

# Playing the Game

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# How to Win

# Before You Start

Sanctuary is designed to be played in a variety of campaign and PvP formats, and players are encouraged to create their own. For **Standard PvP**, follow the rules below.

## Deck Composition

Your deck must have 60 cards in any combination you choose within the following limitations:

### 1. Tokens and Relics

No Token or Relic cards are permitted in your deck. Tokens remain in your collection until put into play.

### 2. Heroes and Artifacts:

Your deck must have at least one Hero. You may have as many Heroes and Artifacts in your deck as you like, but neither may have any duplicates.

### 3. Fated Occurrences

You may have up to four total Fated Occurrence cards in your deck.

### 4. Backstories and Class Levels

There is no limit to the quantity or duplicates of Backstory and Class Level cards.

## Card Play Limits

### 1. Heroes

You may only have up to three Heroes in your party at any time. There is no limit to the number of Heroes you can put into play during your turn. Heroes join the party exhausted and gain their specified Ability Tokens at the start of your next turn.

### 2. Fated Occurrences

Only one Fated Occurrence card can be played per player per turn.

### 3. Backstories and Class Levels

Only one Backstory or Class Level can be attached to a Hero on your turn; e.g., if you attach a Backstory to a Character, you cannot attach a Class Level on the same turn.

# Game Setup

# Turns

# Conditions