Hydra Boss Challenge
A Hero Realms challenge for 1-5 players

The Hydra has a body *(which has 40 health per player)* and heads *(which have 4 defense each)*.

The Hydra starts the game with one head in each player area. Each head is represented by 1 face-down card from the top of the market deck.

Note: If the players are using character decks (instead of generic starting decks), the Hydra starts the game with 3 cards in each head instead.

Players get a 5-card starting hand.

After each player's turn, the Hydra takes a turn.

If the Hydra body's health is reduced to zero, the players win the game!

Hydra's Turn
The "current player" is the player whose turn just ended. Only the heads in the current player's area are used and/or affected this turn.

    1. Add the last card in the market *(the one furthest from the market deck)* to the head with the most cards in the current player's area *(that player chooses between tied heads)*.

        a. Cards are added face down, except for Imperial cards, which are added face up.

        b. When adding cards to Hydra heads in any other way, they are always face down *(even if imperial)*. For this use cards from the top of the sacrifice pile if available, otherwise, use cards from the top of the market deck.

    2. Add a face-down card to each other head in the current player's area.

    3. The Hydra gains the ability that matches the faction of the card added in step 1. *(If the card didn't have a faction, treat it as Guild.)*

        a. Wild (🐾) - The current player discards two cards at random.

        b. Imperial (☀) - The Hydra gains health equal to the number of cards in this head.

        c. Guild (🔵) - Add another face-down card to this head.

        d. Necros (🔴) - This card forms a new head instead of being added to the head with the most cards in it.

    4. Slide the remaining cards in the market one space away from the market deck, then fill the empty space in the market with the top card of the market deck.

    5. The Hydra gains combat equal to the total number of cards in all heads in the current player's area.

    6. The Hydra makes a "**Villainous Attack**" against the current player.

    7. For each head that was destroyed in the current player's area since the Hydra's last turn in that area, add two new heads to that area *(with one face-down card in each)*.

Hydra Heads

- Hydra heads have 4 defense each.
- If you deal damage equal to *(or greater than)* a head's defense in a single turn, it is destroyed.
- Any effect that stuns a minion or champion destroys a Hydra head.
- When a Hydra head is destroyed, move all cards it contained to the sacrifice pile.
- Hydra heads get +2 defense for each face-up Imperial (✹) card they contain.
- A Hydra head with any number of face-up Imperial (✹) cards in it is a guard.
- Unless there's a guard head in a player's area, that player may attack and target the Hydra's body, heads in nearby *(neighboring players')* areas, and any heads in their area.
- While there is a guard head in an area, normal heads in that area may not be attacked or targeted.

Player Death

When a player's health is reduced to zero, they are out of the game. All heads in their area are destroyed. *(They spend the rest of the game chewing on the dead player.)*

No Heads

If the Hydra starts its turn with no heads in the current player's area AND the last card in the market is Imperial (✹), Guild (🔵), or Wild (🐾), sacrifice that card *(replace it with a card from the market deck)* and skip steps 1-3 of its turn. If the last card in the market is Necros (🐭), the Hydra forms a new head as it normally would in step 3.

Note: that in Step 7 of the Hydra's turn, it will gain 2 heads for each head that was destroyed in the current player's area since the Hydra's last turn in that area.

Villainous Attack

1. First, the Hydra attacks that player's guards *(if any)*, starting with the highest defense guard it can stun, repeating until the Hydra has no combat left or no guards left to stun. *(If one or more guards are tied for the highest defense, the defending player chooses one to be attacked first.)*

2. Then, the Hydra spends its remaining combat to defeat that player if possible. If the Hydra doesn't have enough combat to do this, it will instead attack the highest defense champion it can stun that player has in play. Repeat this process until it doesn't have enough combat remaining to stun any additional champions, or until the active player has no champions left to stun.

3. Finally, the Hydra spends its remaining combat to attack that player.

Discard

If a player makes the Hydra discard, they remove the top card from any head they can target that has more than one card in it. *(If they remove the only yellow card in that head, that head is no longer a guard.)*

Healing

Whenever a player would gain health from an effect, they may gain it themselves, or give it to a nearby player as long as neither player has a guard head in their area.

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