

HEROES OF THE
SANCTUM

TM

DOOMCRAWLER



HOW TO PLAY

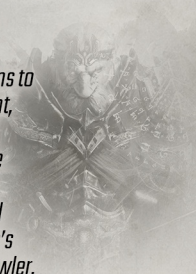
Doomcrawler™

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

In addition to the listed components, players can unlock secret Reward Packs for this game as well as *Heroes of the Sanctum: The Strategy Card Game™*. See the *Bonus Content* section for more information!

Introduction

The Incursion has plunged our realm into chaos, leaving only ash and despair in its wake. With extinction drawing ever closer, the Sanctum turns to you—alone—to descend into the abyss of ancient, underground ruins, where the spawn of the Rift fester in the vile corruption of dark energies. The time has come. Descend into the lair of demons, endure the relentless horrors lurking within, and emerge from the darkness to claim the Sanctum's highest honour: the sacred Seal of the Doomcrawler.



Game Overview & Objective

Heroes of the Sanctum: Doomcrawler™ is a relentless solo adventure card-and-dice game set in a grim, post-apocalyptic fantasy universe. Select your hero, navigate treacherous, ever-changing dungeons, and confront nightmarish foes. Command your fate by strategically assessing your surroundings, gathering and utilising legendary loot, and charging your skills for pivotal moments. Ultimately, victory is claimed by traversing the dungeons and finding a way out alive!

Game Components

This is the component list for *Heroes of the Sanctum: Doomcrawler™*:



Heroes



Dungeons



Threats



Epic Threats



Hero Skills



Encounters



Side Quests



Loot



Critical Hits

Dice



x19

Bonus Content



Do NOT open the Reward Packs!

In the game box, you will also find 4 Reward Packs in closed envelopes. They each contain bonus cards for *Heroes of the Sanctum: Doomcrawler™* as well as *Heroes of the Sanctum: The Strategy Card Game™*.

Go to page 22 for more information about when Reward Packs should be opened!

Basic Rules

Heroes

Players start the game by selecting one of the heroes. The game begins with the side of the hero card displaying the **Standard** Hero Rank.

Heroes have a unique *Icon*, *Dice Track* and *Passive Effect*. The first time an epic threat is defeated, flip the hero to its **Advanced** side and reset the *Dice Track* and *Health Value*.



Defending [♥]

If you are instructed to **DEFEND** your hero, this is resolved by rolling the black die. Without changing the result, the die is immediately placed on your hero's [♥] *Defence Slot*.



Receiving Damage (💧)

If instructed to receive **DAMAGE** (💧), this value is first subtracted from the black die on your hero card's [♥] *Defence Slot* (if present). If the black die falls below 1, it is removed, and the remaining value is subtracted from the yellow die on your hero card (representing *Health*). If the value of the yellow die falls below 1, the Hero is **defeated** and the game ends.



The yellow die on the hero's *Dice Track* represents the hero's *Health Value*. It can only be reduced if the black die is removed.

Dice Tracks



A **Dice Track** is a grid that allows a die to track a value while sequentially triggering effects. When a new **Dice Track** is revealed, a die of the same colour is placed on the first slot and set to match the slot's **Die Setup Icon**. **The die must never exceed the value shown on this icon.**

If instructed to **UPDATE** a **Dice Track**, the die is moved to the next slot on the track (or back to the first slot if it is already on the last). If the die is covering an icon on the **Dice Track**, a matching icon on the card will explain its effects. **Dice Track Effects** are only applied while the die is on a slot that matches its icon.

SETUP EXAMPLE: All heroes have yellow **Dice Tracks**. They are set up by placing a yellow die on the **Die Setup Icon** found on the first slot of the **Dice Track**. The die's value is then set to match the icon.



In this example, the die is set to 5 to match the **Die Setup Icon**.

UPDATE EXAMPLE: The die on this hero's **Dice Track** has **UPDATED** to the 2nd slot. A matching icon and effect is found called "**BANISH**". This now allows the hero to "**PUSH 1 threat into the Darkness**" (see *How To Play* section). These types of effects are only applied once, as is taking **DAMAGE** (💧) or increasing **Health**. However, any effects that modify **Keyword** values apply for the entire round.



The **Dice Track** **UPDATES** to slot 2



BANISH: PUSH 1 threat into the Darkness.

The matching icon will explain the effect.

Threats

In the **Dungeon Phase**, threats will typically **UPDATE** their *Dice Tracks* and apply negative effects to the hero. If a threat is **defeated**, immediately perform a **Loot Roll** (See *Loot Rolls*). Only 5 threats can be in play at once!

Spawning Threats

Draw a threat and place it in an **ACTIVE** state (facing-up) to the right of the threat deck and any other threats. Set up its *Dice Track*. If 5 threats are already in play, the hero receives 1 **DAMAGE** (💧) instead. If an epic threat spawns and 5 threats are already in play, discard the right-most, non-epic threat (without a **Loot Roll**) to make room.



All Dice Tracks in the game work exactly the same way, including those on threats!



When a threat card spawns, place it to the right of all other threats in play.

The Darkness

If an effect **PUSHES** a **non-epic** threat into the *Darkness*, that threat card is moved slightly higher up in the play area. While in the *Darkness*, a threat cannot be **ATTACKED**, and its *Dice Track* is ignored.

IMPORTANT: Epic threats cannot be **PUSHED** into the *Darkness*!



Epic Threats

Epic threats are very similar to their non-epic counterparts. They too **UPDATE** their *Dice Tracks* in the **Dungeon Phase** and can be targeted to **ATTACK**. Other than being extremely powerful, there are key differences:

Passive Effects

Heroes cannot **PUSH** any epic threats. Epic threats also have their own specific **PASSIVE** effects that are enabled while in play.

Spawning Epic Threats

Epic threats are **spawned** in 2 ways:

- 1) After **ESCAPING** from a dungeon, an epic threat is **spawned** as soon as a new dungeon card is revealed, and its *Dice Track* is set up.
- 2) Specific card effects can also instruct players to **spawn** an epic threat.

Epic threats can only be spawned if there are less than 3 in play. If 3 epic threats are already in play, receive 1♦ instead.

To **spawn** an epic threat, draw an epic threat card and place it **ACTIVE** (face-up) to the right of the threat deck and any other threats in play. If 5 threats are already in play, the right-most, non-epic threat is discarded to make room. If more epic threats **spawn**, discard existing threats as needed. A **Loot Roll** is not resolved if threats are discarded in this way.



Epic threats are incredibly powerful!

PASSIVE - Shockwave:

After this threat receives damage, **DEACTIVATE** a non-Rest Hero Skill.

Epic threats also have their own unique PASSIVE effects.

SideQuests

While exploring the dungeons, you will often decide to pursue a SideQuest. These typically allow you to mitigate incoming danger from their *Dice Tracks*. However, they also open opportunities to find powerful loot!

If the blue die on a SideQuest card falls below 1, a **Loot Roll** should immediately be resolved before discarding the card (see *Loot Rolls*). When a SideQuest is discarded, you must draw a new one. **There must always be 3 SideQuest cards in play at all times!**



All Dice Tracks in the game are colour-coded, making it easy to match up dice to their Dice Tracks.

Encounters

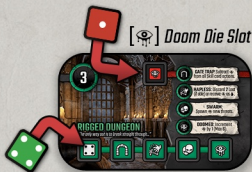
Certain effects in the game will instruct you to *Draw and resolve an Encounter*. These can be positive or negative narrative-based events. When an encounter card is drawn, it must immediately be resolved before discarding it.



Encounters are engaging narrative-based events!

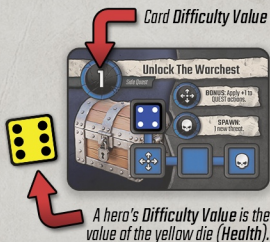
Dungeons

Dungeons are specific locations within demonically tainted underground areas. They utilise environmental *Dice Tracks* that devastatingly impact the hero while also incrementing the unique [👁] *Doom Die Slot*, which represents the growth of demonic energy. The doom die intensifies demonic effects and **spawns** greater numbers of threats (See the *Setting Up A Dungeon Stack* section for detailed dungeon rules).



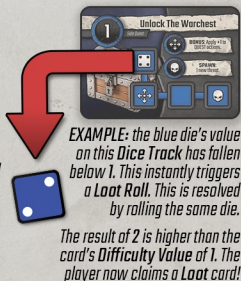
Difficulty Values

Threats, SideQuests, Critical Hits and Dungeons have a circle in the top left to indicate its *Difficulty Value*. A hero's *Difficulty Value* is always the value of the yellow die (*Health*). *Difficulty Values* are mainly used to help resolve Hero Actions and Loot Rolls.



Loot Rolls

If the die value of a Threat, SideQuest, Critical Hit or Dungeon falls below 1, **a Loot Roll is immediately resolved before discarding the card.** Do this by rolling the same die from the card's *Dice Track*. If the result is greater than the card's *Difficulty Value*, claim a loot card!



Claiming Loot

Draw 1 loot card from the deck and place it below the hero. Loot unlocks unique actions and effects by following the text on the card. If more than 7 loot cards are claimed, existing loot must be discarded to keep within the maximum limit of 7.



Loot cards offer unique effects for your heroes. Follow the text on the card to learn how to use them!

Critical Hits

Players may be instructed to “draw a **Critical Hit**”. If this happens, draw a card from the Critical Hit deck and place it under the hero. Then, set up its **Dice Track**.

Critical Hits will have a small **Dice Track** as well as a **PASSIVE** effect that will describe how to remove the card. This is typically done by replacing the target of one of your Hero's **Action Keywords**. If the orange die on a Critical Hit falls below 1, a **Loot Roll** should immediately be resolved before discarding the card (see *Loot Rolls*).

e.g. the Critical Hit named *Splintered Limb* instructs players that while it is in play, all **ATTACK** actions must target this Critical Hit card instead of any threats. Players are now forced to target this card during an **ATTACK Action**. **Success Values** are calculated and resolved on the Critical Hit card using the same rules as typical **ATTACK Actions**. (**Actions** are explained in more detail in the “How To Play” section of this booklet).

If players draw a 4th Critical Hit card while 3 are already in play, the hero is **defeated**.



Receiving a Critical Hit is catastrophic to your hero!



They have small Dice Tracks which work in the same way as other cards.

PASSIVE: When resolving an **ATTACK**, you must target this card instead of any threats.

In addition, Critical Hits have a unique **PASSIVE** effect that explains how to remove the card.



When the value of the die on the Critical Hit card falls below 1, perform a **Loot Roll**. Then, discard the Critical Hit and move the die to the supply.

Hero Skills

Players have access to 4 basic *Hero Skill* cards as well as a 5th *Unique Skill* specific to the chosen hero. Every *Skill* includes an *Action List* as well as a [⚡] *Charge Slot*. Some **Actions** contain **Keywords** with a symbolic description of how they should be resolved (see the *How To Play* section for more details).



Players use *Hero Skills* to perform **Actions** each turn.

Card States

Some actions and effects can **ACTIVATE** or **DEACTIVATE** cards. Cards can only be in an **ACTIVE** (face-up) or **INACTIVE** (face-down) state.



ACTIVE
(facing up)



INACTIVE
(facing down)

Discarding Cards & Recreating Decks

Each deck must have its own discard pile. Whenever a deck runs out of cards, that deck's discard pile is shuffled, and a new deck is created.

Golden Rules

- » Conflicting rules on a card always override this booklet.
- » All effects must be resolved as completely as possible.
- » If any effect uses the word **cannot**, that effect is absolute.
- » If any effect uses the word **may**, that effect is optional.
- » If multiple valid ways exist to resolve an effect, the player chooses how.
- » If an effect has any requirements, they must all be met to resolve it.

Game Setup

Ensure components are in easy reach of players and follow these steps:



- 1) **Shuffle The Decks** of Threats, Epic threats, Encounters, Loot, Critical Hits and Side Quests. Place them as shown above.
- 2) **Draw 3 SideQuest Cards** to the right of the SideQuest deck.
- 3) **Setup The Dungeon Stack** in the bottom left (*see the Setting Up A Dungeon Stack section on the next page for more information*).
- 4) **Place A Hero Card** (*Standard side*) to the right of the Dungeon.
- 5) **Place Skill Cards** next to the hero: *Attack, Quest, Escape, Rest* as well as the hero's *Unique Hero Skill* card (*identified by matching art*).
- 6) **Draw 1 Threat Card** and place it to the right of the Threat deck.
- 7) **Setup Dice Tracks** by placing a die of the same colour on every *Dice Track* in play. Set each die as shown on the track's *Die Setup Icon*.
- 8) **Setup Remaining Dice.** Ensure a red die with a value of 1 is placed on the [👁] slot found on the dungeon card. Place additional dice nearby.

Setting Up A Dungeon Stack


In *Heroes Of The Sanctum: Doomcrawler™*, players must navigate through a series of random dungeons. This is called the *Dungeon Stack*.

SETUP: Game difficulty can be increased by shuffling the Dungeon deck and drawing up to 3 cards at random. Place them face up, one on top of the other, to form the *Dungeon Stack*.



If it is your first time playing Doomcrawler™, it is recommended to start with 1 Dungeon card.


This is an example of a Dungeon Stack consisting of 3 cards. This is the hardest difficulty setting!

After you have created your *Dungeon Stack*, place a red die with a value of 1 on the *Doom Die slot*. The Doom Die is referred to as .



The Doom Die Slot is set up by placing a red die with a value of 1 over it.

Escaping Dungeons

If the value of a dungeon's green die falls below 1, it has been **cleared**. Perform a **Loot Roll** (see *Loot Rolls section*) before discarding the visible dungeon card. If a new dungeon is revealed, **keep the value of  the same as it was** and reset the new dungeon's *Dice Track* (see *Dice Tracks section*). Lastly, you must spawn an epic threat!

Victory

If the final card of the *Dungeon Stack* is discarded, you are **victorious**! If you are **victorious** on the hardest game difficulty (3 dungeon cards), you may open the secret Reward Pack labelled "R3"! More information on unlocking the Reward Packs can be found on page 22 of this booklet.

How To Play

Each game round in *Heroes Of The Sanctum: Doomcrawler™* loops over the **Hero Phase** and the **Dungeon Phase**. If you can escape from all dungeons in the *Dungeon Stack*, you are **victorious**. The game begins with the **Hero Phase** and is resolved in the following order:

HERO PHASE

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

UPDATE Your Hero's *Dice Track*

When the **Hero Phase** begins, players must first **UPDATE** the *Dice Track* on their Hero card. This moves the die to the next slot on the track. If it is at the end, it moves back to the first slot again (see the *Dice Tracks* section for more details).

If the die is covering an icon on the *Dice Track*, a matching icon and description will be found on the card explaining its effects.



EXAMPLE: The game has started, and we are about to **UPDATE** our hero's *Dice Track*.



The die **UPDATES** to the next slot, activating the **BANISH** effect on the card. We can now freely **PUSH** 1 threat into the darkness.

Perform Up To 2 ACTIVE Hero Skills

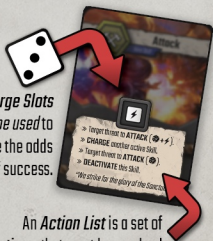
Choose an **ACTIVE** (*face-up*) **Hero Skill** card to perform. Resolve the **Action List** on the card, in order, from top to bottom. Unless otherwise stated, perform a second **ACTIVE Hero Skill** when the first is completed.

Actions & Keywords

When resolving the **Action List** of a **Hero Skill**, most **Actions** will include **Keywords**. Some **Actions** target specific cards and require a value to measure **Success**. For example:

» Target threat to **ATTACK** (🎲+⚡).

[⚡] **Charge Slots** can be used to improve the odds of success.



An **Action List** is a set of **Actions** that must be resolved in order, from top to bottom.

After choosing a valid target, the icons show how to resolve the **Keyword**.

"🎲" is the result of a black die roll. However, if the player rolls a 6, the die is rolled one more time. The previous result is added to the new result.

"⚡" is the value of the white die in the current [⚡] **Charge Slot**. If the **Hero Skill** does not have a **CHARGED** white die, the value is zero.

Finally, the target's **Difficulty Value** is subtracted from the result to calculate the **Success** of the **Action**. An example is shown below:



The player targets a threat with a **Difficulty** of 2 to **ATTACK**.

Black Die Roll [⚡] **Charge Slot**



The player rolls 4 with 3 already **CHARGED**: 🎲4+⚡3=7

Calculate Success Value:

$$7 - 2 = 5$$

Subtract target's **Difficulty** to get the **Success Value** (5).

Resolving Successful Keywords

If the *Success Value* of an **Action Keyword** is less than 1, it fails, and nothing happens. Otherwise, it is resolved in the following ways:



ATTACK

Subtract the entire *Success Value* from the target threat's red die (or epic threat's purple die). If the value of the die falls below 1, that threat is **defeated**. Resolve a *Loot Roll* on the target threat and discard it.

NOTE: You cannot **ATTACK** threats that are in the *Darkness*!




QUEST

Subtract the entire *Success Value* from the blue die of the target SideQuest. If the value of the blue die falls below 1, that SideQuest is **completed**. Resolve a *Loot Roll* on the target SideQuest and discard it.



ESCAPE

Subtract a maximum of 1 from the dungeon's green die. If the value of the die falls below 1, that dungeon is **cleared**. Resolve a *Loot Roll* and discard the dungeon. After revealing a new dungeon, **spawn an epic threat**!

NOTE: Keep the  value the same after discarding a dungeon!



REST

Add a maximum of 1 to the hero's yellow die. The value of the yellow die cannot exceed the value shown on the *Die Setup Icon* (found on the hero's *Dice Track*).

Other Hero Actions

You will also find some other **Actions** that do not require *Success Values* among your *Hero Skills*. Here are some of them:



[⚡] Charge Slot

CHARGE

If instructed to “**CHARGE** another active Skill”, players must first roll the white die before choosing an **ACTIVE** (face-up) *Hero Skill*. Place the die on the [⚡] *Charge Slot* of the chosen *Skill* without changing its value.



In the Darkness

PUSH

If told to “**PUSH** a threat into the darkness”, choose a face-up, **non-epic** threat and move it higher up than the others. While a threat is in the *darkness*, their *Dice Tracks* are ignored, and heroes cannot **ATTACK** them.



Encounter cards

ENCOUNTERS

There are moments when heroes are called to “*Draw and resolve an Encounter card*”. When this happens, the player immediately draws a card from the Encounter deck. After resolving the card, it is discarded.



Hero Skills

ACTIVATING / DEACTIVATING SKILLS

To **ACTIVATE** a card means turning it face-up so that it can be used. To **DEACTIVATE** a card means turning it face-down so that it cannot be used.

Defending Your Hero

To complete the **Hero Phase**, you will usually be required to **DEFEND** your hero. This is how :



[♥] Defence Slot

DEFEND

The player must roll the black die to **DEFEND** the hero.

Without changing the result, the black die is placed on the hero's [♥] *Defence Slot*. The value of the black die is now the hero's *Defence Value* (also represented as ♥).



Completing The Hero Phase

After **DEFENDING**, the **Hero Phase** ends, and the **Dungeon Phase** begins. It's resolved in the order below (cards are **UPDATED** from left to right):

DUNGEON PHASE

- **UPDATE** all threat *Dice Tracks* (unless in the *Darkness*).
- **UPDATE** all SideQuest *Dice Tracks*.
- **UPDATE** the Dungeon's *Dice Track*.
- **UPDATE** all Critical Hit *Dice Tracks* (if any).
- Any threats in the *Darkness* return to battle.

UPDATING Other Dice Tracks

The player must **UPDATE** all other *Dice Tracks* sequentially from left to right, in the following order:



Threats

1) UPDATE THREATS (INCLUDING EPIC THREATS)

Unless a threat is in the *Darkness*, every threat card in play must now be **UPDATED**. Starting from the left-most threat card and moving from left to right.



SideQuests

2) UPDATE SIDEQUESTS

Every SideQuest card in play must now be **UPDATED**. Starting from the left-most SideQuest card and moving from left to right.



Dungeon

3) UPDATE DUNGEON

The visible dungeon card must now be **UPDATED**.



Critical Hits

4) UPDATE CRITICAL HITS

If any Critical Hit cards are in play, **UPDATE** them.

All Threats Return To Battle

Any threats in the *Darkness* return to battle. Move these threat cards back into alignment with the others.



Threat returns from the Darkness.

The **Dungeon Phase** ends, and the **Hero Phase** begins again. The game ends when the hero **clears** the *Dungeon Stack* or is **defeated**.

Frequently Asked Questions

» Can I **PUSH** an epic threat into the *Darkness*?

No. Epic threats cannot be **PUSHED** into the *darkness*.

» What does “*Min*” and “*Max*” mean on various cards?

Min is shorthand for *Minimum Value*. *Max* is the *Maximum Value*.

» What if my *Success Value* result is 0 on a **Keyword Action**?

For the *Success Value* to take effect, you need a result of 1 or more.

» Some *Unique Skills* allow target *Difficulty* reductions before an **Action**. If successful, is *Difficulty* still reduced for **Loot Rolls**?

No. The *Difficulty Value* reduction is only valid for the stated **Action**.

» How shall I handle gaps when a threat card is **defeated**?

Move the threats on the right of the gap towards the left and close it.


» Can I choose the target of a **Keyword** after I roll the die?

A valid target must be chosen **before** rolling the black die. However, after a white die roll, you can decide which *Hero Skill* to **CHARGE**.

» What happens when a charged *Hero Skill* is **DEACTIVATED**?

Move the white die to the supply until another *Hero Skill* is **CHARGED**.

» Is the *doom die* value persistent when **clearing** a dungeon?

Yes. Ensure to keep the value of  the same and place it over the *Doom Die Slot* of the new dungeon. All threats in play also remain as they are.

» If an effect states “apply damage”, is *difficulty* ignored?

Yes. Unless a specific **Keyword** or *difficulty* is specified, it is ignored.

» **When do epic threats spawn?**

An epic threat is spawned when a new dungeon is revealed (and only after a dungeon is **cleared**). They can also be spawned when explicitly stated by other game actions.

» **What happens if I need to spawn more than 3 epic threats?**
If this happens, you receive 1 DAMAGE (💧) instead.

» **How do I upgrade my hero to the **Advanced** Hero Rank?**
After you defeat an epic threat, flip your hero to the advanced side. Then, Reset the hero's *Dice Track* and health value. If this happens during the **Dungeon Phase**, also set your *Defence Value* to 6.

» **What does the ★ symbol mean on Unique Hero Skills?**
All Unique *Hero Skill* cards define the ★ symbol above the **Action** text.

» **What happens when one of the decks run out of cards?**
Whenever a deck runs out of cards, that deck's discard pile is shuffled, and a new deck is created.

» **What happens if I need to spawn more than 3 Critical Hits?**
If you already have 3 Critical Hits in play and you must draw a 4th, your hero is immediately **defeated** and the game ends.

» **What if multiple Critical Hits override the same Keyword?**
You can choose which of those Critical Hit cards to target first.

» **Should I *Loot Roll* after a SideQuest is discarded by a TIMEOUT?**
No. The *Loot Roll* only happens if the die on the Side Quest falls below 1.

Unlocking Reward Packs

» When should I open a Reward Pack?

Each Reward Pack has a requirement that must be achieved before you should open it. For example, on the envelope labelled **R1**, it states:

"DO NOT OPEN THIS ENVELOPE UNTIL :

You have successfully completed the game with 1 dungeon card."

As soon as you have completed the game with 1 dungeon card, you may open the **R1** envelope and add the bonus cards to your games!

» What will I find in each Reward Pack?

You will find 3 or 4 bonus cards in each envelope. The content will be mixed between *Heroes of the Sanctum: Doomcrawler™* and *Heroes of the Sanctum: The Strategy Card Game™*.

» How do I use these cards?

These cards can be used immediately in their respective games. They are used the same way as other cards of the same type.

» How can I reset the Reward Packs?

All bonus cards use the same icon as their corresponding envelope. For example, in the envelope marked "R1", you'll find that the cards inside also display the R1 icon, making them easy to identify and reset.



Credits

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For additional information, please visit us:
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QUICK REFERENCE

The game loops over the **Hero Phase** and the **Dungeon Phase**. If you can escape from all Dungeons in the *Dungeon Stack*, you are victorious. 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** all Critical Hit *Dice Tracks* *(if any)*.
- Any Threats in the *Darkness* return to battle.

Heroes of the Sanctum: Doomcrawler™

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