HEROES OF THE SANCTUM™

THE STRATEGY CARD GAME

ECHOES OF THE FIRSTBORNE



HOW TO PLAY

Heroes Of The Sanctum™

How To Play

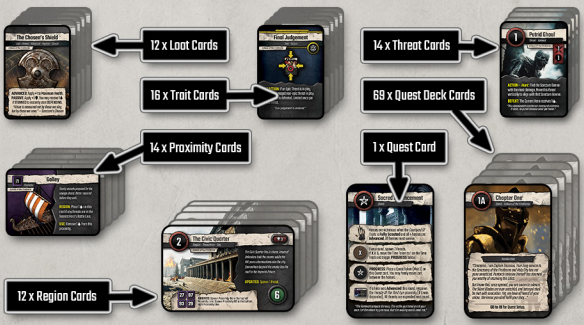
*Welcome to **Heroes of the Sanctum: The Strategy Card Game - Echoes of the Firstborne™**. This booklet assumes full knowledge of the core game rules. New features and rules are explained in this booklet. The campaign narrative and endings are in the separate **Campaign Book**.*

IMPORTANT: DO NOT RUIN THE STORY!

Do not read any **Chapter Intro** or **Ending** unless instructed.
Complete each chapter and unlock the narrative as you go!

Expansion Components

Below is an overview of the new content introduced in this expansion:



Standalone Quests

All Quests that do not use the new **Quest Deck System** are referred to as **Standalone Quests**. Much of the content from this expansion may also be used in other Standalone Quests. If a card states it can only be used in *Echoes of the Firstborne*, it is exclusive and cannot be used outside this campaign. To maintain optimal game balance, please follow these rules:

Setting Up Threats In Standalone Quests

All new Threats can be added to Standalone Quests as long as they comply with that Quest's ***Setup Rules***.

Setting Up Loot In Standalone Quests

If you are using the Loot from the *Epic Expansion*, shuffle in all new non-exclusive Loot including a maximum of 2 ***Tactical Ascension*** cards.

However, if you're only using the Loot from the Core Set (~16 cards), you must manually expand the deck by randomly adding ***2 of the Sanctum Banner cards, 1 of the Advanced Loot cards***, and ***1 of the Tactical Ascension cards***.

Please note that you cannot have more than 2 Tactical Ascension cards in the Loot deck!



New Features

Proximity Lines

Proximity Lines are a new game feature that allows multiple Proximity cards to exist near the same hero. When multiple Proximity cards are in the same **Proximity Line**, they are placed horizontally, just like threat cards in **Battle Lines**. The **Nearest Hero** can interact with and be affected by all proximities in their respective **Proximity Line**.

If a game effect instructs players to spawn a Proximity without a specific location, it should be placed in the top-left **Proximity Line** by default.





Traits

During the campaign, you can unlock Trait cards that affect the entire party. When **CLAIMED**, they are placed face-up near the **Battlefield** for all players to use.

There are two types of Traits in *Echoes of the Firstborne*: ***Narratives*** and ***Tactics***. ***Narratives*** reflect story updates, while ***Tactics*** unlock unique tactical effects.

Companions

Companion Loot cards attach to Heroes in the usual way. Loot cards with the ***Companion*** identifier indicate they must be **SACRIFICED** after receiving a certain amount of 🩸.

Whenever a Hero receives 🩸, all ***Companions*** attached to that Hero must also receive 1 additional 🩸. If the total value of 🩸 on a ***Companion*** meets or exceeds its **SACRIFICE** value, the Loot card (and all Damage Tokens covering it) must be discarded immediately.

When a Hero with an attached ***Companion*** is targeted by a **HEAL** action, 🩸 may be removed from either the target Hero's Sanctum Banner or one of the Hero's attached ***Companions***.

The new *Roaming Vagabond* ***Companion*** is included in this campaign!





Advanced Loot

Some Loot cards include the ***Advanced Identifier*** as well as the **ADVANCED** keyword.

Any effects following the **ADVANCED** keyword are applied only if the hero holding the Loot is **ADVANCED**.

Threats

This expansion introduces 7 unique new threats! They can be added to existing Quests to revisit old adventures with fresh challenges, new Loot, and more. You'll find 2 copies of each of the following cards:

- Hollower
- Malformed Echo
- Pattern Breaker
- Riftbark Treant
- Undying Wretch
- Ravener
- Putrid Ghoul



Quests

A new Standalone Quest has been included alongside the campaign:

Sacred Advancement!



Sanctum Banners



NOTE: Only horizontally adjacent Heroes can USE upgraded Sanctum Banners!

Sanctum Banners can now be found in the Loot deck! When a hero gains a new Sanctum Banner, that hero must either replace their adjacent Sanctum Banner (keeping the same value of) or discard the new Banner immediately. Heroes can also swap their adjacent Sanctum Banners with **ASSIST** actions!

The Quest Deck

The Quest Deck is a navigation system that delves deeper into the *Heroes of the Sanctum™* universe. Divided into chapters, it contains various card types that set up objectives and events, present the narrative, offer choices, resolve outcomes, and manage navigation to new regions.

The campaign name appears as an ***Identifier*** on all Quest Deck cards, along with a ***Quest Code*** indicating their chapter and part. For example, card **1A** is Chapter 1 Part A. Card **1B** is Chapter 1 Part B, and so on.



Quest Deck Headers

Card Types



Quest Setup



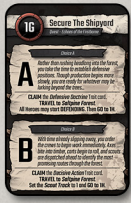
Quest Battle

Quest Setup and ***Quest Battle*** cards should already be familiar. Aside from their ***Quest Codes*** in the top left, they function as they did in Standalone Quests but now also utilise new keywords!

Next are the ***Quest Introduction*** and ***Quest Narrative*** cards. These present the story, often offering an A or B choice for players to **CHOOSE**. If a choice is given, players must decide before they **GO** to a specific ***Choice Outcome*** card to resolve it.



Quest Narrative / Quest Introduction



Choice Outcome

Finally, ***Quest Outcomes*** are used to resolve the outcome of a ***Quest Battle***. If the battle ends in **Victory**, players resolve the top section. If they fail, the lower section must be resolved instead.



Quest Battle



Quest Outcome

The Victory Keyword

If a ***Quest Battle*** objective includes a "**Victory** if" condition, players have two ways to complete that Quest without failing the campaign. If no such statement is present, there is only one path to **Victory**.

Navigating The Quest Deck

During the campaign, the **GO** keyword instructs you on how to navigate through the Quest Deck. For example, if a card says **GO to 1B**, the current card is complete, and you must proceed to the card with ***Quest Code*** **1B**. If a card says you "may" **GO** somewhere, that action is optional.

Travelling To New Regions

When using the Quest Deck, **players cannot leave the region during the Region Phase** as they would in Standalone Quests. Instead, travel is handled by the **TRAVEL** keyword. For example, if a card instructs players to **TRAVEL to *Saltpine Forest***, players should follow all steps for leaving the Region, but apply them to the specified Region card (***Saltpine Forest***). Finally, **players must reset the Quest Tracker**, moving the *Time Tracker Token* to 1 and the *Scout Tracker Token* to 0.

Claiming Cards

Various effects in the campaign will instruct you to **CLAIM** a specific card, usually found in the Campaign Deck. Follow the instructions below to set up the Campaign Deck before starting the first chapter of the campaign.



Setting Up The Campaign

First, the new Sanctum Banners, *Roaming Vagabond* and *Tempter's Blade* are shuffled into the Loot Deck. *Tactical Ascension* cards are removed from the campaign (they are intended only for Standalone Quests).

Next, the **Campaign Deck** must be set up. This is a helpful pool of Mini Cards that allows players to quickly find and **CLAIM** special cards as needed. For example, if instructed to "**CLAIM** a ***Sack of Provisions*** and attach it to a hero", players must locate the *Sack of Provisions* in the **Campaign Deck** before attaching it to a hero. The **Campaign Deck** must be prepared before each chapter and include the following cards (unless any are already in play from the previous chapter):

Traits: *Defensive Doctrine, Decisive Action, Sanctum's Charge, Final Judgement, Field Satchel, Resourceful, Seize the Initiative, Steadfast Formation, What Lies Beneath, Scorched Report, Forgotten Voices, Imperial Orders, Chronomikon Record, Sacred Remembrance,* and *Firstborne Duty.*

Loot: *Sack of Provisions, The Fallen Dagger, The Chosen's Shield, Emperor's Blade,* and *Spear Of Secarius.*

Game Setup Tweaks

1) **Required adjustment:** Move the Threat and Loot decks slightly higher. Ensure the horizontal space around all Proximities remains clear for **Proximity Lines** (indicated by the purple arrows).

2) Place the Campaign Deck and extra Proximities above the **Battlefield**.

3) If a Quest uses the new Quest Deck system, you may swap the positions of the Quest Tracker card and Quest Deck for easier reading.

Echoes of the Firstborne
Setup Diagram



How To Play

The ***Echoes of the Firstborne*** expansion utilises the Quest Deck, structuring the campaign into three large chapters. Players may take breaks between them or endure a single, relentless playthrough!

Starting The Campaign

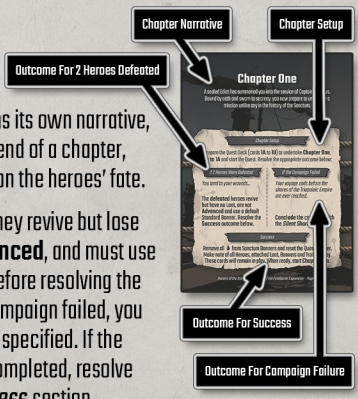
1) Select 4 Heroes and a **Difficulty Mode**. Players must use the same heroes and difficulty across all chapters in the campaign.

2) After reading the ***Chapter One Intro*** page in the ***Campaign Book***, continue to the ***Chapter One*** page and follow its instructions.

Chapter Pages

Each ***Chapter Page*** contains its own narrative, rules, and outcomes. At the end of a chapter, resolve the outcome based on the heroes' fate.

If 2 heroes are **defeated**, they revive but lose all Loot, are no longer **Advanced**, and must use a default Sanctum Banner before resolving the ***Success*** outcome. If the campaign failed, you must **Conclude** the ending specified. If the chapter was successfully completed, resolve the instructions in the ***Success*** section.



To **Conclude** a specific ending, follow the instructions of the ***Endings*** page, located after ***Chapter 3***.

Frequently Asked Questions

» How do I start the Campaign?

Select 4 Heroes and a **Difficulty Mode** for the entire duration of the campaign. Prepare the Loot and **Campaign Decks** (see page 9), read the ***Chapter One Intro***, and follow the ***Chapter One*** page instructions.

NOTE: ***Quest Setup*** is typically found on the second card of each Chapter's Quest Deck.

» How does the "Victory if" condition work in *Quest Battles?*

A "**Victory** if" condition in a Quest objective means there are two ways to complete the Quest without causing campaign failure. This usually represents a more difficult approach in exchange for a reward or bonus.

As an example, in the first ***Quest Battle***, the objective states:
"GO to 10 if all threats are defeated and the region is Fully Scouted. Victory if at least 1 Galley proximity remains."

This means you must **GO to 10** once all threats are defeated and the region is **Fully Scouted** (if it said "You may **GO**", you could choose to navigate in a later round).

- If you fulfil the "**Victory** if" condition, resolve the ***"If you achieved Victory"*** section of the ***Quest Outcome*** card.
- If you did not fulfil the "**Victory** if" condition, resolve the ***"if you did not achieve Victory"*** section of the ***Quest Outcome*** card.

» What if there is no "Victory if" condition?

If a Quest objective does not have a "**Victory** if" condition, there is only one way to complete the Quest. If your heroes survive, they resolve the ***"If you achieved Victory"*** section of the ***Quest Outcome*** card. If not, resolve the ***"if you did not achieve Victory"*** section.

» Can I CHOOSE any option on Quest Narrative cards?
If an option has a requirement, such as possessing a card or meeting a specific condition, you must fulfil that requirement to **CHOOSE** it.

» 2 heroes were defeated during a chapter, do they revive?
They remain **defeated** for the remainder of the chapter. If you survive the chapter, they will be revived at the end, but lose all Loot, non-default Sanctum Banners and their **ADVANCED** status. They're effectively reset.

» What should I track between chapters?
After successfully completing a chapter and checking if two of your heroes were **defeated**, track the heroes you chose, the ***Difficulty Mode***, attached Loot cards, Sanctum Banners, and Traits in play. No need to track damage, heroes are fully healed when the next chapter starts.
TIP: *Take a photo of the game area to easily reference your progress later!*

» How are Proximities spawned?
Proximities can be **spawned** by name or card number. If a location isn't specified, they **spawn** in the top-left **Proximity Line** by default.

» I found a Sanctum Banner in Loot! Can I replace any of them?
If a hero gains the Loot card directly, it may only replace the Sanctum Banner adjacent to that hero. If gained by any other effect, it may replace any Sanctum Banner. New Sanctum Banners may also be discarded.

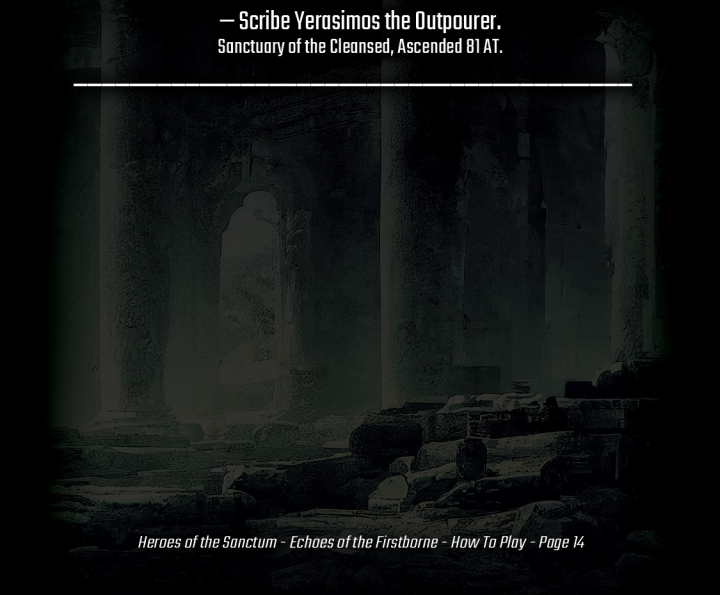
» Can I leave the Current Region during the Region Phase?
Not when using the Quest Deck. Instead, you must wait for the **TRAVEL** keyword, which functions differently (see page 8 for details).

From The Chronomikon

"In those days, the realm shall know the meaning of true struggle. What is unleashed shall sever the souls of millions. Unimaginable loss. Incomprehensible suffering. True darkness made manifest.

Yet, even beneath the ash of what remains, the truth shall never be lost. May we be ever watchful, for the true battle is not the darkness that descends from beyond the heavens, but the shadows found within the ruin of our own hearts."

— Scribe Yerasimos the Outpourer.
Sanctuary of the Cleansed, Ascended 81 AT.



Credits

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QUICK REFERENCE

QUEST DECK - KEYWORDS

Below is a reminder of common keywords found within a Quest Deck:

GO: *The **Current Quest** card is complete. Proceed to the next specified card.*

TRAVEL: *Leave the **Current Region** for the next specified Region. After resolving its **ARRIVED** keyword, you **must** also reset the Time and Scout Tracks.*

CHOOSE: *Pick option **A** or **B**, then resolve the specified Choice Outcome card.*

CLAIM: *Find a specified card from the **Campaign Deck** and put it into play.*

QUEST DECK - GAME PHASES

The game is played in order over the following 4 game phases:

1) HERO PHASE

- Reveal and resolve the Current Stratagem.
- Spend Action Points to assign and resolve Available Actions.

2) THREAT PHASE

- Attack the heroes and apply damage.
- Perform Threat Actions.

3) REGION PHASE

- UPDATE the Region.
- Resolve REGION keyword on Proximities.
- You cannot leave the Region yet!

4) QUEST PHASE

- Resolve Quest Objective and Events.
- Check if heroes have been defeated.
- Increment Time Track (if unmoved).
- Activate threats.