard 3 journey cards and 1 blessing token. **Reward:** Increase 2 ranks, boost 2 morale and gain 1 upgrade.

The Battle of Lavalooan (Deluxe)

Challenge: Discard 2 Angel attacks. **Trophy:** Each time you activate a hero, gain the corresponding reward after their action.

Belvadan's Throne

Challenge: Gain 25 Demons and lose 50 coins. **Trophy:** This extra crew has no morale track or ranks. It doesn't cost any coins to activate him.

Break the Blockade

Challenge: Gain 30 Demons and discard 1 blessing token. **Trophy:** You may ignore 2 Demon Lord curses. At the start of each of your turns, you may mark any 2 to ignore.

The Cape of Terror

Challenge: Discard 5 journey cards. **Trophy:** 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.

Cross the Golden Cape

Challenge: Gain 8 Demons and have at least speed 4 when starting your movement. **Trophy:** This ship gives +1 speed when sailing.

Cross the Street of Demons (Deluxe)

Challenge: Have 7 protection and discard 1 blessing token. **Trophy:** No matter how many Demons you have, they are not worth any negative glory at the end of the game nor are you affected by their damage effects. You don't lose glory if you gain more Demons than you can have.

Cross the Virgin Gate

Challenge: Discard 3 journey cards and have at least speed 2 when starting your movement. **Reward:** Increase 3 ranks.

Darrington's Abyss (Deluxe)

Challenge: This deed has no challenge. You may enter it at any time. **Reward:** When taking the chronicle action, take the next worker from your ship and permanently occupy any hero (except Scout) with it. This worker prevents the hero from being activated and is not removed when taking a recharge action. The occupied hero can only be activated if you are allowed to activate occupied heroes a second time.

Dawn of the Savior (Deluxe)

Challenge: This challenge cannot be ignored when you are allowed to ignore challenge icons. You must have at least 3 heroes on max. morale. This may include extra crew that have a morale track. **Trophy:** Hephto counts as an Angel in terms of total Angels awakened. However, you don't gain any additional chronicle entry for awakening him. He does not have a patron side.

Defend Home Against the Hordes

Challenge: Lose 10 power. **Reward:** Gain 30 coins and 2 upgrades.

Delivery for Her Majesty's Troops

Challenge: Lose 3 protection, 9 power and 30 coins. **Trophy:** You may also attach it to an extra crew member.

Escort the Lady Ignal (Deluxe)

Challenge: This challenge cannot be ignored when you are allowed to ignore challenge icons. To solve this challenge, escort the white ship pawn from the inner lake to this tile. Once a player has started the escort, no other players may attempt it. If the epic deed tile gets removed before the deed has been accomplished, also remove the white ship pawn. **Trophy:** You have 2 ship pawns from now on. Apart from dividing speed between them, they work exactly the same.

Find the Expedition (Lake)

Challenge: Gain 7 Demons, discard 2 journey cards and have at least speed 2 when starting your movement. **Trophy:** This extra crew does not cost any coins to activate.

Free the Merchant Ship

Challenge: Gain 6 Demons, lose 4 protection and 6 power. **Trophy:** Gain 10 coins at the beginning of each of your turns, no matter which action you are going to take.

The Haunted Ship (Lake)

Challenge: Gain 9 Demons and have at least speed 4 when starting your movement. **Trophy:** This extra crew has no morale track or ranks. It doesn't cost any coins to activate them. First gain an upgrade, then take a recharge action.

The Heart of the Sea (Lake)

Challenge: Gain 5 Demons, discard 1 blessing token and 1 Angel attack. **Trophy:** When recharging, gain 1 blessing token (mind the limit) and place 1 Angel pawn from the supply onto an Angel attack that you've already used.

Inspire the Resistance

Challenge: Discard 1 blessing token and lose 6 power. **Reward:** Discard 1 Demon Lord curse currently in play. This triggers no chronicle action and the Demon Lord tile stays in play, too. To remove it, the Demon Lord has to be defeated.

The Maelstrom

Challenge: Have at least 5 upgrades and at least speed 5 when starting your movement. **Reward:** Increase 3 ranks and boost 4 morale.

Pass the Black Rock

Challenge: Gain 15 Demons and have at least speed 3 when starting your movement. **Trophy:** When you take a recharge action, choose any 1 reward you gain and double it.

Pay the Demons

Challenge: Discard 100 coins. **Reward:** Roll the destiny die 4 times and boost 2 morale.

The Plague Ship (Deluxe)

Challenge: This challenge cannot be ignored when you are allowed to ignore challenge icons. Permanently cover up any 1 recharge reward on your ship. When recharging, you don't gain this reward. You may not choose slots that don't give a reward. **Trophy:** Remove the curse card from play. Players may then uncover their rewards.

Reclaim the Lost Empire

Challenge: Gain 12 Demons and lose 3 protection. **Reward:** Increase 2 ranks and boost 1 morale.

The Roaming Corsair (Deluxe)

Challenge: This area is considered empty when sailing. To enter the area with the Corsair's ship pawn, you must discard 1 blessing token. This challenge stays in play even if the corresponding deed tile is removed by e. g. spawning a Demon Lord. **Trophy:** Remove the Corsair's ship pawn from play.

Save the City

Challenge: Gain 12 Demons and discard 30 coins. **Reward:** Gain 3 protection and 2 upgrades.

The Ship Graveyard (Deluxe)

Challenge: Discard 1 blessing token and lose 15 power. **Trophy:** This ship allows you to have 1 additional blessing token and immediately gives you 1 blessing token from the general supply. This bonus is cumulative to e. g. Anthea.

A Ship of Copper and Steel (Deluxe)

Challenge: Discard 3 upgrades. **Trophy:** The submarine allows you to ignore all Demons from ocean areas and all Demon Lord challenge icons. You may choose to gain Demons if you like.

The Siege of Beskal

Challenge: Gain 20 Demons, lose 5 protection and lose 10 power. **Trophy:** This item gives you 2 shields.

The Way to Ol'Phandan

Challenge: Have at least 3 upgrades and a total of 10 morale boosts (including ones that give permanent rewards). **Trophy:** You may only assign newly gained Demons to Belia. If you activate this extra crew, destroy all Demons on her. This does not cost any power. You may not spend any protection from Belia.



Nations

The Guild of Seafarers

Thorsteyn: You must discard the protection to ignore the challenge icons before entering the ocean area with the Demon Lord. With this upgrade, you may only ignore 1 challenge icon per Demon Lord.

Kusan

Jacob van Luwenburgh: You may not use his upgrade when you are the player with the least glory.

Akeem: You may only ignore direct effects like coin loss etc., but not global effects like a curse from a new Demon Lord.

Kwanan

Kraken: Always play with the Kraken. If you gain a new ship, you may never replace the Kraken. If the Kraken gets activated using the Kraken action symbol, it may not benefit from speed bonuses.

Ohn Ma Puuhn: You may only take discarded cards (e. g. because the other players have more cards than their hand limit allows), not played cards.

Noom

Divine Guidance: This Angel does not count towards awakened Angels.

Hyazynthia: With her upgrade, you gain both 5 coins and 2 glory.

Mespanne

Protection Track: Mespanne can have up to 25 power. At 15 power they gain +1 speed when sailing. At 20 power each hero (including extra crew, but not Angels) may be activated a second time if they are already occupied with a worker. At 25 power, they may use 2 instead of 1 secondary actions after a hero or chronicle action.

Mère Admiral Adele: On rank 2 or higher, you may choose to purify the area with your ship or an adjacent area, not both. On rank 4, you gain 20 Demons, plus you have to pay 5 coins.

Grande Garde Antoinette Diop: With her upgrade, you don't have to ask for the other player's permission before destroying their Demons.



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Inspiration/Additional Character Design

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