HEROES OF THE SANCTUM™

THE STRATEGY CARD GAME



LEGENDS OF THE DAMNED

Heroes Of The Sanctum™

Introduction

*Welcome to **Heroes of the Sanctum: The Strategy Card Game - Legends of the Damned™**, a massive 3-chapter campaign with deep narrative, strategic choices, and relentless battles. This set introduces the Quest Deck, Proximity Lines, Traits, Sanctum Banner upgrades, Remnant Companions, and more. This booklet assumes full knowledge of the core game rules. New features and rules are explained first, followed by the campaign section covering the narrative and possible endings.*

Do not read the endings until the campaign is complete!

Expansion Components

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



Standalone Quests

To maintain game balance, there are specific considerations when using new content in standalone Quests.

Setting Up Threats In Standalone Quests

All 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***, you can shuffle in all new ***Remnant Companions***, ***Sanctum Banners***, ***Advanced Loot*** and ***Tactical Ascension*** cards normally.

However, if you are only using the Loot from the Core Set (~16 cards) and wish to include some of the new content, you must manually expand the deck by randomly adding ***1 of the 4 Remnant Companion cards***, ***1 of the 4 Advanced Loot cards***, ***2 of the 5 Sanctum Banner cards,*** and ***1 of the 2 Tactical Ascension cards***.



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: ***Narratives*** and ***Tactics***. ***Narratives*** reflect changes in the story, while ***Tactics*** unlock powerful and unique 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***.

4 powerful new Remnant ***Companions*** are included in this campaign!





Advanced Loot

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

Any effects following the **ADVANCED** keyword is 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:

- Shriekfiend
- Rotwood Treant
- Inferno Wyrm
- Revenant
- Riftcaller
- Iron Warlock
- Dark Warlock



Quests

To take advantage of the new content, a new standalone Quest has been included alongside the campaign: *Pathways Beyond Doom!*





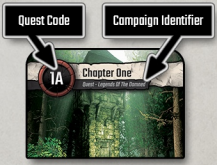
Sanctum Banners

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 new way to delve deeper into the universe of *Heroes of the Sanctum™*. 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

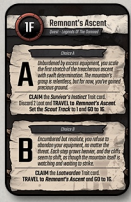


Quest Battle

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 *Remnant's Ascent***, players should follow all steps for leaving the Region, but apply them to the specified Region card (***Remnant's Ascent***). 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 Deck

The Campaign Deck is a helpful pool of Mini Cards that allows players to quickly find and **CLAIM** special cards as needed. For example, if an effect instructs you to "**CLAIM** a ***Remnant Scout*** and attach it to a hero", players can quickly locate the ***Remnant Scout*** in the Campaign Deck before attaching it to a hero.

The Campaign Deck should be prepared before each chapter and include the following cards, unless any are already in play from the previous chapter.

Traits: *Survivor's Instinct, Lootwarden, Formation Call, Wall Of Valour, First Blood, Opening Gambit, Unyielding Resolve, Wrath Of The Sanctum, Prospector's Tools, Golden Ore, Rift Essence* and *Legendcraft Codex.*

Loot: *Remnant Scout, Remnant Soulpiercer, Remnant Apothecary, Remnant Warcaster, Burning Doomcoil, Sanctified Blade, Elven Riftblade, Redemption Chestplate* and the two *Tactical Ascension* cards.
NOTE: *Tactical Ascension Loot cards are effectively removed from the campaign. They are intended for Standalone Quests.*

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.

Legends of the Damned
Setup Diagram



How To Play

The ***Legends of the Damned*** 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

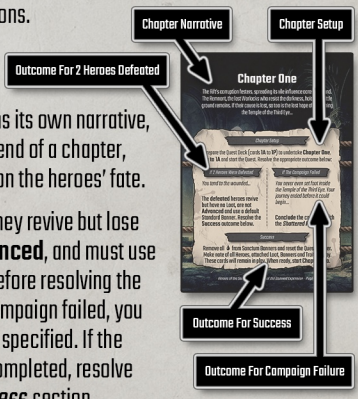
1) Select 4 heroes and a **Difficulty Mode** (as described in the core game's ***How To Play*** booklet). Players must use the same heroes and difficulty across all chapters in the campaign.

2) After reading the ***Story So Far*** page, 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*** (both must remain the same throughout the campaign). Read ***The Story So Far...***, then turn to ***Chapter 1*** and follow the instructions.

» 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 1D if all threats are defeated and the region is Fully Scouted. Victory if at least 1 Scout Tower proximity remains."

This means you must **GO to 1D** 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).

The Story So Far...

For millennia, the Sanctum of the Scribes have protected sacred tomes, which speak of a rift between our realm and the darkness. The prophecy had warned of *The Incursion*, where ancient manifestations of the dark would force us all to the edge of extinction. As foretold, the last of the Sanctum's alliance stood between the coming terrors and oblivion. At great cost, we prevailed. Now, among the embers of what remains, the foul corruption of the Rift has begun to fester within our own ranks...

Once a place of forbidden power, the Temple of the Third Eye now stands as a gateway to ruin. The Warlocks, feared and misunderstood, never sought knowledge alone. They sought control. Bending the darkness to their will, they consumed the essence of vanquished demons to wield it as a weapon. Yet such power has a cost. Before *The Incursion*, this sacrifice was the price of mastery. Now, it is their undoing. The Warlocks who remained loyal, known now as *The Remnant*, struggle to reclaim what was lost. But those who still dwell within the Temple's depths are forever damned by the dark energies that course through their very beings.

Within the Temple, unspeakable horrors construct new Riftways to the realm of the demon. Left unchallenged, this corruption will consume us all. Yet hidden deep within its desecrated halls are relics of immense power, artefacts that could turn the tide for those brave enough to claim them.

Steel yourselves. For you must ally with *The Remnant*, infiltrate the Temple, reclaim the relics, seal the Rift, and confront the source of corruption before all is lost. The redemption of *The Remnant* is at hand. Rise, Champion, and take your place among the Heroes of the Sanctum. These are the Legends of the Damned...

Chapter One

The Rift's corruption festers, spreading its vile influence across the realm. The Remnant, the last Warlocks who resist the darkness, hold what little ground remains. If their cause is lost, so too is the last hope of reclaiming the Temple of the Third Eye...

Chapter Setup

Prepare the Quest Deck (cards **1A** to **1P**) to undertake **Chapter One**. **Go to 1A** and start the Quest. Resolve the appropriate outcome below:

If 2 Heroes Were Defeated

You tend to the wounded...

The **defeated** heroes revive but have no Loot, are not **Advanced** and use a default Standard Banner. Resolve the **Success** outcome below.

If The Campaign Failed

You never even set foot inside the Temple of the Third Eye. Your journey ended before it could begin...

Conclude the campaign with the ***Shattered Fate*** Ending.

Success

Remove all 🩸 from Sanctum Banners and reset the Quest Tracker. Make note of all Heroes, attached Loot, Banners and Traits in play. These cards will remain in play. When ready, start **Chapter Two**.

Chapter Two

The Cursebound Courtyard looms before you, its once-sacred grounds now defiled by the Rift's taint. As the dark ritual of the Blood Shamans nears completion, shadows coil through the broken archways, whispering in tongues long forgotten. The path ahead is treacherous, but beyond these ruins stands the Temple of the Third Eye and the horrors that lay in wait...

Chapter Setup

Prepare the Quest Deck (cards **2A** to **2P**) to undertake **Chapter Two**. **Go to 2A** and start the Quest. Resolve the appropriate outcome below:

If 2 Heroes Were Defeated

They live, but the cost is great...

The **defeated** heroes revive but have no Loot, are not **Advanced** and use a default Standard Banner. Resolve the **Success** outcome below.

If The Campaign Failed

The darkness swallows your last breath. Whatever hope remained is extinguished, leaving only silence in its wake...

Conclude the campaign with the ***Dark Ritual*** Ending.

Success

Remove all 🩸 from Sanctum Banners and reset the Quest Tracker. Make note of all Heroes, attached Loot, Banners and Traits in play. These cards will remain in play. When ready, start **Chapter Three.**

Chapter Three

The altar runs slick with the Shaman's blood, yet the darkness does not retreat. The temple walls tremble with unseen power, as if the very stone remembers the countless sacrifices made under the twisted influence of the dark energies. The path ahead fades into the unknown, where the true source of corruption awaits...

Chapter Setup

Prepare the Quest Deck (cards **3A** to **3N**) to undertake **Chapter Three**. **Go to 3A** and start the Quest. Resolve the appropriate outcome below:

If 2 Heroes Were Defeated

The battle is over, but the scars remain. With weary hands, you pull your fallen comrades to their feet...

Discard all Loot from the defeated heroes. Resolve the Success outcome below.

If The Campaign Failed

The darkness claims its final sacrifice. The Rift remains open, its horrors multiply, and the last hope of salvation is snuffed out...

Conclude the campaign with the *Annihilation* Ending.

Success

Leave all cards in play until you have finished reading the ending. Conclude the campaign with the *Victorious* Ending.

Endings

Wait Until The Campaign Is Concluded!

The following pages reveal the campaign's endings. If it has concluded, use the guide below to resolve it. Otherwise, **stop reading now!**

If the campaign has concluded, resolve the appropriate ending:

Defeated Endings

To conclude the ***Shattered Fate*** ending, read section **E1** on page **19**.

To conclude the ***Dark Ritual*** ending, read section **E2** on page **19**.

To conclude the ***Annihilation*** ending, read section **E3** on page **20**.

Victorious Endings

If you were victorious on ***Adventurer*** or ***Champion difficulty***, read section **E4** on page **20**.

If you were victorious on ***Hero difficulty*** with fewer than 4 ***Remnant Companions*** attached to your heroes, read section **E5** on page **21**.

If you were victorious on ***Hero difficulty*** with all 4 ***Remnant Companions*** attached to your heroes, read section **E6** on page **21**.

E1 - *Shattered Fate*

The journey ended before it could begin. Whether lost in the wilds, buried beneath the cliffs, or cut down before reaching the temple gates, the heroes' fate was sealed in failure. No legends will be told of their sacrifice, no songs will honour their deeds. The darkness swells unchecked, creeping ever closer to consuming all that remains. The Remnant are left to struggle alone, their dwindling numbers no match for the horrors that spill forth. With the Sanctum stretched too thin and The Remnant without aid, the Temple of the Third Eye is lost, its depths now a breeding ground for unspeakable evils. The Rift expands, swallowing the entire realm in shadow. The prophecy is broken, and with it, the last hope of salvation...

Try replaying the campaign to unlock another ending - ***Stop reading!***

E2 - *Dark Ritual*

The battle is lost. Wounded and overpowered, you are dragged before the Altar of the Crimson Rite, your fate sealed in the name of their dark deity. The Blood Shamans chant in unholy tongues, their twisted voices rising as the ritual reaches its climax. One by one, you are offered to the abyss, your blood spilling across the desecrated stone. With the final sacrifice made, a blinding surge of dark energy erupts from the altar, consuming all in its wake. The Temple of the Third Eye ignites into a burning beacon portending the end. The Rift swells, tearing wider with each soul claimed, until the horrors of the void pour forth, innumerable and unstoppable. The ancient promise is shattered, and your broken corpses whisper a new prophecy... the desolation of all.

Try replaying the campaign to unlock another ending - ***Stop reading!***

E3 - *Annihilation*

You come so close. The source of corruption was laid bare, the end was within reach, but it was not enough. The Riftway spirals beyond control, its collapse tearing through stone, steel, and flesh alike. The very fabric of reality fractures, twisting time and space into oblivion. The Temple of the Third Eye is swallowed whole, its ruins lost to the abyss. The Remnant perish in the wake of the devastation, and with them, the last hope of salvation. The Rift surges outward, devouring all in its path, its hunger endless. The realm is undone, for the only ones who could stand against the darkness are no more. There will be no one to remember, no one to mourn what was. For even a dream requires a dreamer…

Try replaying the campaign to unlock another ending - ***Stop reading!***

E4 - *The Light Endures*

The Riftway is no more. The unstable energies collapse, severing the gateway to the abyss and leaving the temple in silence. The battle is won, and for the first time in an age, the darkness recoils. The Temple of the Third Eye, though scarred and broken, stands in defiance of the horrors that sought to claim it. The cost is undeniable. Many of the Remnant did not survive, their sacrifice etched into the bloodstained stones. In this solemn moment, the heroes know full well the darkness will return, and when it does, the Sanctum must again be ready to rise against it. But that is a burden for the days to come. On this day, a victory has been hard won. On this day, the light of the Sanctum endures.

You are victorious! Try replaying the campaign on ***Hero difficulty*** *to unlock another ending -* ***Stop reading!***

E5 - *Redemption's Cost*

The Riftway is shattered, its abyssal energies collapsing into the void. The dark presence that once consumed the Temple of the Third Eye is severed. The surviving Remnant stand among the ruins, their gazes heavy with the weight of those lost to the corruption. Though few remain to reclaim what was lost, their struggle was not in vain. Through sheer determination, and the aid of the mighty heroes sent forth by the Sanctum, hope yet endures. For the first time in an age, the realm draws breath. The darkness has been driven back, but the scars of the Rift will not heal so easily. It will rise again, and when it does, the Sanctum and the Remnant must be ready...

You are victorious! Try completing the campaign on ***Hero difficulty*** *with all 4 Remnant Companions to unlock the final ending -* ***Stop reading!***

E6 - *Legends Forged*

The Riftborn Corruptor is obliterated as the Riftway crumbles, its body tearing into tendrils of dark energy and black smoke. The portal collapses in a final, deafening implosion, severing the abyssal gateway and purging the last remnants of corruption from the Temple of the Third Eye. What was once a cursed monument to despair now stands as a beacon of defiance. The battle is won, not merely for survival, but for the future.

The Remnant stand victorious, their numbers stronger than ever. Along the way, they have liberated many of their own. Thanks to the aid of the Sanctum's champions, they no longer cling to the last scraps of their order. They have finally reclaimed what was lost...

If your heroes have at least ***3 Advanced*** *Loot cards attached -* ***Read E7!*** *If not, you are victorious -* ***Stop reading!***

E7 - *Legends Of The Damned*

Bearing witness to the devastation wrought by their own kind, The Remnant recount how these events came to pass. What was once a sacred pursuit of knowledge became the ultimate path to ruin, twisted by reckless ambition and the corrupting influence of the Rift. The safeguards of their tradition were abandoned in desperation, their ancient *Path of Ascension* cast aside as fear and folly overtook their faith in the past. The Warlocks who succumbed to its call sought mastery over the abyss, but in the end, it was they who were consumed.

This mistake cannot be repeated. By decree of the Sanctum, the edict is given and humbly received by the survivors of the Remnant.

The Remnant must now rebuild, not just in stone and steel, but in resolve and wisdom. Their order cannot afford another descent into darkness. A new path is forged, the *Custodians of Ascension*, a solemn order tasked with ensuring that power is never again sought without restraint. No longer will the pursuit of forbidden knowledge outweigh the burden of responsibility. Their ancient teachings will be remembered anew, bound by discipline, vigilance, and sacrifice.

The champions return to the Holy City to a hero's welcome, their deeds immortalised in the Sanctum's *Acts of Heroes*. One day, in the distant future, when time has carried their names beyond memory, the legacy of those who gave everything will be venerated. Among these valiant acts, the future will read of the *Legends of the Damned*...

And so the legend is written. Their sacrifice eternal.
The Heroes of the Sanctum shall never fade.

Credits

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QUICK REFERENCE

2 ACTION POINTS



ATTACK HEAL DEFEND SCOUT ANY RED

1 ACTION POINT



USE TAUNT ASSIST MOVE ANY BLUE

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.
- Decide to leave the Region (if able).

4) QUEST PHASE

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