



AIRBENDING

At the beginning of your second main phase, airbend up to two target nonland permanents you control. When you next cast a spell from exile this turn, you master airbending. When you do, exile the top two cards of your library. You may play them until the end of your next turn.

WATERBENDING

At the beginning of your second main phase, you may waterbend ⑤. If you do, you master waterbending. When you do, you may cast a spell with mana value 3 or less from your hand without paying its mana cost.

AVATAR STATE

Whenever you enter the avatar state, add *♣♦♥♠. You gain 4 life, draw four cards, and put four +1/+1 counters on a creature you control. Then that creature deals 4 damage to each opponent.

AIRBEND — To airbend a permanent or card, exile it. If a card is exiled this way, its owner may cast it from exile by paying ② rather than paying its mana cost.

WATERBEND X — While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for ①.

EARTH BEND X — Target land you control becomes a 0/0 land creature with haste. Put X +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.

FIREBEND X — Whenever a creature with firebending attacks, add X ②. This mana lasts until end of combat.

FIREBENDING

At the beginning of combat on your turn, until end of turn, target creature you control gains firebending 2 and “①: This creature gets +1/+0 until end of turn.”

At the beginning of your second main phase, if you spent four or more mana during your combat phase this turn, you master firebending. When you do, you may discard your hand, then draw cards equal to the number of cards you discarded this way.

EARTH BENDING

At the beginning of your combat on your turn, you may earthbend 2.

At the beginning of your second main phase, if you attacked with a creature with power 3 or greater this turn, you master earthbending. When you do, put three +1/+1 counters on up to one target creature you control.

SETUP: Set the play aid in the middle of the play area within easy reach of all players.

Entering the avatar state is a triggered ability. Players still advance their marker clockwise when they enter the avatar state.

GAMEPLAY: The play aid has four sections, one for each of the four bending elements. At the beginning of the first player’s third turn, each player puts their marker on the element closest to them. Whenever a player meets the conditions on their element, they master that element and advance their marker clockwise to the next element. If a player would master an element they already mastered this game, they enter the avatar state instead.



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