

<div>Harlus The Great King Human</div> <div>Two cities (three yellow) within 3 tiles of each other</div> <div></div> <div>6 vp</div> <div>Immediately perform a 'Create Civilization' action</div>	<div>Melia Swamp Huntress Elf</div> <div>Two connected hexes with at least 2 blue cubes and 1 green cube</div> <div></div> <div>2 vp</div> <div>Whenever a new swamp (2 blue 1 green) is created - score 1 vp</div>	<div>Kilgor Gilded Priest Dwarf</div> <div>3 brown cubes and 2 yellow cubes in the same tile</div> <div></div> <div>0 vp</div> <div>At the end of the game score 5 VPs for each hex with at least 3 brown and 2 yellow cubes</div>
<div>Mirbo Nihilistic Shaman Orc</div> <div>A tile empty of cubes except for consecration</div> <div></div> <div>2 vp</div> <div>Instead of playing an intent and an object you can play two objects of the same name as 'Destroy [Object]'</div>		