

## Root — Scoring and Losing Victory Points (VPs)

### Marquise de Cat

1. Crafting items. Score VPs on card.
2. Remove an enemy building or token, even outside of battle. 1 VP each.
3. Construct a building. VPs indicated on player board under the newly created building.

### Eyrie Dynasties

1. Crafting items. “Disdain for Trade” means 1 VP each item. If Builder leader, score VPs on card.
2. Remove an enemy building or token, even outside of battle. 1 VP each.
3. If Despot leader and you remove at least one enemy building or token in battle, score 1 VP.
4. Each Evening, score VPs indicated on rightmost empty space on Roost track.
5. Turmoil - Humiliate. Lose 1 VP per bird card (including Viziers) on Decree.

### Woodland Alliance

1. Crafting items. Score VPs on card.
2. Remove an enemy building or token, even outside of battle. 1 VP each.
3. Place Sympathy Token via Spread Sympathy or Organize operation. Score VPs revealed on player board.

### The Vagabond

1. Crafting items. Score VPs on card.
2. Remove an enemy building or token, even outside of battle. 1 VP each.
3. Explore Ruin - Take item, remove Ruin, and score 1 VP.
4. Claim a Quest. May score 1 VP per quest of the same suit as the one just completed, including the completed quest.
5. Improve Relationship - score VPs listed on player board. Score 2 VPs for aid to an Ally.
6. For each hostile piece you remove in battle during your turn, score 1 VP along with any points you score for removing buildings and tokens. (Removed buildings and tokens can be counted twice.)