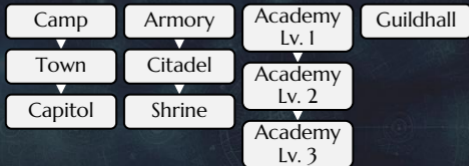


THE RAVEN ORDER

Tables

Buildings, Units & Evolution cards

Table of Buildings



Name	Cost	Requires	Effect
Camp	3 gold	-	receive +2 gold per turn
Town	5 gold	Camp	receive +2 gold per turn
Capitol	6 gold	Town	receive +3 gold per turn

Armory	2 gold	-	allows you to train sentries
Citadel	2 gold	Armory	allows you to train riders
Shrine	2 gold	Citadel	allows you to train druids
Academy Level 1	2 gold	-	allows you to play level 1 evolution cards
Academy Level 2	2 gold	Ac.Lv.1	allows you to play level 2 evolution cards
Academy Level 3	2 gold	Ac.Lv.2	allows you to play level 3 evolution cards and receive 1 evolution card per turn
Guildhall	4 gold	-	receive +1 worker per turn

Table of Units

Unit Name	Cost / Power	Properties
Worker ▼	(no cost) 0 power	<ul style="list-style-type: none">▪ you receive 1 worker per turn▪ can be sold for 1 gold▪ can defend
Sentry ▼	1 gold 2 power	<ul style="list-style-type: none">▪ can be trained from a worker▪ can defend
Rider ▼	1 gold 2 power	<ul style="list-style-type: none">▪ can be trained from a sentry▪ can defend and attack
Druid —	1 gold 2 power	<ul style="list-style-type: none">▪ can be trained from a rider▪ can defend, attack, and receive tattoos

Example: Training a druid requires 1 worker and costs 3 gold.

Table of Evolution Cards

Card Name Target (required academy)	Effect
Frost mark Druid (Level 1)	Whenever this druid is engaged in battle (<i>stopping a unit or being stopped</i>), all enemy units temporarily have -1 power.
Bloom mark Druid (Level 1)	This druid has +1 power. You receive +1 worker per turn for each academy building you have more than your opponent. (<i>a number between zero and 3</i>)
Crown rune Druid (Level 2)	Your druids have +3 power. (<i>including this druid</i>)

Shadow rune Druid (Level 2)	This druid has +3 power and can only be stopped by druids.
Spirit emblem Druid (Level 3)	This druid has +4 power. Whenever it attacks or defends, kill one untattooed enemy unit for each academy building you have more than your opponent.
Canine Academy Lv.1 (Level 1)	Whenever you attack, increase the power of one of your riders temporarily by +1 for each academy building you have.
Conquest Armory (Level 1)	Whenever you attack with at least two riders, you receive 1 worker for each academy building you have.
Looting Armory (Level 1)	Whenever any of your riders kill a worker or sentry, you receive 2 gold.

Horses Shrine (Level 1)	Your riders can attack the turn they are trained.
Poisons Shrine (Level 1)	After the battle, any units that were engaged in battle with one of your riders are killed.
Travelling Camp (Level 2)	Training riders doesn't cost you gold. Training druids costs you +1 gold. <i>(total cost of a druid is still 1 worker and 3 gold)</i>
Squire Camp (Level 2)	For each attacking rider that would be killed, you may kill one of your workers instead.
Corruption Guildhall (Level 3)	When you play this card, choose one enemy unit. You control that unit. It can't attack the turn it changes sides.

Dawn raid Citadel (Level 3)	Whenever you attack with at least one rider, you may kill one unit. <i>(before defenders are chosen)</i>
Rituals Citadel (Level 3)	Your riders have +1 power.
Medicine Guildhall (none)	You receive +1 worker and -1 gold per turn. <i>(per-turn-effects happen in the harvest phase)</i>
Shields Town (Level 1)	Whenever one of your sentries stops a rider, temporarily increase its power by +1.
Steel craft Capitol (Level 1)	Your riders have +2 power.
Cloaking Capitol (none)	Your druids can only be stopped by druids.