Hydras & Heralds Rules

Objective to Win

Hydras & Heralds is a competitive Collectible Card Game (CCG) where players use their precious resources to engage in combat with their opponent(s). The game ends when a player's hero runs out of health, which can be done through combat, spell damage, exhaustion damage, and ability damage.

Rules and Keywords

- **Decks:** Each player starts with a deck of 43 cards, which includes a single series of **hero cards** and their **tiers**, and various other cards such as **spells, items, and ally** creatures. The hero card represents the player and is the centerpiece of the deck.

- **Cost:** To play a card or use certain attacks and abilities, you must spend resources.To play a card, the cost is shown in the top left, and depending on the frame you must spend a certain type of cost - **Green** means deck, **Red** means health, and **no frame** means free. The cost for attacks and abilities are next to the text in bold.

- **Hero Cards**: Like most other **creature** cards, each hero has a unique abilities that can be activated by spending a certain amount of resources. These abilities have an associated action type that have limited uses per turn. Each hero has multiple **tiers** they achieve through a process called **leveling up**. You start the game with your Tier 1 hero in play, and can have one copy of each higher tier in your deck. They are kept outside of the deck during play. **Your HP is equal to the Hero's, and when it reaches 0 you lose.**
    - **Leveling Up:** Each hero has different requirements to level up, and a hero retains all damage done to them when they level up. You can only level up a hero once per turn. Leveling can be done like a **reaction**, once the requirements of the level are met, you can immediately spend the resources to level up.

- **Spell Cards:** These cards have various effects and are usually used to deal damage, heal, or buff ally creatures. Some spells require **concentration**, where casting another concentration spell ends the previous one.

- **Item Cards:** These cards are divided into 3 main categories: Equipment, Consumable, and Environment Cards. Item cards can only be placed onto the board during the **Rest Phase**.
  - **Equipment Cards:** These cards can be equipped to a creature to give them buffs.
  - **Consumable Cards:** These cards can be spent for effects.
  - **Environment Cards:** These are cards that can be placed to alter the game for both players.Only one can be in play at a time and placing a new one removes the previous one.

- **Ally Cards:** These cards represent characters that can be summoned to fight alongside the hero. Instead of health they have a CR which recovers at the end of each turn, and have a size class that takes up a certain amount of columns on the board.

(in this example, you would be using 3 of 5 spaces)

- **Turn Phases:** During each player's turn, they go through 3 main phases - **Draw**, **Engagement**, and **Rest.**
    - **Draw Phase:** This is the start of a turn, where you draw a card from the top of your deck, then proceed to the engagement phase.
    - **Engagement Phase:** This phase is where the bulk of turn actions take place - you may summon as many allies as you can, and have one **main action** and one **bonus action** to spend during the phase.
    - **Rest Phase:** You have two options during the Rest Phase - **Short** or **Long**. In a **Short Rest** you can freely rearrange equipment cards in play among ally creatures you control, play any item cards you can, and recover CR of all ally creatures. In a **Long Rest** you recover CR and draw until you have 5 cards in your hand.

- **Actions:** There are 5 main types of actions in this game.
    - **Main Action:** Reserved for larger commitment effects or attacks
    - **Bonus Action:** Reserved for most spells, smaller abilities, or many ally attacks.
    - **Reaction:** Reserved for when something triggers the effect, each reaction effect can only be used once until the rest phase.
    - **Free Action:** Incredibly rare effects that cost nothing to use.
    - **Item Interaction:** Can only be done during the short rest, using items.

- **Combat**
    - **Combat against Ally Creatures:** When a creature attacks, it initially declares a target and then inflicts damage, reducing the creature's CR. If the CR is reduced to 0, kill that creature. The CR is restored to its maximum during the Rest Phase. A hero can choose to take the damage once per turn, inflicting the damage to its health.
    - **Combat against Heroes:** Each hero has an Armor Class (AC), roll a d20 and apply any modifiers to the roll, then if the roll meets or exceeds the AC, inflict damage.
- **Discard Pile:** Where cards killed, used, or sent from the deck as cost usually go when they resolve.
- **Banish Zone:** Where cards can be sent, separate from the discard pile or deck.
- **Hand:** Where players play cards from, there is a maximum hand size of 7.

- **The Board:** The board is where the game takes place, which consists of a hero zone, environment zone, Ally Columns, Deck zone, Discard Pile, Tier Zone, and Banish Zone.

Example board

- **Exhaustion:** When a player cannot draw a card when they were supposed to draw, inflict 1 damage +1 additional damage for each instance of exhaustion damage the hero has received in the past.
- **Dice Checks:** Some effects require the roll of a 20-sided die to resolve, the goal of the roll is referred to as a DC. For example, if you were looking to roll a 10 or above, it would be a DC10.

- **Advantage/Disadvantage:** When rolling a D20, sometimes you may have advantage or disadvantage, when you have advantage you roll a D20 twice and take the higher result, when you have disadvantage you roll it twice and take the lower. If you have advantage and disadvantage at the same time, they cancel each other out.