

BLOW

MANA COST: 1

CARD ELEMENT: AIR

Take up to 2 of the Air Mana in the available Ether.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 35/154

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2020 MAGE NOIR 35/154

BLOW

MANA COST: 1

CARD ELEMENT: AIR

Take up to 2 of the Air Mana in the available Ether.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 35/154

HEALER'S BLOW

MANA COST: 2

CARD ELEMENT: AIR

You gain 1 Health Point and draw 1 card.

If you control a Blow component you gain 1 Health Point again.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 36/154

HEALER'S BLOW

MANA COST: 2

CARD ELEMENT: AIR

You gain 1 Health Point and draw 1 card.

If you control a Blow component you gain 1 Health Point again.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 36/154

HEALER'S BLOW

MANA COST: 2

CARD ELEMENT: AIR

You gain 1 Health Point and draw 1 card.

If you control a Blow component you gain 1 Health Point again.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 36/154

HEALER'S BLOW

MANA COST: 2

CARD ELEMENT: AIR

You gain 1 Health Point and draw 1 card.

If you control a Blow component you gain 1 Health Point again.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 36/154

UNEXPECTED WIND

MANA COST: 4

CARD ELEMENT: AIR

Target opponent's prepared spell
goes back to its owner's hand.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 39/154

UNEXPECTED WIND

MANA COST: 4

CARD ELEMENT: AIR

Target opponent's prepared spell
goes back to its owner's hand.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 39/154

FAVORABLE WINDS

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

This turn, you may exchange Air
Mana at a rate of 1 for 1.

Send 1 of the Blow components you
control back into your deck, third
from the top.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 40/154

FAVORABLE WINDS

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

This turn, you may exchange Air
Mana at a rate of 1 for 1.

Send 1 of the Blow components you
control back into your deck, third
from the top.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 40/154

FAVORABLE WINDS

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

This turn, you may exchange Air
Mana at a rate of 1 for 1.

Send 1 of the Blow components you
control back into your deck, third
from the top.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 40/154

FAVORABLE WINDS

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

This turn, you may exchange Air
Mana at a rate of 1 for 1.

Send 1 of the Blow components you
control back into your deck, third
from the top.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 40/154

VIOLENT WIND

MANA COST: 3

COMPONENTS: Blow 2

CARD ELEMENT: AIR

Inflict 4 damage to any target.

Send 1 of the Blow components you
control back into your deck, third
from the top.

If you're a Mage Noir, inflict 1 more
damage for each Blow component
you control.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 41/154

VIOLENT WIND

MANA COST: 3

COMPONENTS: Blow 2

CARD ELEMENT: AIR

Inflict 4 damage to any target.

Send 1 of the Blow components you
control back into your deck, third
from the top.

If you're a Mage Noir, inflict 1 more
damage for each Blow component
you control.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 41/154

VIOLENT WIND

MANA COST: 3

COMPONENTS: Blow 2

CARD ELEMENT: AIR

Inflict 4 damage to any target.

Send 1 of the Blow components you control back into your deck, third from the top.

If you're a Mage Noir, inflict 1 more damage for each Blow component you control.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 41/154

VIOLENT WIND

MANA COST: 3

COMPONENTS: Blow 2

CARD ELEMENT: AIR

Inflict 4 damage to any target.

Send 1 of the Blow components you control back into your deck, third from the top.

If you're a Mage Noir, inflict 1 more damage for each Blow component you control.

ARTWORK: JEFFREY JEANSON
2020 MAGE NOIR 41/154

ZEPHYR

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 2 damage to any target.

Draw 1 card.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 42/154

ZEPHYR

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 2 damage to any target.

Draw 1 card.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 42/154

ZEPHYR

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 2 damage to any target.

Draw 1 card.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 42/154

ZEPHYR

MANA COST: 2

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 2 damage to any target.

Draw 1 card.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 42/154

AIR BLADE

MANA COST: 1 1

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 3 damage to any target.

Send 1 of the Blow components you control back into your deck, third from the top.

Cannot be blocked.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 43/154

AIR BLADE

MANA COST: 1 1

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 3 damage to any target.

Send 1 of the Blow components you control back into your deck, third from the top.

Cannot be blocked.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 43/154

AIR BLADE

MANA COST: 1 1

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 3 damage to any target.

Send 1 of the Blow components you control back into your deck, third from the top.

Cannot be blocked.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 43/154

AIR BLADE

MANA COST: 1 1

COMPONENTS: Blow 1

CARD ELEMENT: AIR

Inflicts 3 damage to any target.

Send 1 of the Blow components you control back into your deck, third from the top.

Cannot be blocked.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 43/154

TORNADO

MANA COST: 3

COMPONENTS: Wind 1

CARD ELEMENT: AIR

The effects of a Wind component you control are applied.

Send the chosen Wind component back into your deck, third from the top.

Inflicts 4 damage to any target.

ARTWORK: GEOFFREY AMESSE
2020 MAGE NOIR 44/154

TORNADO

MANA COST: 3

COMPONENTS: Wind 1

CARD ELEMENT: AIR

The effects of a Wind component you control are applied.

Send the chosen Wind component back into your deck, third from the top.

Inflicts 4 damage to any target.

ARTWORK: GEOFFREY AMESSE
2020 MAGE NOIR 44/154

TORNADO

MANA COST: 3

COMPONENTS: Wind 1

CARD ELEMENT: AIR

The effects of a Wind component you control are applied.

Send the chosen Wind component back into your deck, third from the top.

Inflicts 4 damage to any target.

ARTWORK: GEOFFREY AMESSE
2020 MAGE NOIR 44/154

TORNADO

MANA COST: 3

COMPONENTS: Wind 1

CARD ELEMENT: AIR

The effects of a Wind component you control are applied.

Send the chosen Wind component back into your deck, third from the top.

Inflicts 4 damage to any target.

ARTWORK: GEOFFREY AMESSE
2020 MAGE NOIR 44/154

ACCELERATION

MANA COST: 2 2

CARD ELEMENT: AIR

If you're a Mage Noir, this spell costs 1 less Arcane Mana to prepare.

Draw 2 cards.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 46/154

ACCELERATION

MANA COST: 2 2

CARD ELEMENT: AIR

If you're a Mage Noir, this spell costs 1 less Arcane Mana to prepare.

Draw 2 cards.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 46/154

ACCELERATION

MANA COST: 2 2

CARD ELEMENT: AIR

If you're a Mage Noir, this spell costs 1 less Arcane Mana to prepare.

Draw 2 cards.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 46/154

ACCELERATION

MANA COST: 2 2

CARD ELEMENT: AIR

If you're a Mage Noir, this spell costs 1 less Arcane Mana to prepare.

Draw 2 cards.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 46/154

AIR CURRENTS WAND

MANA COST: 3 1

COMPONENTS: Wind 1

CARD ELEMENT: AIR

Equipment: Weapon

During your turn after your draw phase, inflict 1 damage to the opponent and draw 1 card.

When it comes into play, discard the Wind component used to cast this Equipment, except if you're a Mage Noir.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 48/154

AIR CURRENTS WAND

MANA COST: 3 1

COMPONENTS: Wind 1

CARD ELEMENT: AIR

Equipment: Weapon

During your turn after your draw phase, inflict 1 damage to the opponent and draw 1 card.

When it comes into play, discard the Wind component used to cast this Equipment, except if you're a Mage Noir.

ARTWORK: CAMILLE FOURCADE
2020 MAGE NOIR 48/154

AIR MAGE ROBE

MANA COST: 3 1 1

CARD ELEMENT: AIR

Equipment: Body

Can only be prepared by a Mage Noir

Air spells you prepare cost 1 less Air Mana.

Damaging effects of your Air cards are enhanced by 1.

ARTWORK: LAIN SMITH
2020 MAGE NOIR 49/154

AIR MAGE ROBE

MANA COST: 3 1 1

CARD ELEMENT: AIR

Equipment: Body

Can only be prepared by a Mage Noir

Air spells you prepare cost 1 less Air Mana.

Damaging effects of your Air cards are enhanced by 1.

ARTWORK: LAIN SMITH
2020 MAGE NOIR 49/154

EMPTINESS RITUAL

MANA COST: 3 2

CARD ELEMENT: AIR

You become a Mage Noir.

When this comes in play, your maximum hand size becomes 5. Discard accordingly rightaway.

You may discard a card during your turn to inflict 1 damage to any target.
(You may do this multiple times per turn.)

ARTWORK: GEOFFREY AMESSE
2020 MAGE NOIR 50/154

EMPTINESS RITUAL

MANA COST: 3 2

CARD ELEMENT: AIR

You become a Mage Noir.

When this comes in play, your maximum hand size becomes 5. Discard accordingly rightaway.

You may discard a card during your turn to inflict 1 damage to any target.
(You may do this multiple times per turn.)

ARTWORK: GEOFFREY AMESSE
2020 MAGE NOIR 50/154