

Harlus VI
The Great King

Two 3 Civilization within 3 tiles
of each other

6 VP

Immediately perform a 'Create
Civilization' action

Emma II
The Great Queen

A location with 3 Civilization
within 2 tiles of each other type of
cube

6 VP

Immediately add a cube of any
color to a space that already
contains that cube

Miriam De Boer
The Master Duelist

Move a 1 Civilization away from a
2+ Civilization

4 VP

When an opponent uses 'Destroy
Village', you can instead move it
one tile away

Telia Morais
The Folk Hero

Four 2- Civilization within 5
squares of the others

3 VP

At the end of the game, score 1 VP
for each village or town, -1 VP for
each city

Jixic
The Lich King

A desecrated 3 Civilization
adjacent to a desecrated 1
Civilization

1 VP

Instead of playing an intent and an
object you can play two objects of
the same name as 'Desecrate
[Object]'

Gerard Fulke
The Lumberjack

Three adjacent locations with 2+
Plant

0 VP

2 VP At the end of the game for
each hex with at least 2 green
cubes

Tamentha I
The Dragon Queen

Destroy either Civilization or
Animal on a tile with both

0 VP

Whenever you perform 'Destroy
Animals' or 'Destroy Civilization'
gain 1 VP.

Nika Kahl
The Dragon Huntress

Two hexes within 2 that have at
least 3 Animal / Civilization cubes

3 VP

Once per game, prevent either
'Destroy Animals' or 'Destroy
Civilization'

Shandor Blewitt
The Mimic

Two identical hexes with at least 5
cubes each within 3 hexes

2 VP

Immediately set another hex
within 3 spaces to be the same as
the two that triggered this card

Jax Toscano
The Necromancer

Cast 'Create Animal' on a desecrated hex

3 VP

Can use 'Destroy Animal' as 'Create Animal'

Leonardo Vale
The Thief

Move a cube an opponent created their previous turn

3 VP

Immediately cast 'Move' on any cube

Melia
The Swamp Huntress

Two connected hexes with 2+ Water, 1+ Plant

2 VP

Whenever a new swamp (2 blue 1 green) is created - score 1 VP

Ronobo
The Transcendentalist

A hex with at least one of every noun except Civilization

2 VP

Immediately add a cube of each non-Civilization color to a hex that does not have any of that color

Mir
The Feral Druid

A hex with 2+ Plant, 2+ Animal

1 VP

Immediately perform a 'Destroy Civilization' 'Create Plant' and 'Create Animal' in a single hex

Elas
The Sorcerer

A neutral spot with at 2+ Animal, 1+ Water, 0 Civilization

3 VP

Immediately perform a 'Destroy X' and 'Create X' in the same tile, where X in [Animal, Water, Earth]

Faylen
The Warlock

A desecrated hex with 1+ Animal, 1+ Earth, 1+ Water

2 VP

When you cast 'Create Animal' immediately cast 'Desecrate' on the same hex

Tinlef
The Illusionist

A hex with 3 Animal, 1+ Plant, 0 Civilization

4 VP

Once per game, can play two cards as whatever they like

Kilgor Goldbeard
The Gilded Priest

A hex with 3 Earth, 2+ Civilization

0 VP

At the end of the game score 5 VPs for each hex with at least 3 brown and 2 yellow cubes

Gokran Steelchin
The Goat Shepard

A hex with 3 Earth, 1+ Animal

3 VP

When you cast 'Move Animal' -
gain 1 VP

Grundun Bouldertoe
The Inquisitor

Three adjacent consecrated tiles

3 VP

Can use 'Desecrate' as
'Consecrate'.

Hulgar Wraithmaker
The Dominant Warlord

'Destroy Civilization' on a tile
with 2+ Earth

2 VP

Immediately cast 'Create
Civilization' on a hex with at least
2 brown cubes

Northra Frostgranite
The Abjurer

A city with 2+ Earth on 2 opposite
sides each

2 VP

1 VP for each earth next to at least
a town at the end of the game

Mirbo
The Nihilistic Shaman

A tile empty of cubes except for
consecration

2 VP

Instead of playing an intent and an
object you can play two objects of
the same name as 'Destroy
[Object]'

Gro'nak
The Brutal Conquerer

Three adjacent 1 Civilization

1 VP

Each time you cast 'Destroy
Civilization' gain VPs equal to the
remaining civilization cubes on
target hex

Xaguk
The Barbarian

2 adjacent tiles with 1+ Plant, 1+
Animal, 0 Civilization

2 VP

Immediately cast 'Destroy
Civilization'

Orbak
The Death Bringer

A desecrated tile with 2+ Animal

4 VP

Immediately perform 2 'Destroy
Animal' actions

Urag
The Blackguard

Three adjacent desecrated tiles

3 VP

Can use 'Consecrate' as
'Desecrate'

Lash
The Poisoner

A desecrated hex with 1+ Animal,
1+ Plant, 1+ Water

1 VP

Each opponent must immediately
discard two cards, if able

The Fisherman

Two adjacent hexes with 2 Water,
1+ Animal

2 VP

Immediately cast 'Create
Civilization' twice, once in each
hex used to complete this card

The Pirate Captain

3 Water adjacent to 1+ Civilization

4 VP

At the end of the game scores 1
VP for every Civilization cube
adjacent to an ocean

The Ferryman

A straight line of 1 Water made up
of at least three hexes

X VP

X = Number of rivers used to
complete this card. Add a cube of
your choice at each end of the
river used to complete this card

The Conqueror

A hex with 2 Civilization, 1+
Earth, 1+ Plant

3 VP

Immediately cast 'Move
Civilization' to turn the town into
a city

The Beastmaster

A Hex with 3 Animal, 1+ Plant

2 VP

Can cast 'Create Animals' as
'Move Animals'