

<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>Emma The Great Queen Human</p> <p>A city (three yellow) within 2 tiles of each other type of cube</p> <hr/> <p>6 VP</p> <p>Immediately add a cube of any color to a space that already contains that cube</p>	<p>Miriam Master Duelist Human</p> <p>Move a village away from a town or city</p> <hr/> <p>4 VP</p> <p>When an opponent uses 'Destroy Village' you can instead move it one tile away</p>
<p>Telia Folk Hero Human</p> <p>Four villages or towns within 5 squares of the others</p> <hr/> <p>3 VP</p> <p>At the end of the game 1 VP for each village or town -1 for each city</p>	<p>Jixic Lich King Human</p> <p>A desecrated city adjacent to a desecrated village</p> <hr/> <p>1 VP</p> <p>Instead of playing an intent and an object you can play two objects of the same name as 'Desecrate [Object]'</p>	<p>Gerard Fulke Huntsman Human</p> <p>Three adjacent hexes with at least 2 green cubes</p> <hr/> <p>0 VP</p> <p>2 VP At the end of the game for each hex with at least 2 green cubes</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>Ronobo Transcendentalist Writer Elf</p> <p>One hex with at least one of every noun except civilization</p> <hr/> <p>2 VP</p> <p>Immediately add a cube of each non-Civilization color to a hex that does not have any of that color</p>	<p>Mir Feral Druid Elf</p> <p>One hex with at least 2 green and 2 red cubes</p> <hr/> <p>1 VP</p> <p>Immediately perform a 'Destroy Civilization' 'Create Plant' and 'Create Animal' in a single hex</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>	<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>	<p>Gokran Steelchin Master Goat Shepard Dwarf</p> <p>A hex with 3 brown cubes and at least 1 red cube</p> <hr/> <p>3 VP</p> <p>When you cast `Move Animal` - gain 1 VP</p>
<p>Mirbo Nihilistic Shaman Orc</p> <p>A tile empty of cubes except for consecration</p> <hr/> <p>2 VP</p> <p>Instead of playing an intent and an object you can play two objects of the same name as 'Destroy [Object]'</p>	<p>Gro'nak The Brutal Conquerer Orc</p> <p>Three adjacent villages (1 yellow cube)</p> <hr/> <p>1 VP</p> <p>Each time you play `Destroy Civilization` gain VPs equal to the remaining civilization cubes on target hex</p>	<p>Orbak Death Bringer Orc</p> <p>A desecrated tile with at least 2 animals</p> <hr/> <p>4 VP</p> <p>Immediately perform 2 `Destroy Animal` actions</p>