RULES



FIRST EDITION

BASE GAME

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Game Components

- 15 Starter Basic Animal cards
- 28 Basic Animal cards
- 10 Mythical Animal cards
- 20 Basic Recruit cards
- 10 Mythical Recruit cards
- 10 Reaction cards
- 8 Event cards
- 8 Catastrophe cards
- 4 Divine Punishment cards
- 2 Divine Favor cards
- 50 Villager tokens



Game Objective

The objective of Ashlands: Feed the Dragons is to survive as long as possible by paying tribute to the dragons to prevent them from devouring your realm.

The player who runs out of villagers will lose their kingdom — and the game.

Each turn, players must feed the dragons to calm their fury... or face the consequences.

Ashlands is a chaotic and ruthless game, where player interaction is not only constant, but it's essential.
Use your wit, manipulate your opponents, and make tough decisions — because in these lands, isolation is a death sentence.



Preparation & Modes

1. Each player receives:



- 6, 8, or 10 Villagers in their realm (depending on the selected game mode).
- 3 cards in hand.
- 3 Basic Animal cards: 1 Chickens, 1 Goats, and 1 Sheep (identified by a cream-colored border).
- Only Basic Animals that provide a maximum of +1 food may be used as starting animals (this ensures compatibility with future expansions).



2. Game Deck Setup:
Optionally, you may include any variety of cards in the main deck, including cards from expansions. It is recommended to maintain the proportions outlined in these rules, resulting in a total of 100 cards, plus the starter Basic Animals.
Shuffle the deck and place it at the centre of the table.

3. Choosing the Starting Player (optional):

- To determine the starting player, place 1 Chickens card face down along with as many other starter Basic Animal cards as there are players.
- Shuffle them and have each player secretly draw one card.
- The player who draws the Chickens will start the game.

Game Mods

- Chaos Mode: 6 starting Villagers per player.
- Normal Mode: 8 starting Villagers per player.
- Epic Mode: 10 starting Villagers per player.

Initial Game Setup



1 **GAME DECK:**
SHUFFLE THE 100-CARD DECK AND PLACE IT AT THE CENTER OF THE TABLE.

2 **DISCARD PILE:**
THIS IS WHERE ELIMINATED, SACRIFICED, OR DISCARDED CARDS ARE PLACED.

3 **STARTING HAND:**
DEAL 3 CARDS TO EACH PLAYER.

4 **STARTING VILLAGERS:**
THEY VARY BETWEEN 6, 8, OR 10, DEPENDING ON THE SELECTED GAME MODE.

5 **STARTER BASIC ANIMALS:**
EACH PLAYER BEGINS WITH 3 STARTER BASIC ANIMALS. (THEY ARE NOT PART OF THE 100-CARD MAIN DECK.)

IF YOU DRAW A CATASTROPHE, DIVINE PUNISHMENT, OR DIVINE FAVOR CARD WHEN DEALING THE STARTING HAND, SHUFFLE IT BACK INTO THE DECK AND DRAW A NEW CARD.

FIRST TURN Summary

REMINDER:
YOU MAY ONLY CONTROL 1 MYTHICAL RECRUIT IN YOUR REALM, UNLESS THEY SHARE THE SAME FACTION.
IF YOU CONTROL 2 OR MORE MYTHICAL RECRUITS FROM DIFFERENT FACTIONS, CHOOSE ONE AND SACRIFICE IT.

YOUR VILLAGERS ARE ESSENTIAL TO YOUR REALM. IF YOU RUN OUT OF VILLAGERS, YOU LOSE THE GAME.



1 START THE GAME WITH 3 CARDS IN HAND AND 3 STARTER BASIC ANIMALS.





2 AT THE BEGINNING OF YOUR TURN, DRAW 3 CARDS.

3 IF YOU DRAW A CATASTROPHE, DIVINE PUNISHMENT, OR DIVINE FAVOR CARD, PLAY IT IMMEDIATELY AND DRAW ANOTHER CARD.



4 DURING YOUR TURN, YOU MAY PLAY UP TO 1 BASIC RECRUIT, 1 MYTHICAL RECRUIT, 1 EVENT, AND 1 MYTHICAL ANIMAL.



5 YOU MAY PLAY AS MANY BASIC ANIMALS AS YOU WANT DURING YOUR TURN, BUT THEY ENTER THE GAME TAPPED.



6 AFTER PLAYING CARDS, YOU MUST FEED THE DRAGONS.
PAY 1 FOOD OR SACRIFICE 1 VILLAGER.



7 REMEMBER THAT DRAGONS CAN BE BRIBED...
PAY 1 EXTRA FOOD OR SACRIFICE 1 ADDITIONAL VILLAGER TO HAVE THEM ELIMINATE 1 CARD IN AN OPPONENT'S REALM.



TURN ORDER ALWAYS PROCEEDS CLOCKWISE, INCLUDING THE RESOLUTION OF ABILITIES.

EXAMPLE:
WHEN A CATASTROPHE IS TRIGGERED, ITS EFFECTS ARE RESOLVED IN CLOCKWISE ORDER, STARTING WITH THE PLAYER WHO DREW THE CARD.

THE SAME APPLIES TO CONTINUOUS EFFECT ABILITIES.

REMINDER:
YOU CAN PLAY REACTIONS AT ANY TIME AND IN ANY QUANTITY.

Player Turn

Each player's turn is divided into several phases:



Untap Phase

1) Untap Animals:
Untap your tapped Animals. (They have now grown into adults, or recovered; they can produce food and use their abilities.)

Draw Phase

2) Draw Phase:
At the start of your turn, draw 3 cards from the deck. If you draw a Catastrophe, Divine Favor, or Divine Punishment card, reveal it immediately and resolve its effect. Then draw a replacement card, as these do not count toward your 3-card draw.





If you draw a Divine Punishment card and there is already one in play, discard the previous one and replace it with the new one.

If you draw more than one Divine Punishment in the same turn, ignore them, shuffle them back into the deck, and continue drawing.

If the deck runs out, shuffle the discard pile and continue drawing normally.

Action Phase

3) Action Phase:
During your turn, you may:

A) Play Basic Animals:



You may play any number of Basic Animals.
They enter your realm tapped.
(They cannot produce food or use abilities while tapped, as they have just been born.)

B) Play 1 Mythical Animal:



You may play up to one Mythical Animal in your realm per turn. You can control only one Mythical Animal at a time. If you play another, or if you ever have two or more in your realm, you must choose one to sacrifice.
You may only activate the abilities of Animals (Basic or Mythical) during your Action Phase.

C) Play 1 Recruit:



You may play up to one Basic Recruit in your realm per turn. To do so, place a Villager token on the Recruit card — that token becomes a new unit with special abilities.

You may only activate Recruit abilities during your Action Phase.

Mythical Recruit:



You may play up to one Mythical Recruit per turn.
You may only control 1 Mythical Recruit in your realm, unless they share the same Faction.
If you control 2 or more Mythical Recruits from different Factions, or with the same name, choose one and sacrifice it.

D) Play 1 Event:



You may play one Event from your hand, but only one per turn. After resolving its effect, place it in the discard pile.

E) Play Reactions:



You may play Reactions at any time and in any quantity, whether during your turn or an opponent's turn. After resolving its effect, place it in the discard pile.

Phase: Feed the Dragons



4) FEED THE DRAGONS:
Before the end of your turn, you must PAY TRIBUTE to the Dragons and TRIGGER TRIBUTE effects from any cards that require it:

PAY TRIBUTE to the Dragons:

Pay 1 food to the Dragons.

This can be done in two ways:

A) Sacrifice 1 Basic Animal or Mythical Animal
(For example, by sacrificing Chickens or a Sacred Deer — paying any additional cost mentioned on the card and generating the amount of food indicated.)



B) Sacrifice 1 Villager from your Realm
(Your Villagers count as +1 food for the Dragons)

If you can't feed the Dragon, you must sacrifice Villagers to pay its tribute.
If you only have one Villager left and it cannot be sacrificed (e.g., Spy), you lose the game.



5) Bribe the Dragon Phase:

You may pay 1 extra food to the Dragons to have them grant you a favor:

1. Eliminate 1 Villager
2. Eliminate 1 Animal

You may only bribe once per turn.

DURING THIS PHASE, YOU MAY DISTRIBUTE FOOD ACROSS DIFFERENT ACTIONS. EXAMPLE: SACRIFICE 1 COW, GENERATE 2 FOOD, USE 1 FOOD FOR THE TRIBUTE AND 1 FOOD FOR THE BRIBE.

Final Phase

6) End of Turn:
Apply any end-of-turn actions or abilities.

7) Dismiss:
You may unassign up to 1 Villager from its Recruit card (whether Basic or Mythical), turning it into a Peasant.
Place the Recruit card in the discard pile, leaving the Villager token in your realm.

8) Discard:
Discard down to your HAND LIMIT: 5 cards.
Then, in clockwise order, the next player takes their turn.



REMINDER:
YOU MAY ONLY ACTIVATE ABILITIES FROM YOUR CARDS IN PLAY DURING YOUR ACTION PHASE – UNLESS THE CARD STATES OTHERWISE

Game Board

Game Cards

Basic Animals:

- These cards represent Animals such as chickens, goats, sheep, and cows. Each of these Animals provides food. They are essential for paying tribute to the dragons and for overall gameplay.
- You may play any number of Basic Animals per turn, but they enter your realm tapped, as they have just been born.
- You may untap them during the untap phase of your next turn.

Mythical Animals:

- These are unique Animals with special abilities, like Astra or Bock. They provide food and have additional effects that influence the game. You can only have one Mythical Animal in your kingdom at a time, and you may play only one per turn. If you wish to play another, you must first sacrifice the one currently in your kingdom. Mythical Animals enter your kingdom upright.
- You may only activate the abilities of Mythical Animals during the Action Phase, unless the card states otherwise.

Basic Recruits:

- Recruits are Peasants who transform into units with abilities when played. For example, the Merchant allows you to trade cards with opponents, while the Assassin can eliminate an opposing villager. Each Recruit has specific abilities that can be useful in different game situations.
- You may only play 1 Basic Recruit per turn.
- You can only activate Recruit abilities during the Action Phase, unless the card states otherwise.

Mythical Recruits:

- Mythical Recruits are unique villagers who transform into special units.
- They are still considered Recruits.
- You may only play 1 Mythical Recruit per turn.
- You may only control 1 Mythical Recruit in your kingdom, unless they share the same Faction. If you control 2 or more Mythical Recruits from different Factions or with the same name, choose one and sacrifice it.
- You can never control 2 Mythical Recruits with the same name.
- You may only activate Mythical Recruit abilities during the Action Phase, unless the card states otherwise.

Events:

- Event cards have powerful effects that can change the course of the game.
- You may only play one Event per turn, and only during your turn.
- Once you play an Event from your hand and its effect resolves, place it immediately in the Discard Pile, unless it states otherwise.

Reactions:

- Reactions can be played at any time and in any quantity, allowing you to block or counter effects. For example, Heroic Rescue allows you to prevent a villager from being eliminated, while Celestial Protection can negate the effect of a Divine Punishment (while it's in play) or a Catastrophe.

CHAIN:

WHEN MULTIPLE ABILITIES OCCUR IN A CHAIN, THE LAST ONE PLAYED IS RESOLVED FIRST, FOLLOWING THE STACK CONCEPT. THE LAST CARD PLAYED OR ABILITY ACTIVATED IS THE FIRST TO RESOLVE, FOLLOWED BY THE PREVIOUS ONES IN REVERSE ORDER.

Catastrophes and Divine Punishments:

- Catastrophes and Divine Punishments are negative cards that MUST be played immediately when drawn and affect all players.
- You may not place these cards into your hand under any circumstances.
- After playing one, draw another card to replace it, as it does not count toward your drawn cards.

Catastrophes:

- Catastrophes have immediate negative effects that apply to all players when drawn and are then discarded.
- Examples include the Black Plague, which eliminates 2 Villagers, or the Winds of Chaos, which forces each player to eliminate 1 opposing Villager.

Divine Punishments:

- Divine Punishments apply a constant effect and alter the rules of the game. For example, Night Stalk forces players to eliminate Animals or Villagers and remains in play until another Divine Punishment is drawn (replacing the previous one), or until a Divine Favor card is drawn.
- You can only draw one Divine Punishment per turn. If you draw additional ones, shuffle them back into the deck and draw a new card.

Divine Favor:

- These cards benefit all players. When you draw a Divine Favor card from the deck, reveal it, apply its effect, and place it in the discard pile. Then, draw another card to replace it, as it does not count toward your drawn cards.

CHAOS RULE – DECK BUILDING:

EACH ASHLANDS DECK CAN BE FREELY MODIFIED BY ADDING OR REMOVING CARDS AS YOU WISH. HOWEVER, TO BE VALID, EVERY DECK MUST CONTAIN AT LEAST 4 DIVINE PUNISHMENT CARDS AND AT LEAST 8 CATASTROPHE CARDS.

END OF THE GAME

- If a player runs out of villagers, their kingdom is completely devoured, and they lose the game.
- (Place all cards from their hand and kingdom into the discard pile).

- The remaining players continue playing until only one has villagers left in their kingdom—that player wins the game.

- If no kingdoms remain at the same time, the game ends in a draw.



CONCLUSION

Ashlands: Feed the Dragons is a strategy game where players must manage both their resources (Animals, Villagers) and their hand of cards to prevent the dragons from devouring their kingdom.
Survival depends on your ability to manage resources, negotiate, defend against catastrophes, and use your recruits' abilities to maintain control.

Summary of Actions

1) Untap:
- Untap all your tapped cards.

2) Draw Cards:
- At the beginning of each turn, draw 3 cards.
- Catastrophes, Divine Favors, or Divine Punishments must be revealed and played immediately.

3) Action Phase:
- You may play cards and activate the effects of Recruits, Animals, or Events.

4) FEED THE DRAGONS:
- Tribute to the Dragons: Pay tribute to the dragons with 1 food or 1 Villager.
- You may also BRIBE the dragons by paying 1 additional food or a Villager.

5) End of Turn:
- End of Turn Effects: Apply any end-of-turn effects.
- Dismiss: You may detach up to 1 Villager from their Recruit card.
- Discard: Discard down to your maximum hand size (5 cards).

REMINDER:
YOU MAY ONLY ACTIVATE THE ABILITIES OF YOUR CARDS IN PLAY DURING YOUR ACTION PHASE, UNLESS THE CARD STATES OTHERWISE.

REMINDER:
IF A CARD'S ABILITY CONTRADICTS A GAME RULE, THE CARD'S ABILITY TAKES PRECEDENCE.

TERMINOLOGY

- Activate ability: Use the special effect of a card in play. This can only be done during your Action Phase, unless the card states otherwise.
- Bribe the Dragon: Pay an extra food (1 food or a Villager) to the dragon so it eliminates a Villager or Animal.
- Cemetery: Represents Villagers who have been eliminated or sacrificed (they are no longer part of your kingdom, and each Cemetery is independent).
- Chain Resolution: When multiple abilities or reactions are triggered at the same time, they are resolved in reverse order (last in, first out).
- Continuous effect: Abilities that remain active while the card is in play. They stop applying if the card is eliminated or discarded.
- Control: To have an active card in your kingdom. For example, controlling a Recruit means it is part of your kingdom.
- Deck: The pile of cards that have not yet been drawn.
- Discard: Send a card from your hand to the discard pile.
- Discard Pile: Represents the pile of cards that have already been played.
- Eliminate: Destroy a card in play, placing it in the discard pile (different from sacrificing).
- Faction: Indicates the affiliation or loyalty of a Mythical Recruit. You may only control multiple Mythical Recruits if they share the same Faction. Otherwise, you must sacrifice those that do not match.
- Hand limit: (5) During the discard phase, you must keep a maximum of 5 cards in your hand.
- Immunity: Cannot be affected by effects related to what it is immune to.
- Kingdom: Your play area where your Villagers and Animals are located. If an ability affects you, it also affects your kingdom.
- Peasants: Represent Villagers who have not been recruited.
- Play a card: Refers to using a card from your hand, either by placing it in your kingdom or by using its effect and sending it to the discard pile (such as an Event or Reaction).

- Played card: A card placed in the kingdom or whose effect was used from the hand (like Events or Reactions). Does not include cards that enter play through other card effects.
- Paying for food: To generate food with an Animal or Villager, it must be sacrificed. Tapped Animals cannot be sacrificed.
- Recruits: Refers to both Basic and Mythical Recruits.
- Remove from the game: Set aside from the match. It cannot be used or recovered by any effect.
- Sacrifice: Cards must be sacrificed to pay tribute, generate food, or perform game actions that require sending a card to the discard pile. (Sacrificing is not the same as eliminating a card.)
- Tapped Animal: Has no abilities and cannot be sacrificed (these are wounded or newborn animals that must grow).
- Tribute to the Dragon: Pay tribute to the dragon (1 food or a Villager) during the Tribute Phase.
- Turn Order: Whenever an ability requires all players to perform an action, it is resolved in clockwise order.
- Untapped Animal: Has abilities and can be sacrificed for its food bonus (it has grown and is an adult).
- Villagers: Refers to your Commoners, Basic Recruits, and Mythical Recruits.

CARD ANATOMY



NAME / TYPE
DISPLAYS THE CARD'S NAME IF IT IS MYTHIC, OR ITS TYPE IF IT IS A BASIC ANIMAL OR BASIC RECRUIT.

COLOR:
THE CARD'S COLOR VARIES ACCORDING TO ITS CLASS TO MAKE IDENTIFICATION EASIER.

ART / ILLUSTRATION:
VISUALLY REPRESENTS THE CONTENT OF THE CARD.

CLASS / FACTION:
INDICATES THE CARD'S CLASS OR FACTION. THIS HELPS DETERMINE WHEN TO PLAY IT AND HOW MANY CARDS OF THAT CLASS OR FACTION YOU CAN HAVE IN YOUR REALM.

ABILITIES / EFFECTS:
DESCRIBES THE CARD'S EFFECTS AND ABILITIES.

Clarifications

Priority:

In Ashlands, when multiple players want to play a card or activate an ability at the same time, priority is resolved clockwise, starting with the active player (the one whose turn it is).

The player with priority may act first. If they choose not to, priority passes to the next player. Once all players have passed consecutively without taking any action, the current action is resolved.

If actions are responded to with reactions or chained abilities, the chain resolution rule applies: the last action played is the first to be resolved.



Drawing cards through effects

If drawing a card triggers an immediate effect (such as a catastrophe, divine punishment, or divine favor), you must resolve that card before continuing to draw.

If other abilities or reactions are triggered in response, chain resolution applies, resolving the last activated effect first.

Example: If you draw a catastrophe and another player responds with a reaction, the reaction is resolved first, followed by the catastrophe. Only after the entire chain is resolved may you continue drawing cards.





ASHLANDS
FEED THE DRAGONS

TURN SUMMARY

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1 START THE GAME WITH 3 CARDS IN HAND AND 3 STARTING BASIC ANIMALS.





2 AT THE BEGINNING OF YOUR TURN, DRAW 3 CARDS.

3 IF YOU DRAW A CATASTROPHE, DIVINE PUNISHMENT, OR DIVINE FAVOR, PLAY IT IMMEDIATELY AND DRAW A NEW CARD.





4 DURING YOUR TURN, YOU MAY PLAY UP TO 1 BASIC RECRUIT, 1 MYTHICAL RECRUIT, 1 EVENT, AND 1 MYTHICAL ANIMAL.

5 YOU MAY PLAY AS MANY BASIC ANIMALS AS YOU WANT DURING YOUR TURN, BUT THEY ENTER THE GAME TAPPED.





6 AFTER PLAYING CARDS, YOU MUST FEED THE DRAGONS. PAY 1 FOOD OR 1 VILLAGER.

REMEMBER:
YOU MAY ONLY CONTROL 1 MYTHIC RECRUIT IN YOUR REALM, UNLESS THEY SHARE THE SAME FACTION.
IF YOU CONTROL 2 OR MORE MYTHIC RECRUITS FROM DIFFERENT FACTIONS, CHOOSE ONE AND SACRIFICE IT.

7 REMEMBER THAT DRAGONS CAN BE BRIBED...
PAY 1 EXTRA FOOD OR 1 EXTRA VILLAGER TO HAVE THE DRAGON ELIMINATE 1 CARD IN AN OPPONENT'S REALM.



REMEMBER:
YOU CAN PLAY REACTIONS AT ANY TIME AND IN ANY QUANTITY.