Harlus **The Great King** **Human** Two cities (three yellow) within 3 tiles of eachother ——— 6 VP Immediately perform a 'Create Civilization' action	**Emma** **The Great Queen** **Human** 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** **Master Duelist** **Human** 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 **Folk Hero** **Human** Four villages or towns within 5 squares of the others ——— 3 VP At the end of the game 1 VP for each village or town -1 for each city	**Jixic** **Lich King** **Human** 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** **Huntsman** **Human** 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
Melia **Swamp Huntress** **Elf** 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** **Transcendentalist Writer** **Elf** 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** **Feral Druid** **Elf** 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

Kilgor Gilded Priest Dwarf	Kilgor Gilded Priest Dwarf	Gokran Steelchin Master Goat Shepard Dwarf
3 brown cubes and 2 yellow cubes in the same tile	3 brown cubes and 2 yellow cubes in the same tile	A hex with 3 brown cubes and at least 1 red cube
0 VP	0 VP	3 VP
At the end of the game score 5 VPs for each hex with at least 3 brown and 2 yellow cubes	At the end of the game score 5 VPs for each hex with at least 3 brown and 2 yellow cubes	When you cast `Move Animal` - gain 1 VP

Mirbo Nihilistic Shaman Orc	Gro'nak The Brutal Conquerer Orc	Orbak Death Bringer Orc
A tile empty of cubes except for consecration	Three adjacant villages (1 yellow cube)	A desecrated tile with at least 2 animals
2 VP	1 VP	4 VP
Instead of playing an intent and an object you can play two objects of the same name as 'Destroy [Object]'	Each time you play `Destroy Civilization` gain VPs equal to the remaining civilization cubes on target hex	Immediately perform 2 `Destroy Animal` actions