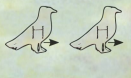
Flip the card in front of the player's raven 180°.

Move the player's raven backwards one space.



Place the Odin marker in front of the player's raven.

Place the Odin marker in front of the player's raven.

If Huginn is leading, remove a card from the flightpath.

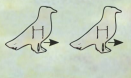
Add a card to the Magic Way.

Add a card to the Magic Way.

If Huginn is behind, randomly add a card to the flight path.

Shuffle this card and the automa discard pile back into the deck.

Add a card to the Magic Way.



Move the player's raven backwards one space.

Place the Odin marker in front of the player's raven.

If Huginn is behind, randomly add a card to the flight path.

If Huginn is leading, remove a card from the flightpath.

Add a card to the Magic Way.

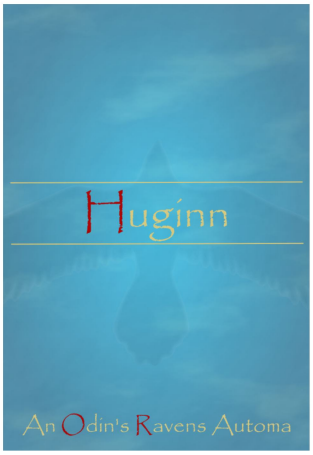
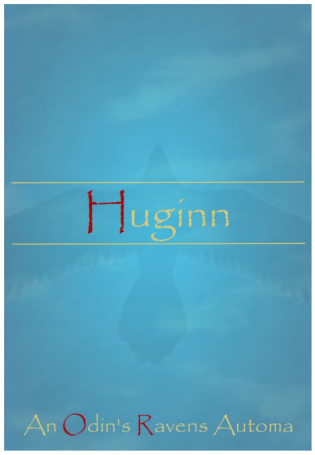
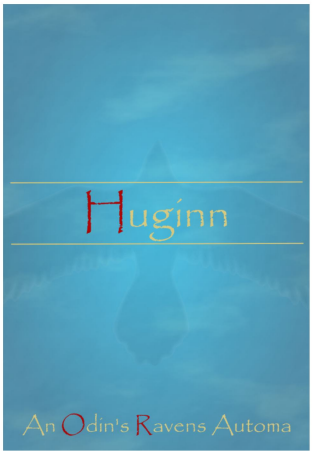
Move the player's raven backwards one space.

Huginn
An Odin's Ravens Automa

Flip the card in front of the player's raven 180°.

Place the Odin marker in front of the player's raven.

Add a card to the Magic Way.


Huginn
An Odin's Ravens Automa

Huginn
An Odin's Ravens Automa

Huginn
An Odin's Ravens Automa