

Harlus VI
The Great King

Two cities (three yellow) within 3 tiles of each other

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 adjacent 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'