

<p>Harlus The Great King Human</p> <p>Two cities (three yellow) within 3 tiles of each other</p> <hr/> <p>6 vp</p> <p>Immediately perform a 'Create Civilization' action</p>	<p>Melia Swamp Huntress Elf</p> <p>Two connected hexes with at least 2 blue cubes and 1 green cube</p> <hr/> <p>2 vp</p> <p>Whenever a new swamp (2 blue 1 green) is created - score 1 vp</p>	<p>Kilgor Gilded Priest Dwarf</p> <p>3 brown cubes and 2 yellow cubes in the same tile</p> <hr/> <p>0 vp</p> <p>At the end of the game score 5 VPs for each hex with at least 3 brown and 2 yellow cubes</p>
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