**SavageCrown - SDD**

**Concept Summary**

Each player is a Wildlord (boss-type entity) trying to influence and reshape a shared living dungeon by placing terrain with creatures, effects, and/or mutations. The dungeon evolves as a shared structure, but each player can influence the explorers (heroes) that enter through playing various cards and triggering rule changes at the start of each round.

**Start of Game**

* Players pick a Wildlord character they would like to play as.
* Players place their character model on the designated starting tiles around the dungeon edge.
* Players draw 3 rule cards.
* One random hero spawns in the center tile of the board (highlighted in blue).
* Players draw the top 5 cards from their Wildlord’s specific action deck.

**Game Turn**

Each round consists of turns taken in initiative order. The following steps are taken on each player's turn:

1. The initiative player reveals a rule card from their hand to play.
2. Draw 1 rule card to replace the one played.
3. Draw 2 random terrain tiles from the shared tile “bag.”
4. Choose one of the two tiles to place on the board, following any current rule effects:
   * If the tile connects to another tile:  
     → Move adjacent heroes onto the placed tile.
   * If the tile does not connect:  
     → Push adjacent heroes away from the tile, along the path in the opposite direction, until they can no longer move.
5. Play 2 action cards from the Wildlord’s hand, following current rules in play.
6. Draw 2 new action cards to refill the hand.
7. End the turn and pass to the next player.

**Round Order**

Turn progression follows a rotation pattern such as:

1234 → 2341 → 3412 → 4123 → ...

This ensures a fair shifting initiative each round.

**Gameboard Setup**

* Players start on the outer ring of a hex-based shared dungeon.
* The center tile begins with a single hero token.
* Each starting player tile is equidistant from the center.
* Players expand and shape the dungeon by placing tiles on the board each round

**Refer to the attached hex map diagram for position references:**

* Center = hero spawn (blue)
* Outer black tiles = player starting tiles (positions 1–6)

**Gameboard:**  
  
A game of hexagons with blue dot

AI-generated content may be incorrect.