

Aerie

Elves of Ravenwood

Recruit flying Elite Mercenaries

5

Forge



Embassy

Elves of Ravenwood

Send Muster Points to Allies

2

Farm



Fortress

Elves of Ravenwood

Receive 100 additional points to build army.

12

Barracks Forge



Bank

Elves of Ravenwood

Core Mercenaries fulfill Farm requirements

7

Market



Farm

Elves of Ravenwood

Recruit Core Units

0

Start



Harbour

Elves of Ravenwood

Send gold to Allies

2

Farm



Barracks

Elves of Ravenwood

Recruit Standard Mercenaries

8

Logging Camp Market



Forge

Elves of Ravenwood

Recruit non-flying Elite Mercenaries

8

Market Mine



Keep

Elves of Ravenwood

Standard Units count as Core

6

Barracks



Logging Camp

Elves of Ravenwood

Recruit Standard Units

5

Farm



Mess Hall

Elves of Ravenwood

Core and Standard Mercenaries don't use extra CA

3

Barracks



Smelter

Elves of Ravenwood

+1 Gold per turn

5

Mine



Market

Elves of Ravenwood

Recruit Core Mercenary Units

8

Farm



Mine

Elves of Ravenwood

Recruit Elite Units

5

Farm



Tavern

Elves of Ravenwood

Hire Characters

6

Market



Mercenary Camp

Elves of Ravenwood

Use Mercenaries as a faction

6

Forge Barracks



Saw Mill

Elves of Ravenwood

+1 Gold per turn

5

Logging Camp



Warehouse

Elves of Ravenwood

Core Units discount

9

Bank



Multiple Cards

Write how many buildings a card represents in the white circle.

<p>Armoury</p> <p>Elves of Ravenwood</p> <p>+1 extra of each type of Elite Unit</p> <p>3</p> <p>Forge Armoury</p>	<p>Palace Expansion</p> <p>Elves of Ravenwood</p> <p>+1 Victory Point</p> <p>6</p> <p>Logging Camp, Mine Market, Palace Expansion</p>	<p>Watch Tower</p> <p>Elves of Ravenwood</p> <p>+1 Foresight</p> <p>3</p> <p>Logging Camp, Watch Tower</p>
<p>Outpost</p> <p>Elves of Ravenwood</p> <p>+1 Intelligence</p> <p>2</p> <p>Mine Outpost</p>	<p>Training Grounds</p> <p>Elves of Ravenwood</p> <p>+1 Discipline</p> <p>5</p> <p>Farm Training Grounds</p>	