

HEROES OF THE
SANCTUM

TM

DOOMCRAWLER

SOULBOUND



HOW TO PLAY

Doomcrawler - Soulbound™

Welcome To The *Heroes Of The Sanctum™* Universe!

Just like the core game, in addition to the listed components, players can unlock secret Reward Packs containing content for this game as well as *Heroes of the Sanctum: The Strategy Card Game™*.

Introduction

You have returned... No mere feat. Yet the situation has grown darker and far more desperate. These perilous descents are the only way to anticipate the movements of the abominations. Without such knowledge, it is only a matter of time before the realm is overrun.



Many valiant souls have been lost in the black. Options are few, and time grows short. Beneath the sacred Banner of the Holometrion, the Sanctum calls upon you once more to descend, bound to another champion. Unified in life, undivided in death, you shall be Soulbound in fate and purpose, knowing that should one fall, so too shall the other. The burden has fallen to you. By decree of the Sanctum, the Edict is given.

Game Overview & Objective

Heroes of the Sanctum: Doomcrawler – Soulbound™ introduces the new co-op *Soulbound Mode* for 1–2 players. Players control two heroes and return to the underground with even more champions, loot, dungeon content and features. Escape the dungeon alive to claim victory!

Game Components

for *Heroes of the Sanctum: Doomcrawler - Soulbound™*:



Heroes



Dungeon



Threats



Epic Threats



Hero Skills



Encounters



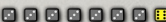
Roles



Loot



Epic Loot

Dice  x8

Bonus Content



Do NOT open the Reward Packs!

In the expansion box, you will find 2 Reward Packs in closed envelopes. They each contain bonus cards for *Heroes of the Sanctum: Doomcrawler™* and *Heroes of the Sanctum: The Strategy Card Game™*.

They should only be opened after completing the objectives stated on each Pack.

New Rules

Disable

In the core game, the **DISABLE** keyword was used as a shorthand for **DEACTIVATE**. Now, the **DISABLE** keyword has been expanded!

Some game effects instruct you to **DISABLE** a Skill for a certain number of rounds. Example:
***DISABLE 1** active non-Rest Skill for 3 rounds.*

To resolve this, the Skill is flipped face-down. A grey die is then placed over it, set to the number of rounds it will be **DISABLED** for. In this example, the grey die is set to 3.

- Remove the grey die if its value falls below 1.
- You cannot **ACTIVATE** a **DISABLED** Skill.
- Only Active Skills can be **DISABLED**.
- The Rest Skill cannot be **DISABLED**.
- If instructed to **DISABLE** a Skill and no duration is stated, **DISABLE** it for 1 round.



*When a Skill is **DISABLED**, it is first **DEACTIVATED**. A grey die is then placed over it, set to the indicated number of rounds (3 in this case).*

At the end each round, players will be instructed to subtract 1 from all grey dice in play.

Card States

There are now 3 possible Card States:



ACTIVE
(facing up)



INACTIVE
(facing down)



DISABLED
(with grey die)

Epic Loot

New in this expansion is the epic loot deck. Epic loot cards are uniquely powerful items that function in the same way as standard loot cards.

When a hero defeats an epic threat, that hero now claims 1 epic loot card. Then, a **Loot Roll** is resolved on the defeated epic threat as usual.

Epic loot cards must be discarded in their own discard pile. This discard pile is used to reset the epic loot deck when depleted. Epic loot cards are combined with regular loot and share the same limits. Each hero is restricted to:

- 7 total Loot in **Original Mode**, or
- 4 total Loot in **Soulbound Mode**.



Epic Loot cards offer powerful effects for your heroes. They function in the same way as standard loot cards, except they must be discarded in their own discard pile.

New Content

You will find plenty of new heroes, loot, encounters, and more in this expansion. Mix all new additions into the core set - you can use them normally! Reward packs are unlocked in the same way as before.

Please note that the new **Role** cards as well as the **Assist** and **Redistribute Skill** cards are designed only for **Soulbound Mode**.

Soulbound Mode

Soulbound Mode allows you to control 2 heroes! This mode can be played either with 2 players or solo (In solo, the player controls both heroes). Both heroes are Soulbound via their Sanctum Banner. This simply means that **if one hero is defeated, they both are**.

In **Soulbound Mode**, one hero takes on the role of the *Forerunner*, and the other the *Defender*. This role swaps each round. In addition, 2 new Skill cards are available for this mode: *Assist* and *Redistribute*.

Below is the adjusted layout for playing in **Soulbound Mode** :

NOTE: Always ensure that components are in easy reach of players!



Note the following changes when setting up **Soulbound Mode** :

- 1) **Shuffle The Epic Loot Deck** and place it nearby, along with the grey dice. All decks should be face-down.
- 2) **Place All Required Skill Cards** nearby and in easy reach of the players: *Attack, Quest, Escape, Rest, Assist, Redistribute* as well as both heroes' *Unique Hero Skill* card (*identified by matching art*).
- 3) **Place 2 Hero Cards** (*Standard side*) next to each player. They each have their own yellow "health" die.
- 4) **Prepare Role Cards** by deciding which hero starts as *Forerunner* and which starts as *Defender*. Place one role card next to each Hero.
- 5) **Draw 2 Threat Cards** rather than a single threat.

Player Roles

In **Soulbound Mode**, the *Forerunner* is the hero that must **UPDATE** their own *Dice Track* and resolve 2 *Hero Skills* that round.

The *Defender* must resolve the **DEFEND** action and is the target during the **Dungeon Phase**.

When the round ends, players switch roles by swapping their Role cards.



Role cards determine which hero is performing skills and which hero is defending on a given round.

Using Hero Skills

In **Soulbound Mode**, players share a pool of **8 Skills**: the 4 core *Hero Skill* cards, the 2 *Unique Skills* of both heroes, and the new *Assist* and *Redistribute Skills*.

A hero cannot perform the *Unique Skill* of another. However, players can freely choose any *non-Rest Skill* as the target of a **CHARGE**, **DISABLE**, **ACTIVATE** or **DEACTIVATE** effect.

When instructed to **ACTIVATE** all *Skills*, this also includes both heroes' *Unique Skill*.



You may also perform the *Assist* and *Redistribute Skills* in **Soulbound Mode**.

New Keywords

2 new Keywords are available in **Soulbound Mode**:



ASSIST

Target a Critical Hit of another hero. Use its *Difficulty* to resolve it like an **ATTACK**. If the die falls below 1, the assisting hero **Loot Rolls** the card before removing it.

NOTE: Critical Hit effects only apply to the hero it is associated to.



REDISTRIBUTE

The result determines how much damage can be moved from one hero to another. Example: If 1♣ is moved from hero A to B, add 1 to Hero A's die, but subtract 1 from B.

NOTE: Both heroes must have at least 1 health remaining on each die.

Loot In Soulbound Mode

Soulbound Mode has tighter Loot Restrictions. Each hero can only hold a total of 4 Loot or Epic Loot cards at one time instead of the usual 7. If a hero claims a 5th card, one must be discarded to stay within the limit of 4.

Any number of loot cards can be moved between heroes by using the *Assist Skill*. When this action occurs, players must ensure the heroes are left with a maximum of 4 Loot cards each.



Each hero can only hold 4 Loot cards in Soulbound Mode!

Critical Hits & Defeat

When drawn, a Critical Hit must be placed next to the Hero card that received it. A Critical Hit only **UPDATES** if its associated hero is the *Defender*. If any hero's yellow die falls below 1, or if a 4th Critical Hit is drawn, both heroes are **defeated**.



Only the Defender's Critical Hits are UPDATED each round. When a 4th is drawn, both heroes are defeated.

Ending Each Round

When a game round ends, **two additional steps must take place:**

- 1) Decrease the value of each grey die in play by 1. Remove any grey die that falls below 1. This step must be resolved in both **Soulbound** and **Original Mode**!
- 2) In **Soulbound Mode**, both heroes swap Roles.

Frequently Asked Questions

» Can I use Roles in **Original Mode**?

No. Roles, as well as the *Assist* and *Redistribute Skills*, are only used in **Soulbound Mode**.

» Can I choose who will be *Defender* / *Foreunner* each round?

No. Heroes must always swap Roles each round.

» Can I use Epic Loot in **Original Mode** now?

Yes, you can!

» Has the **DISABLE** action in the core game changed?

No, in the core game, you would only **DISABLE** a *Skill* for 1 round during the **Dungeon Phase**. This is functionally equivalent to **DEACTIVATE**. It is now upgraded to support *Skills* being **DISABLED** for multiple rounds, using grey dice to track their duration.

» If a **DISABLED** *Skill* has its grey die removed, is it still **DISABLED**?

No, at that point the *Skill* is **DEACTIVATED**.

» What if all eligible *Skills* are **DISABLED** and I must **DISABLE** more?

Ignore it. You can only **DISABLE** a *Skill* that's **ACTIVE**, not **DISABLED** or **DEACTIVATED**. Also, the *Rest Skill* can never be **DISABLED**.

» What happens if a hero is defeated with the *Redemption Chestplate* equipped in **Soulbound Mode**?

The *Defender* resolves all remaining effects of the **Dungeon Phase** as completely as possible. Then, remove the chestplate from play and set that hero's yellow die to 1. If both heroes survive, the game continues!

Credits

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QUICK REFERENCE

In **Soulbound Mode**, The *Forerunner* **UPDATES** their *Dice Track* and performs 2 *Skills*. The *Defender* resolves **DEFEND** actions and is targeted in the **Dungeon Phase**.

Escape from all Dungeons in the *Dungeon Stack* to be victorious. The game loops over the **Hero Phase** and **Dungeon Phase**. From top to bottom, follow these steps:

HERO PHASE

- **UPDATE** your Hero's *Dice Track*.
- **PERFORM** up to two **ACTIVE** Hero Skills.
- **DEFEND** your Hero.

DUNGEON PHASE

(Cards are UPDATED from left to right)

- **UPDATE** all Threat *Dice Tracks* *(unless in the Darkness)*.
- **UPDATE** all SideQuest *Dice Tracks*.
- **UPDATE** the Dungeon's *Dice Track*.
- **UPDATE** the *Defender's* Critical Hit *Dice Tracks* *(if any)*.
 - Any Threats in the *Darkness* return to battle.
 - Reduce the value of each grey die in play by 1.
 - Swap Hero Roles *(Soulbound Mode only)*.

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