## Harlus VI
*The Great King*

Two cities (three yellow) within 3 tiles of eachother

---

6 VP

Immediately perform a 'Create Civilization' action

## Emma II
*The Great Queen*

A city (three yellow) 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 village away from a town or city

---

4 VP

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

## Telia Morais
*The Folk Hero*

Four villages or towns 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 city adjacent to a desecrated village

---

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 hexes with at least 2 green cubes

---

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 Animals 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 at least 2 blue cubes and 1 green cube

---

2 VP

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

## Ronobo
*The Transcendentalist*

One 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*

One hex with at least 2 green and 2 red cubes

---

1 VP

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

## Elas
*The Sorcerer*

A neutral spot with at least 2 animals, 1 water, and no 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 at least 1 animal, 1 earth, and 1 water

---

2 VP

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

## Tinlef
*The Illusionist*

A hex with 3 animals, at least 1 plant, and no civilization

---

4 VP

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

## Kilgor Goldbeard
*The Gilded Priest*

3 brown cubes and 2 yellow cubes in the same tile

---

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 brown cubes and at least 1 red cube

---

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 at least 2 brown cubes

---

2 VP

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

### Northra Frostgranite
*The Abjurer*

A city with at least 2 earth on either side

---

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 adjacant villages (1 yellow cube)

---

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 at least 1 plant and 1 animal but no civilization

---

2 VP

Immediately cast `Destroy Civilization`

### Orbak
*The Death Bringer*

A desecrated tile with at least 2 animals

---

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 at least 1 animal, 1 plan, and 1 water

---

1 VP

Each opponent must immediately discard two cards, if able

## The Fisherman

Two connected lakes with at least one animal each

---

2 VP

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

## The Pirate Captain

An ocean (3 blue) adjacent to at least a village (1 yellow)

---

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 rivers 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 town (2 Civilization) with an earth and a plant

---

3 VP

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

## The Beastmaster

A Hex with at least 1 Plant, 3 Animals

---

2 VP

Can cast `Create Animals` as `Move Animals`