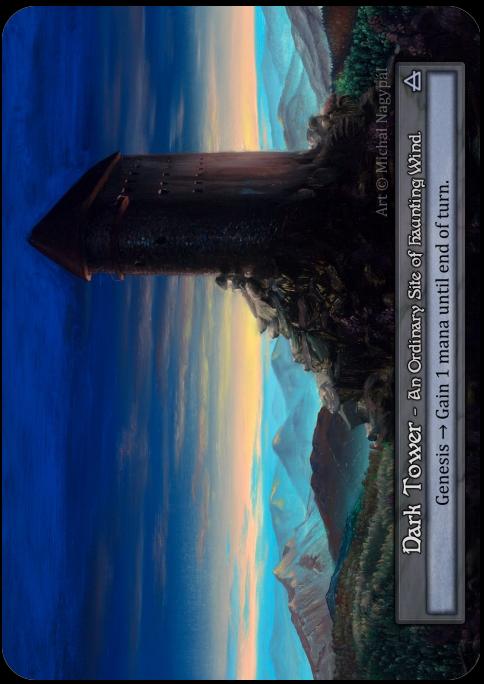
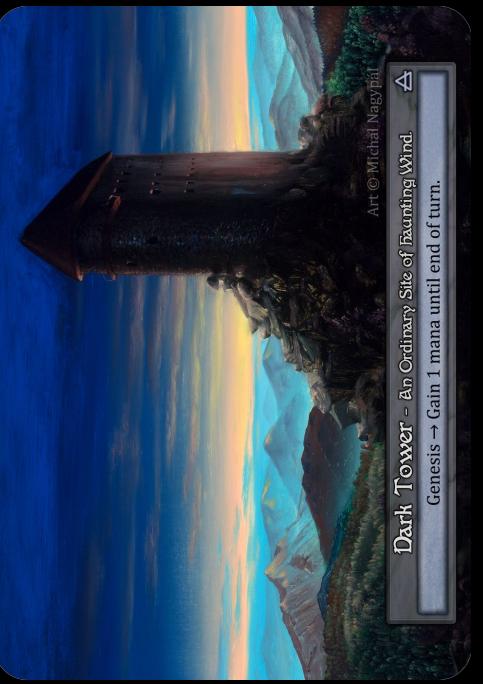


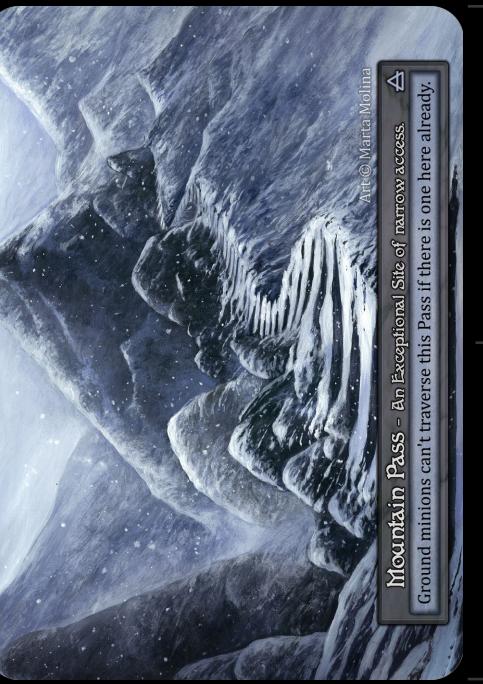
Art © Michal Nayyaf
Dark Tower - An Ordinary Site of Haunting Wind.
Genesis → Gain 1 mana until end of turn.



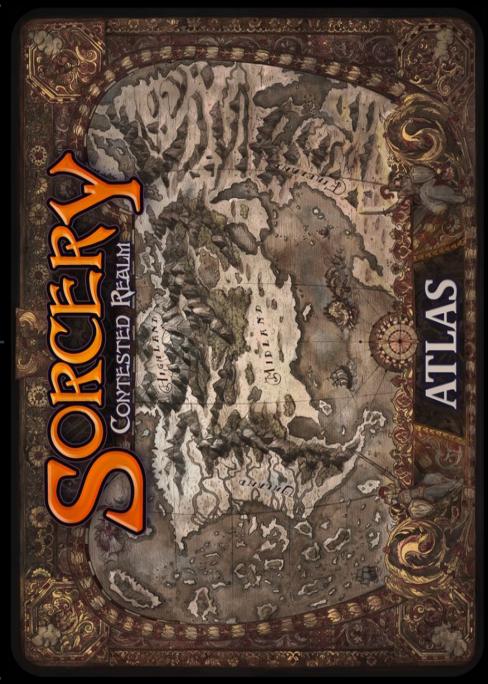
Art © Michal Nayyaf
Dark Tower - An Ordinary Site of Haunting Wind.
Genesis → Gain 1 mana until end of turn.



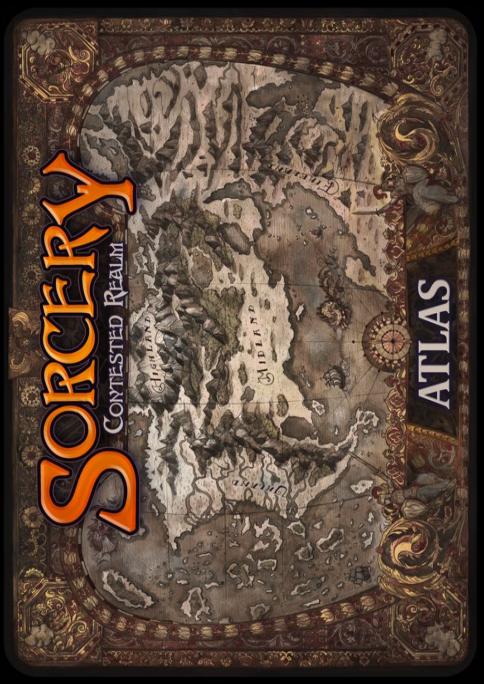
Art © Michal Nayyaf
Dark Tower - An Ordinary Site of Haunting Wind.
Genesis → Gain 1 mana until end of turn.



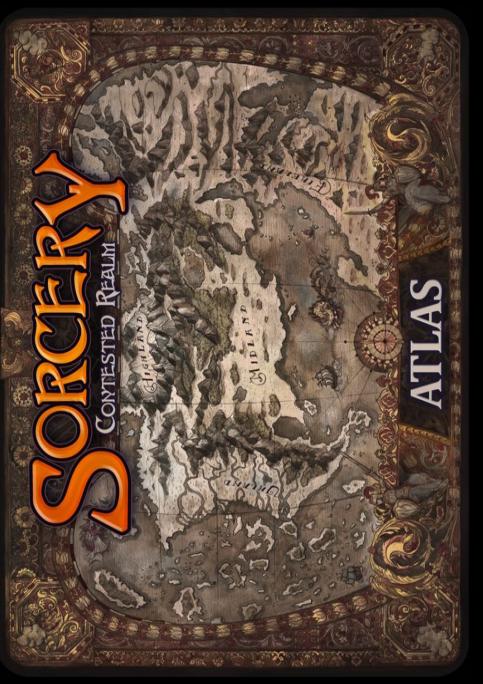
Art © Marta Molina
Mountain Pass - An Exceptional Site of narrow access.
Ground minions can't traverse this Pass if there is one here already.



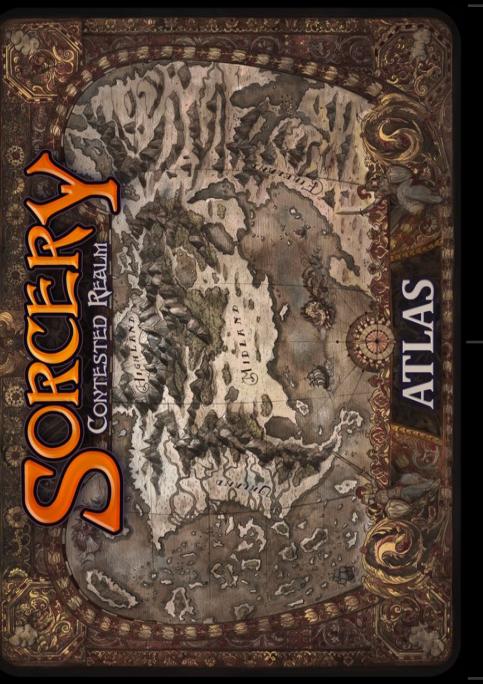
ATLAS



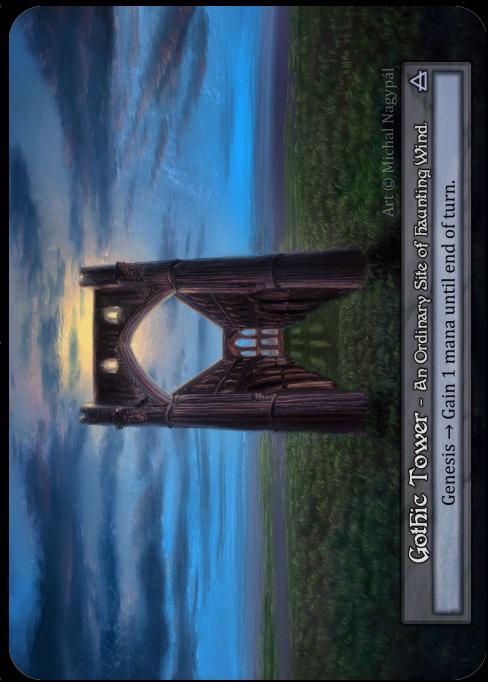
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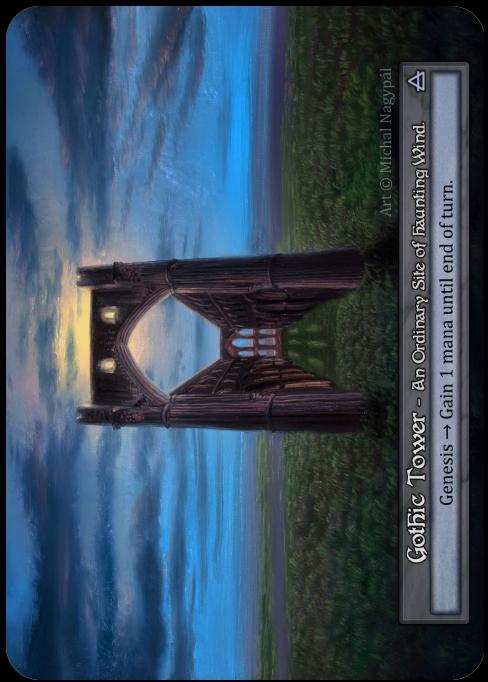


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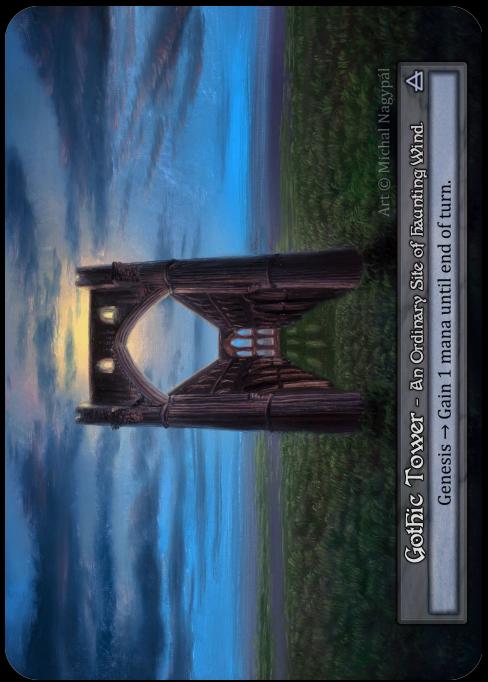
Art © Michal Nagyplá

Gothic Tower - An Ordinary Site of Haunting Wind. △
Genesis → Gain 1 mana until end of turn.



Art © Michal Nagyplá

Gothic Tower - An Ordinary Site of Haunting Wind. △
Genesis → Gain 1 mana until end of turn.



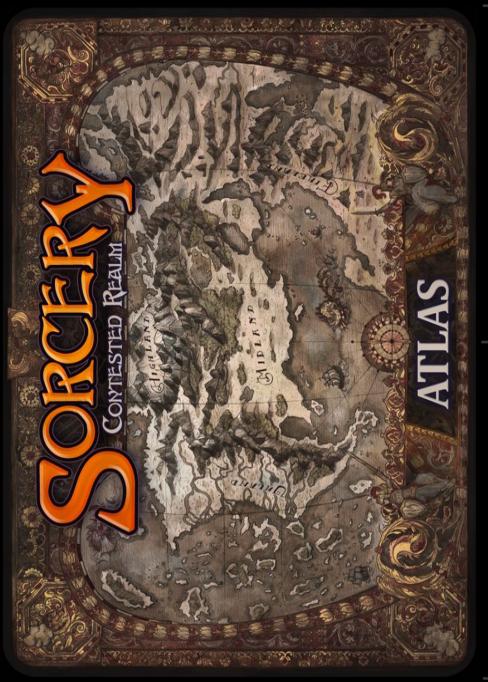
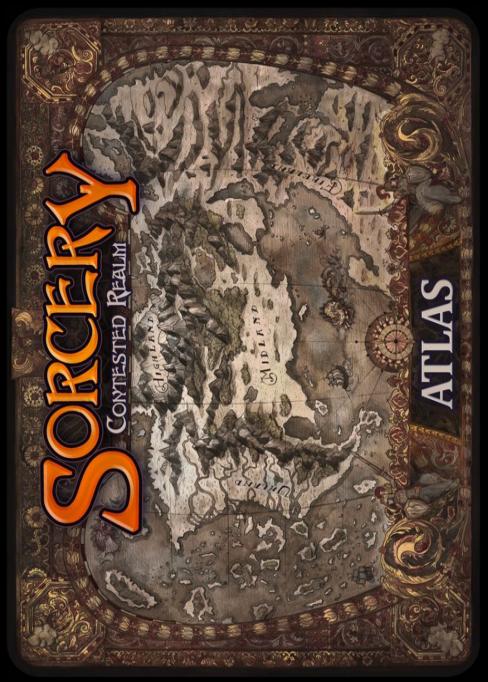
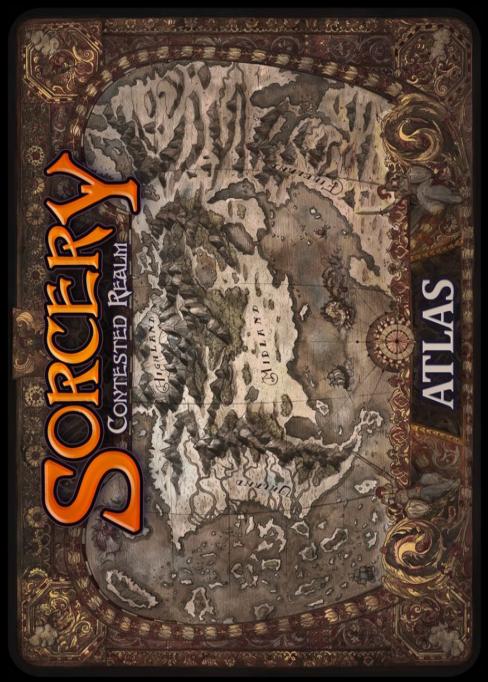
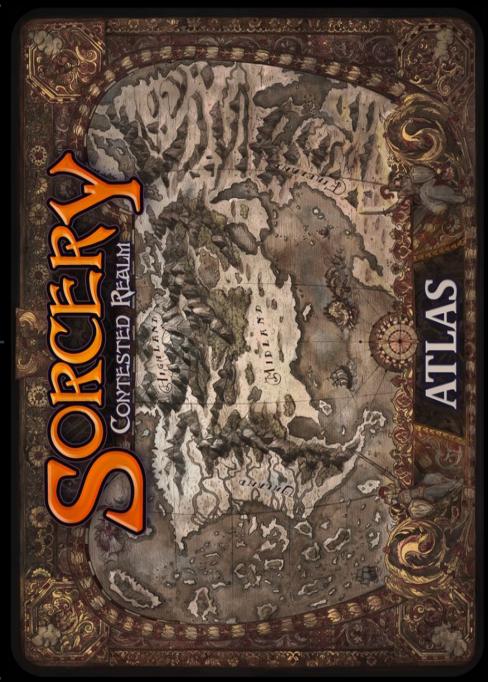
Art © Michal Nagyplá

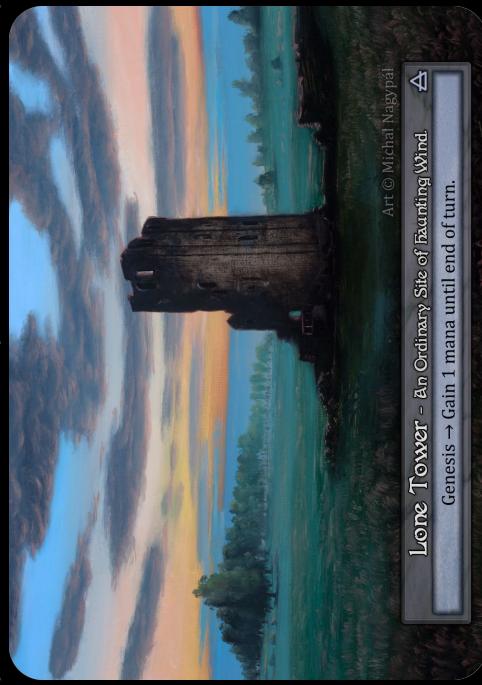
Gothic Tower - An Ordinary Site of Haunting Wind. △
Genesis → Gain 1 mana until end of turn.



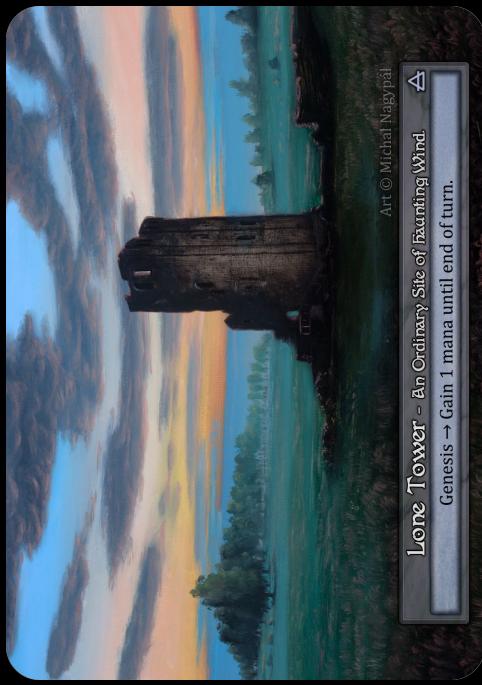
Art © Marta Molina

Mountain Pass - An Exceptional Site of narrow access. △
Ground minions can't traverse this Pass if there is one here already.

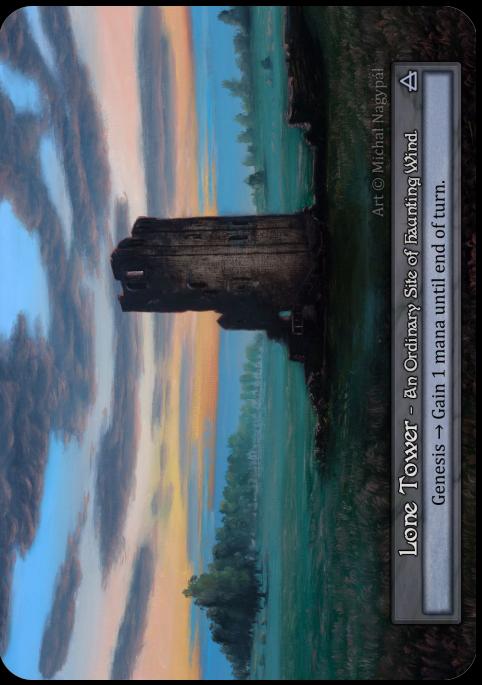




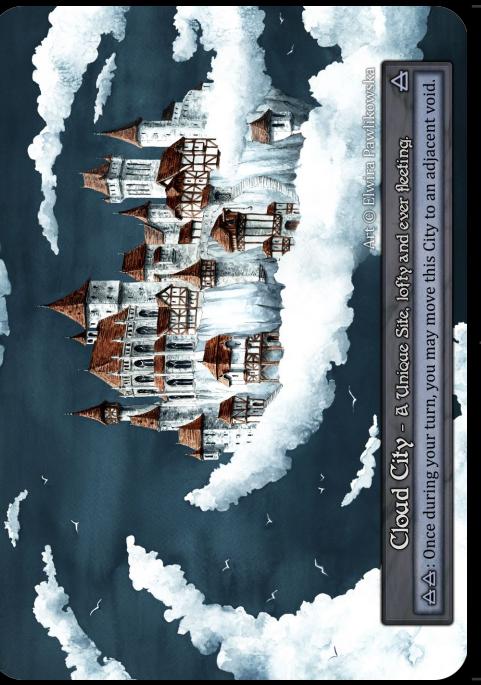
Art © Michal Nagyai
Lone Tower - An Ordinary Site of Haunting Wind.
Genesis → Gain 1 mana until end of turn.



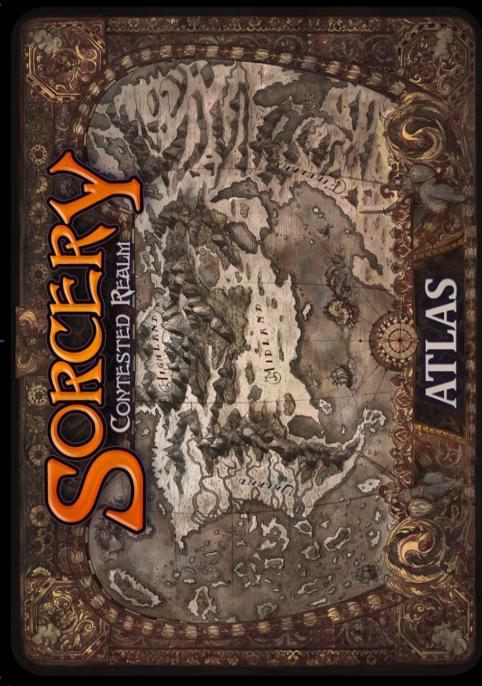
Art © Michal Nagyai
Lone Tower - An Ordinary Site of Haunting Wind.
Genesis → Gain 1 mana until end of turn.



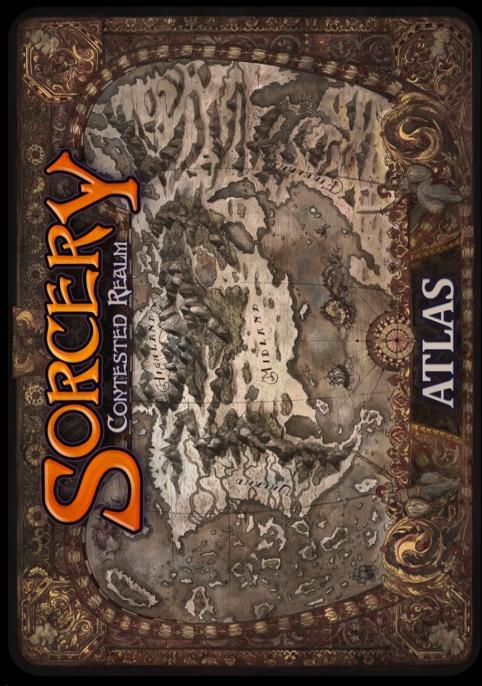
Art © Michal Nagyai
Lone Tower - An Ordinary Site of Haunting Wind.
Genesis → Gain 1 mana until end of turn.



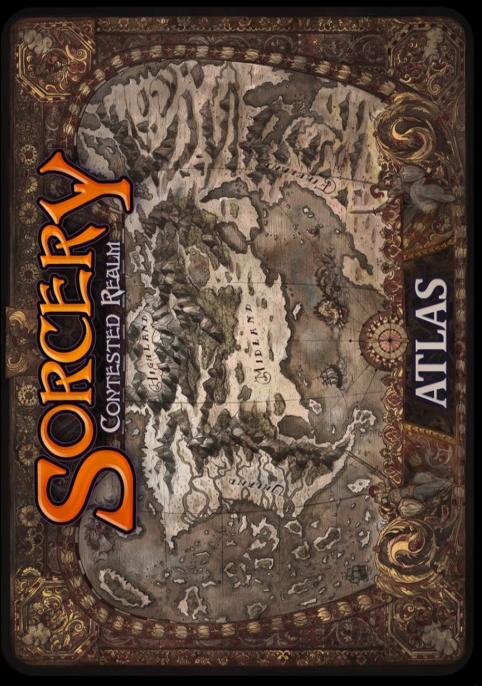
Art © Elwira Pawlikowska
Cloud City - A Unique Site, lofty and ever floating.
△△ Once during your turn, you may move this City to an adjacent void.



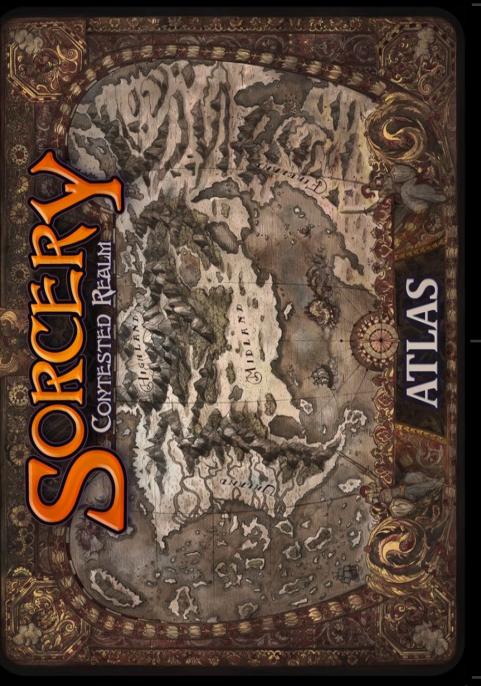
ATLAS



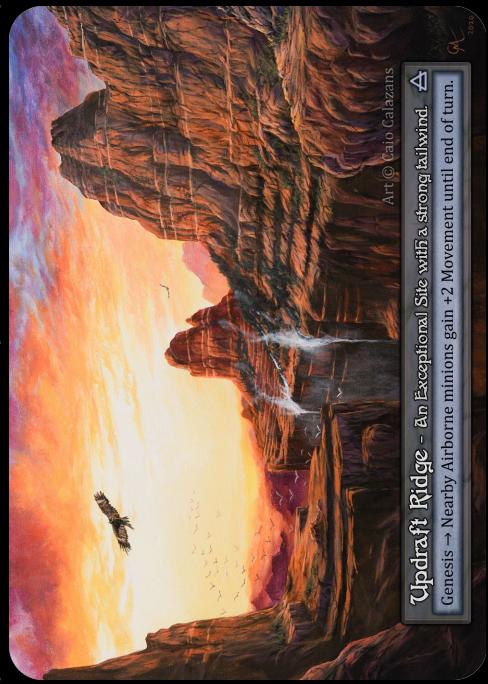
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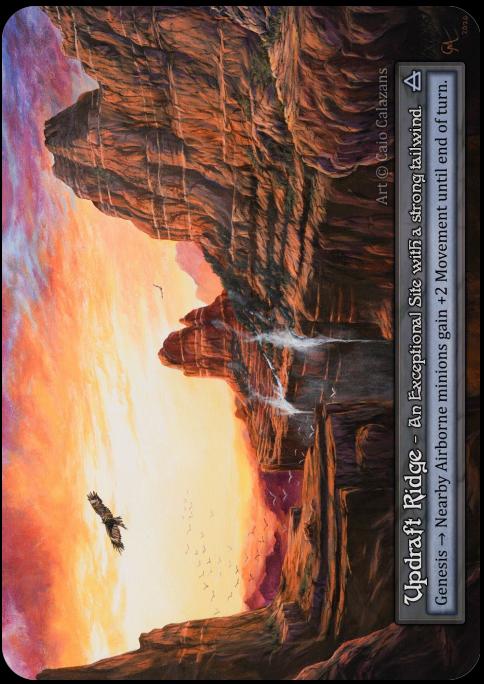
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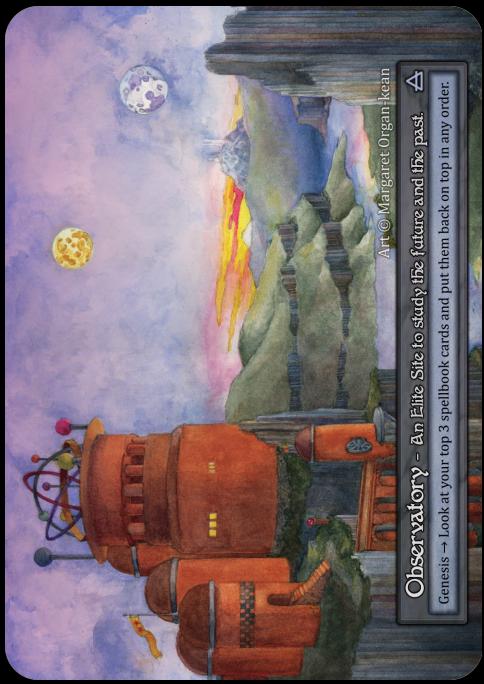
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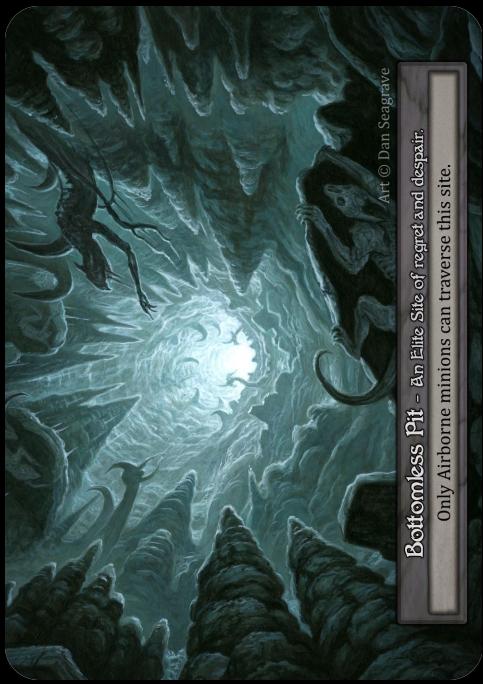
Updraft Ridge - An Exceptional Site with a strong tailwind. Δ
Genesis → Nearby Airborne minions gain +2 Movement until end of turn.



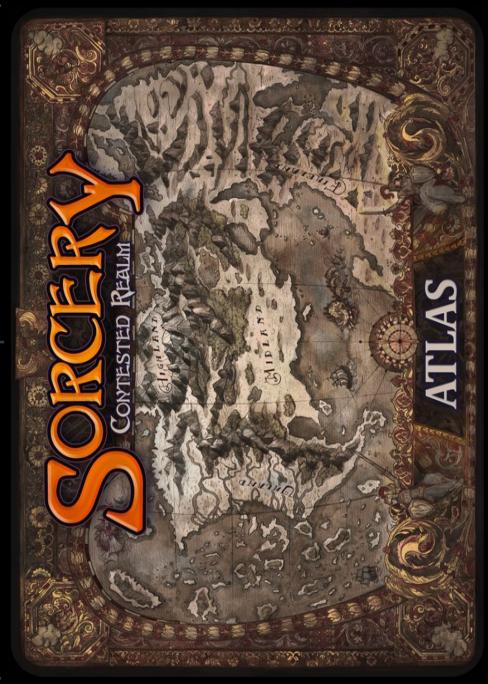
Updraft Ridge - An Exceptional Site with a strong tailwind. Δ
Genesis → Nearby Airborne minions gain +2 Movement until end of turn.



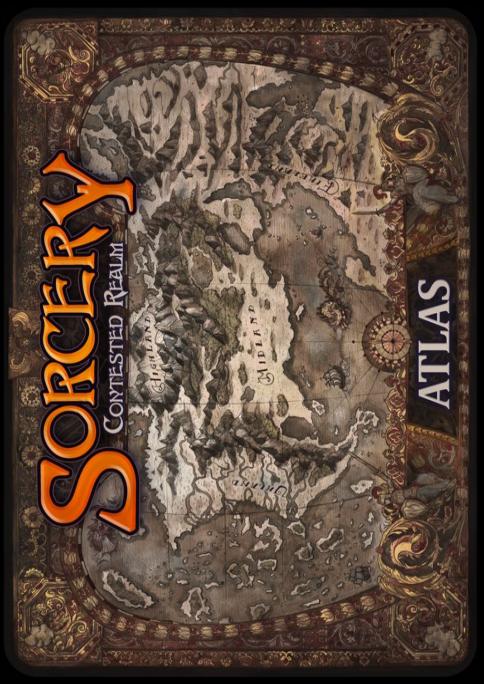
Observatory - An Elite Site to study the future and the past. Δ
Genesis → Look at your top 3 spellbook cards and put them back on top in any order.



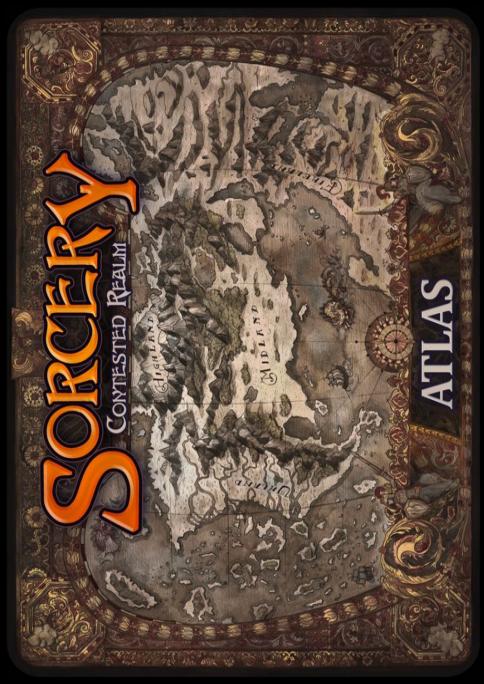
Bottomless Pit - An Elite Site of regret and despair.
Only Airborne minions can traverse this site.



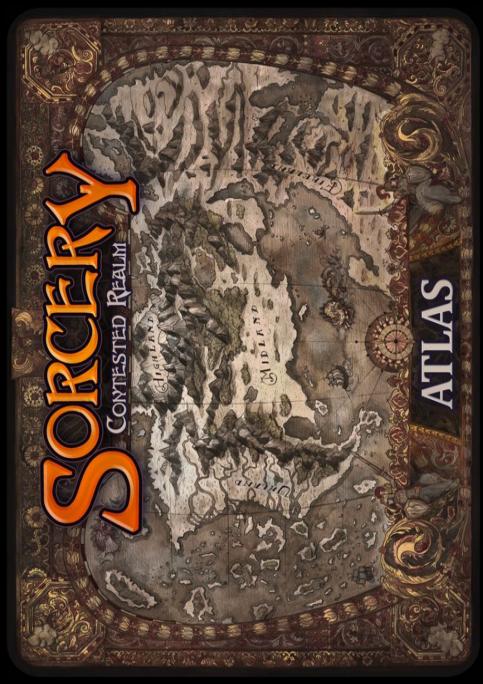
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