

**Aang's Journey** 2

**Sorcery — Lesson**

Kicker 2 (You may pay an additional 2 as you cast this spell.)

Search your library for a basic land card. If this spell was kicked, instead search your library for a basic land card and a Shrine card. Reveal those cards, put them into your hand, then shuffle.

You gain 2 life.

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**Air Nomad Legacy**

**Enchantment**

When this enchantment enters, create a Clue token. (It's an artifact with "2, Sacrifice this token: Draw a card.")

Creatures you control with flying get +1/+1.

*Ancient stories of flying monks inspired generations of gliders to come.*

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**Air Nomad Legacy**

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Creatures you control with flying get +1/+1.

*Ancient stories of flying monks inspired generations of gliders to come.*

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**Appa, Loyal Sky Bison** 4

**Legendary Creature — Bison Ally**

Flying

Whenever Appa enters or attacks, choose one —

- Target creature you control gains flying until end of turn.
- Airbend another target nonland permanent you control. (Exile it. While it's exiled, its owner may cast it for 2 rather than its mana cost.)

4/4

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**Cat-Owl** 3

**Creature — Cat Bird**

Flying

Whenever this creature attacks, untap target artifact or creature.

*When it's feeling bored, it chases itself.*

3/3

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**Crashing Wave**

**Sorcery**

As an additional cost to cast this spell, waterbend X. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

Tap up to X target creatures, then distribute three stun counters among tapped creatures your opponents control. (If a permanent with a stun counter would become untapped, remove one from it instead.)

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**Curious Farm Animals**

**Creature — Boar Elk Bird Ox**

When this creature dies, you gain 3 life.

2, Sacrifice this creature: Destroy up to one target artifact or enchantment.

*Earth Kingdom cuisine offers a stunning array of unique meats, like chicken-pork, deer-pork, and beef-pork.*

1/1

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1/1

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**Flexible Waterbender** 3

**Creature — Human Warrior Ally**

Vigilance

Waterbend 3: This creature has base power and toughness 5/2 until end of turn. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

*"Water is the element of change."  
—Iroh*

2/5

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**Geyser Leaper** 4



**Creature — Human Warrior Ally**

Flying

Waterbend 4: Draw a card, then discard a card. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

With enough water pressure, a Waterbender can briefly experience the world as an Airbender.

4/3

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**Glider Kids** 2



**Creature — Human Pilot Ally**

Flying

When this creature enters, scry 1. (Look at the top card of your library. You may put it on the bottom.)

The Fire Nation never expected the Earth Kingdom to take to the skies.

2/3

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**Gran-Gran**



**Legendary Creature — Human Peasant Ally**

Whenever Gran-Gran becomes tapped, draw a card, then discard a card.

Noncreature spells you cast cost 1 less to cast as long as there are three or more Lesson cards in your graveyard.

“It’s been so long since I’ve had hope, but you brought it back to life.”

1/2

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**Iguana Parrot** 2



**Creature — Lizard Bird Pirate**

Flying, vigilance

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

A common companion for pirates, beloved for their loyalty and craftiness.

2/2

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**Iguana Parrot** 2



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Flying, vigilance

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

A common companion for pirates, beloved for their loyalty and craftiness.

2/2

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**Jeong Jeong’s Deserters** 1



**Creature — Human Rebel Ally**

When this creature enters, put a +1/+1 counter on target creature.

To leave the Fire Nation required incredible trust. They had that in Jeong Jeong.

1/2

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**Katara, Bending Prodigy** 2



**Legendary Creature — Human Warrior Ally**

At the beginning of your end step, if Katara is tapped, put a +1/+1 counter on her.

Waterbend 6: Draw a card. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

“You can’t knock me down!”

2/3

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**Octopus Form**



**Instant — Lesson**

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can’t be the target of spells or abilities your opponents control.)

A skilled Waterbender is always well armed.

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**Octopus Form**

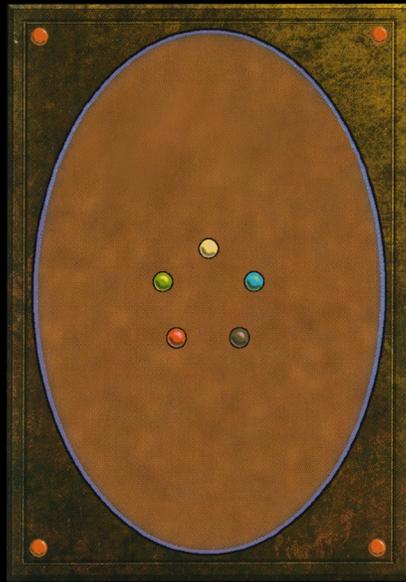
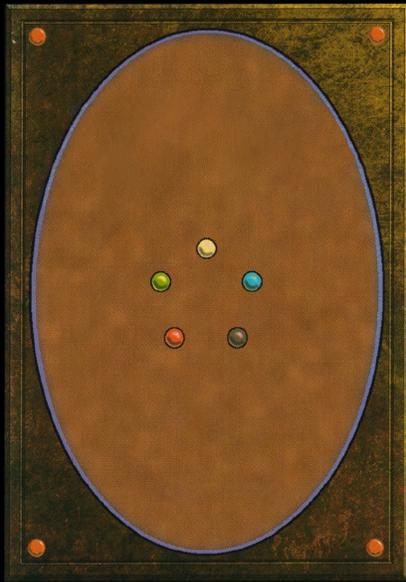
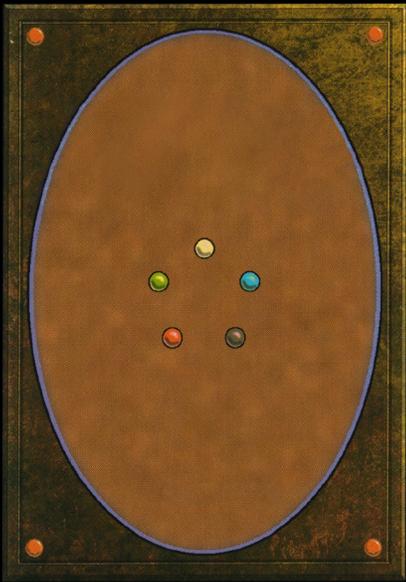
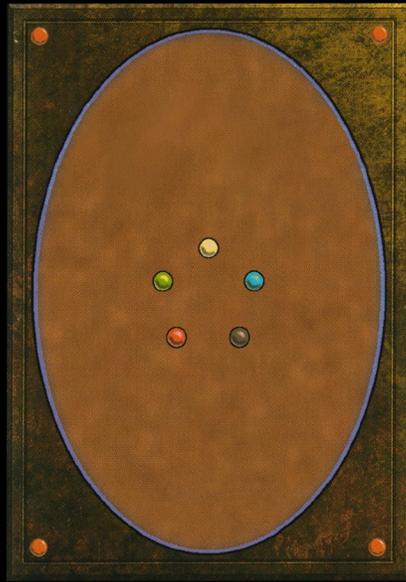
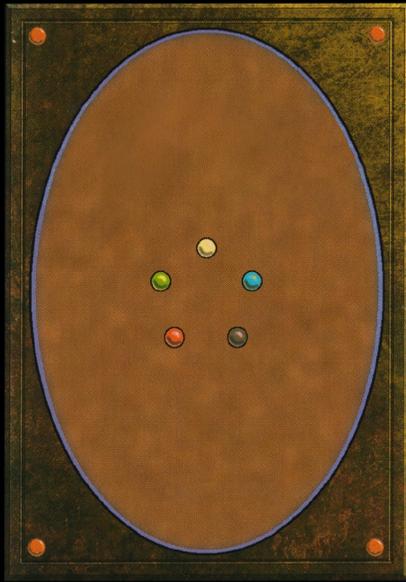
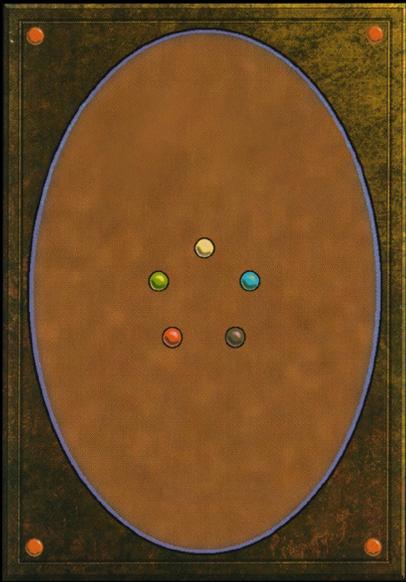
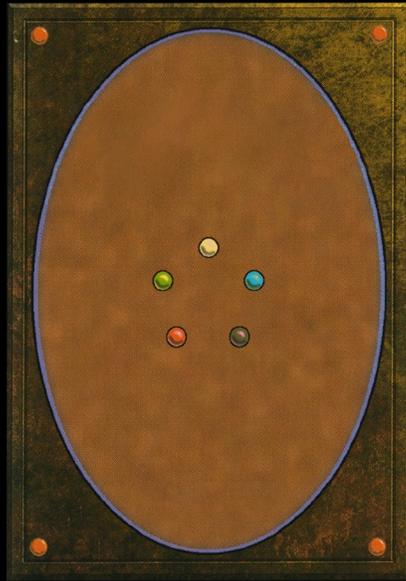
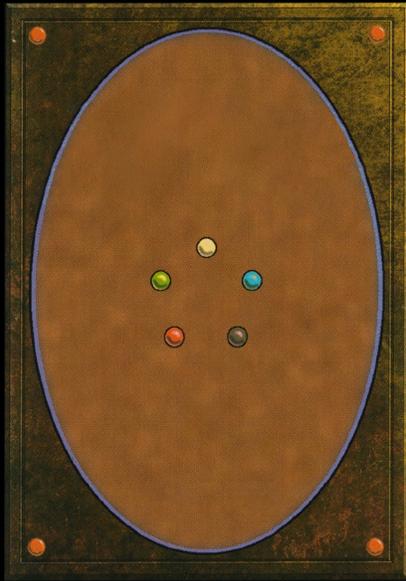
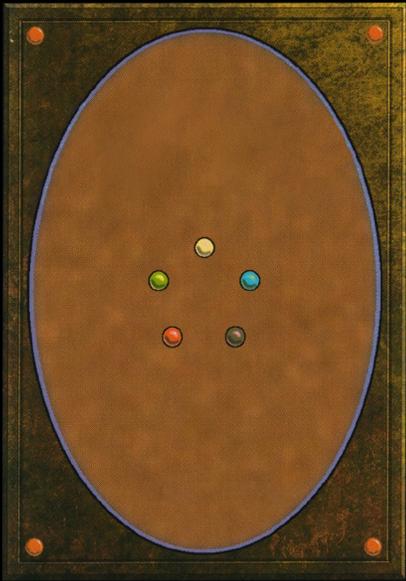


**Instant — Lesson**

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can’t be the target of spells or abilities your opponents control.)

A skilled Waterbender is always well armed.

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### Razor Rings

1



Instant

Razor Rings deals 4 damage to target attacking or blocking creature. You gain life equal to the excess damage dealt this way.

“There’s someone in there! He’s bending the vines!”  
—Sokka

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### Rowdy Snowballers

2



Creature — Human Peasant Ally

When this creature enters, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

Sokka’s training was generally ineffective, but the children of Wolf Cove didn’t seem to mind.

2/2

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### Teo, Spirited Glider

3



Legendary Creature — Human Pilot Ally

Flying

Whenever one or more creatures you control with flying attack, draw a card, then discard a card. When you discard a nonland card this way, put a +1/+1 counter on target creature you control.

1/4

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### Training Grounds

6



Enchantment

Activated abilities of creatures you control cost 2 less to activate. This effect can’t reduce the mana in that cost to less than one mana.

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### Water Tribe Captain

2



Creature — Human Soldier Ally

5: Creatures you control get +1/+1 until end of turn.

“Follow me to the bay! Our scouts have spotted the Fire Navy’s smoketrail approaching, and we shall meet them with force!”

3/3

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### Cruel Administrator

3



Creature — Human Soldier

Raid — This creature enters with a +1/+1 counter on it if you attacked this turn.

Whenever this creature attacks, create a 2/2 red Soldier creature token with firebending 1. (Whenever it attacks, add 1. This mana lasts until end of combat.)

“You’re one mistake away from dying where you stand.”

5/4

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### Curious Farm Animals

6



Creature — Boar Elk Bird Ox

When this creature dies, you gain 3 life.  
2, Sacrifice this creature: Destroy up to one target artifact or enchantment.

Earth Kingdom cuisine offers a stunning array of unique meats, like chicken-pork, deer-pork, and beef-pork.

1/1

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### Dai Li Indoctrination

1



Sorcery — Lesson

Choose one —

- Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
- Earthbend 2. (Target land you control becomes a 0/0 creature with haste that’s still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

“There is no war in Ba Sing Se.”

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### Destined Confrontation

2

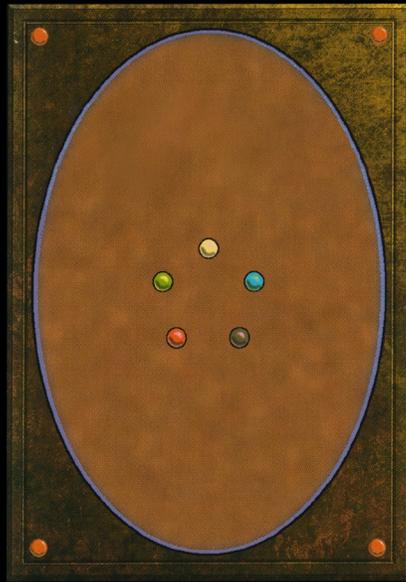
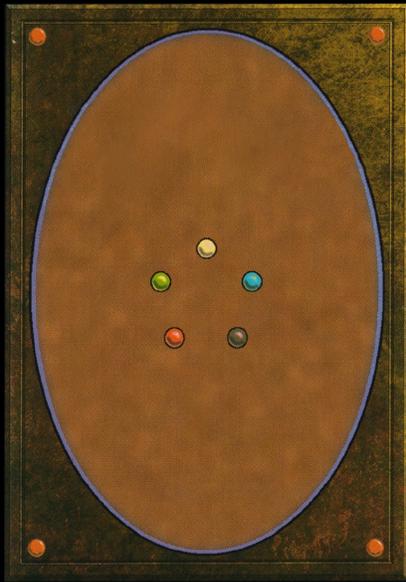
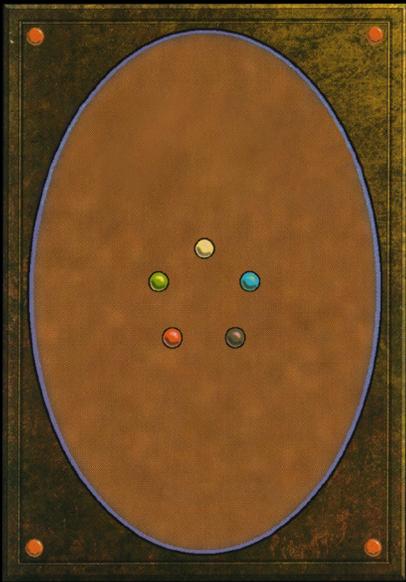
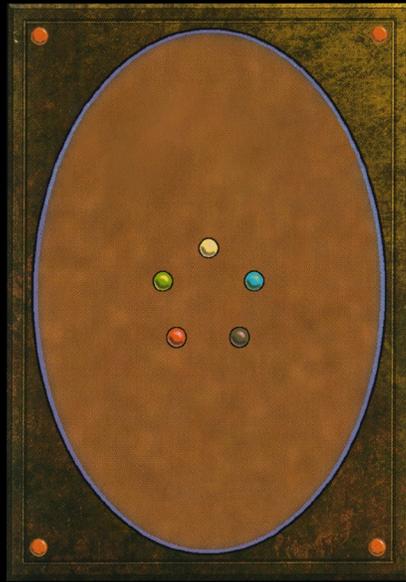
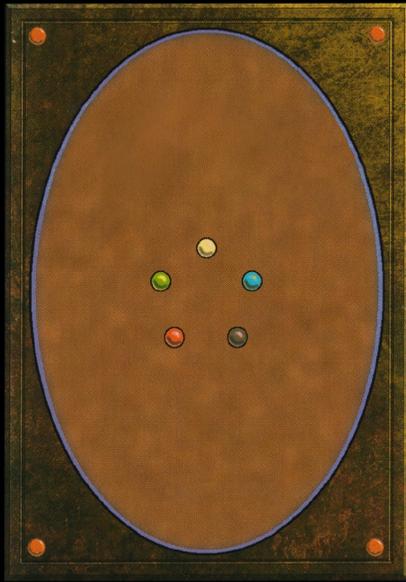
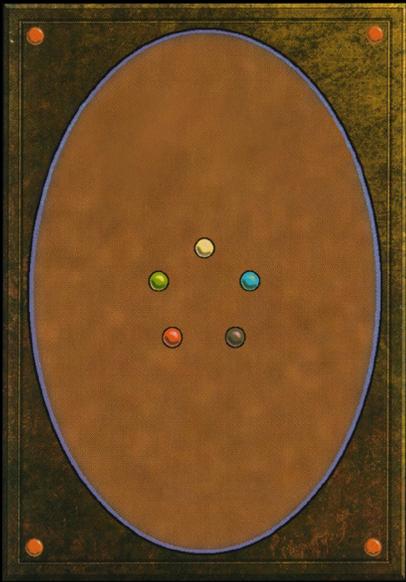
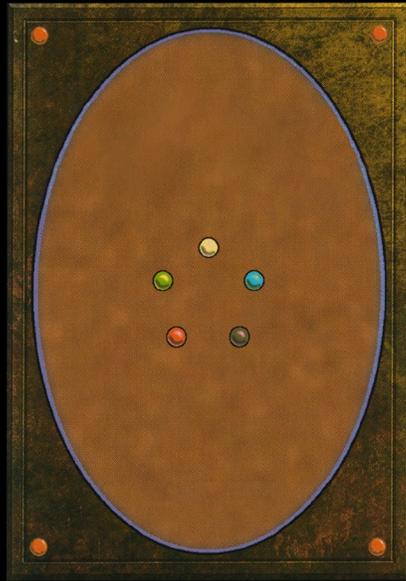
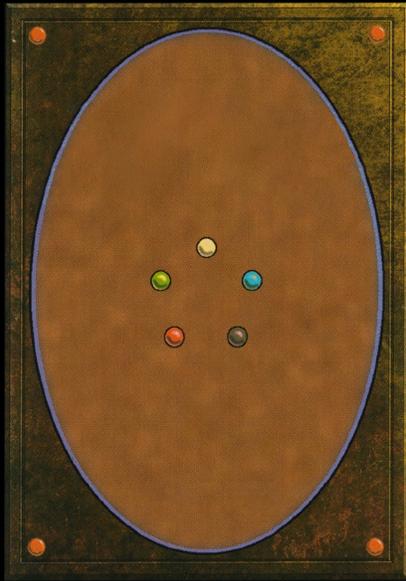
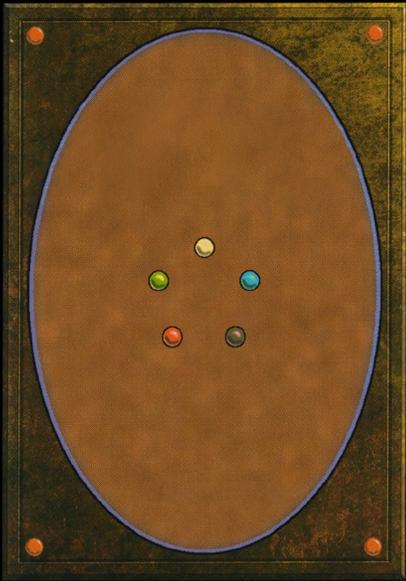


Sorcery

Each player chooses any number of creatures they control with total power 4 or less, then sacrifices all other creatures they control.

“Just you and me, brother. The showdown that was always meant to be.”  
—Azula

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**Energybending** 2



Instant — Lesson

Lands you control gain all basic land types until end of turn.  
Draw a card.

*“Darkness thrives in the void, but always yields to purifying light.”*  
—The Lion-Turtle

U 0002  
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**Foggy Swamp Hunters** 3



Creature — Human Ranger Ally

As long as you’ve drawn two or more cards this turn, this creature has lifelink and menace. *(It can’t be blocked except by two or more creatures.)*

*“Set my lines by the riverbed! Caught ten fish and I killed ‘em dead!”*  
—Foggy Swamp Tribe ditty

3/4

C 0101  
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**Geyser Leaper** 4



Creature — Human Warrior Ally

Flying

Waterbend 4: Draw a card, then discard a card. *(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)*

*With enough water pressure, a Waterbender can briefly experience the world as an Airbender.*

4/3

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**Haru, Hidden Talent** 1



Legendary Creature — Human Peasant Ally

Whenever another Ally you control enters, earthbend 1. *(Target land you control becomes a 0/0 creature with haste that’s still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)*

*Haru hid his incredible earthbending abilities out of fear of punishment from the Fire Nation.*

1/1

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**Messenger Hawk** 2



Creature — Bird Scout

Flying

When this creature enters, create a Clue token. *(It’s an artifact with “2, Sacrifice this token: Draw a card.”)*

This creature gets +2/+0 as long as you’ve drawn two or more cards this turn.

*“Hawky, welcome to Team Avatar.”*  
—Sokka

1/2

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**Misty Palms Oasis**



Land

This land enters tapped.

☉: Add \* or ☠.

4, ☉, Sacrifice this land: Draw a card.

*A shadow of its former self, a whisper of its eventual glory.*

L 0273  
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**Origin of Metalbending** 1



Instant — Lesson

Choose one —

- Destroy target artifact or enchantment.
- Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. *(Damage and effects that say “destroy” don’t destroy it.)*

*Metal is just earth that has been purified and refined.*

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**Otter-Penguin** 1



Creature — Otter Bird

Whenever you draw your second card each turn, this creature gets +1/+2 until end of turn and can’t be blocked this turn.

*“Will you go penguin sledding with me?”*  
—Aang

2/1

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**Path to Redemption** 1



Enchantment — Aura

Enchant creature

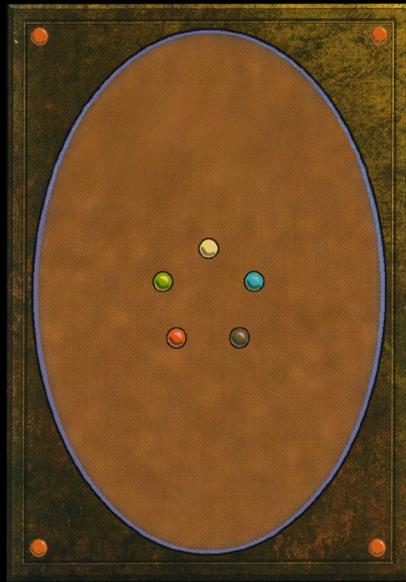
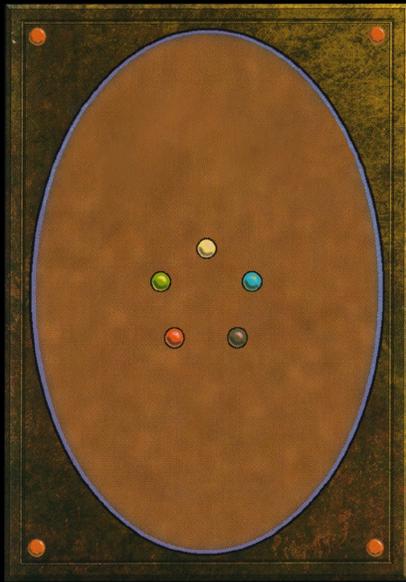
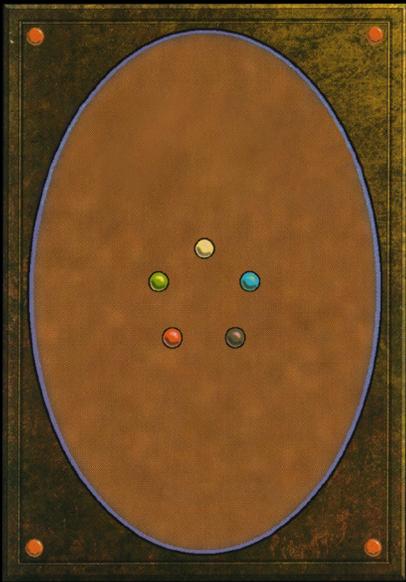
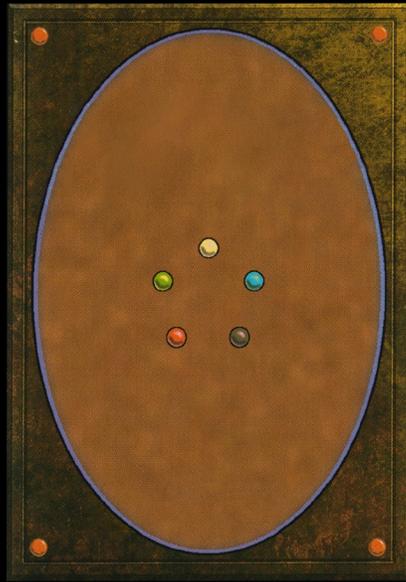
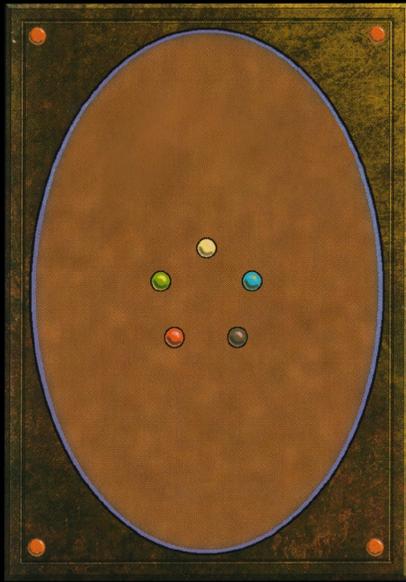
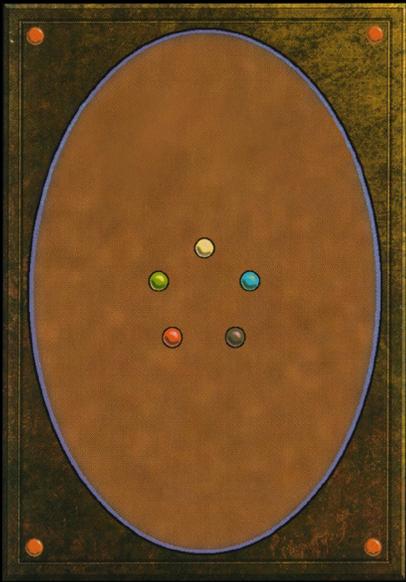
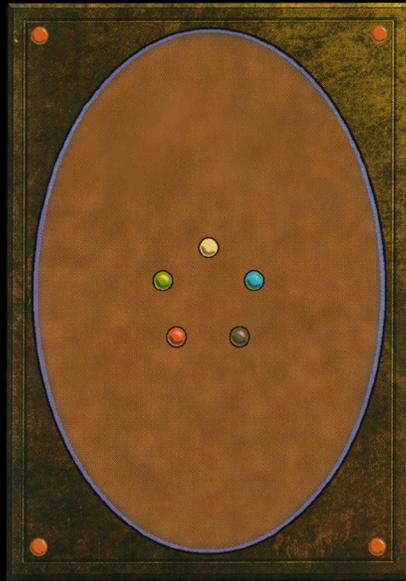
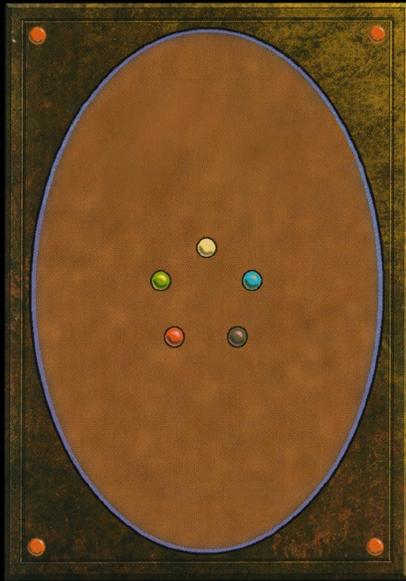
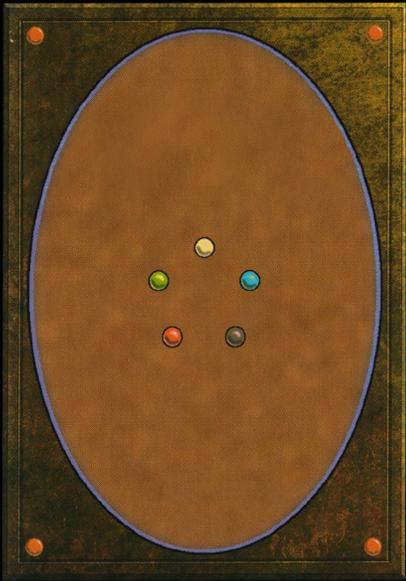
Enchanted creature can’t attack or block.

☉, Sacrifice this Aura: Exile enchanted creature. Create a 1/1 white Ally creature token. Activate only during your turn.

*“You can’t always see the light at the end of the tunnel, but if you just keep moving you will come to a better place.”*

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**Price of Freedom** 1

**Sorcery — Lesson**

Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

Draw a card.

“We’re going to win a great victory against the Fire Nation today.”  
—Jet

U 0149  
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**Secret of Bloodbending**

**Sorcery — Lesson**

As an additional cost to cast this spell, you may waterbend 10.

You control target opponent during their next combat phase. If this spell’s additional cost was paid, you control that player during their next turn instead. (You see all cards that player could see and make all decisions for them.)

Exile Secret of Bloodbending.

M 0069  
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**Suki, Kyoshi Warrior** 2

**Legendary Creature — Human Warrior Ally**

Suki’s power is equal to the number of creatures you control.

Whenever Suki attacks, create a 1/1 white Ally creature token that’s tapped and attacking.

“Hoping for another dance lesson?”

★/4

U 0243  
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**Aang’s Iceberg** 2

**Enchantment**

Flash

When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield.

Waterbend 3: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

R 0005  
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**Boar-q-pine** 2

**Creature — Boar Porcupine**

Whenever you cast a noncreature spell, put a +1/+1 counter on this creature.

This fiercely territorial beast uses knife-sharp quills to ensure would-be attackers always get the point.

2/2

C 0124  
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**Earth Kingdom Protectors**

**Creature — Human Soldier Ally**

Vigilance

Sacrifice this creature: Another target Ally you control gains indestructible until end of turn. (Damage and effects that say “destroy” don’t destroy it.)

“Stand your ground! The Earth King must be protected!”

1/1

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**Fancy Footwork** 2

**Instant — Lesson**

Untap one or two target creatures. They each get +2/+2 until end of turn.

“Dancing isn’t something you think about. It’s a form of self-expression that no one can ever take away from you.”  
—Aang

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**Flexible Waterbender** 3

**Creature — Human Warrior Ally**

Vigilance

Waterbend 3: This creature has base power and toughness 5/2 until end of turn. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

“Water is the element of change.”  
—Iroh

2/5

C 0050  
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**Giant Koi** 4

**Creature — Fish**

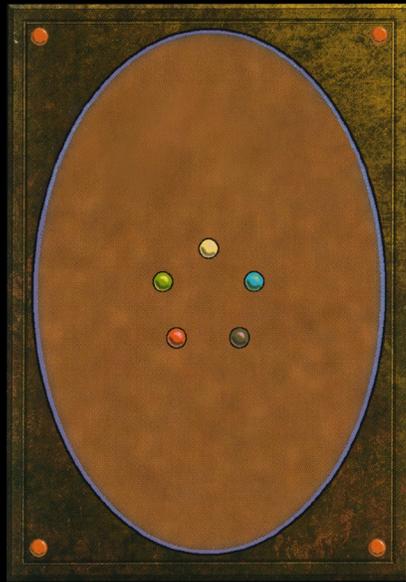
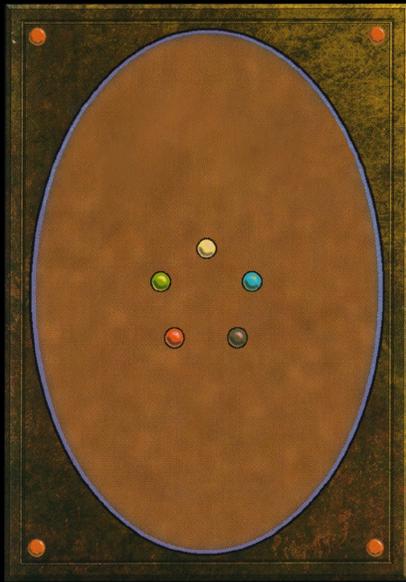
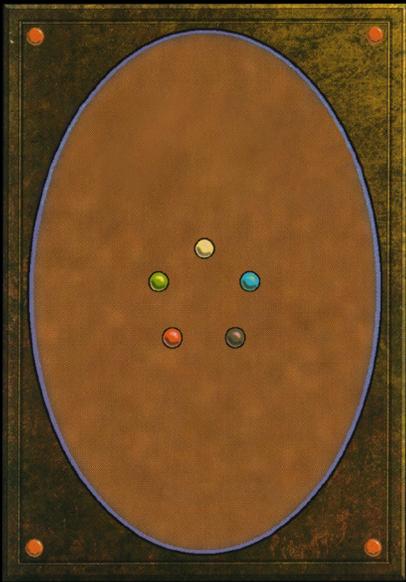
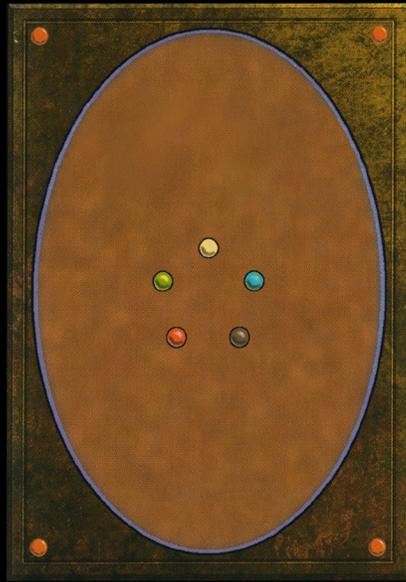
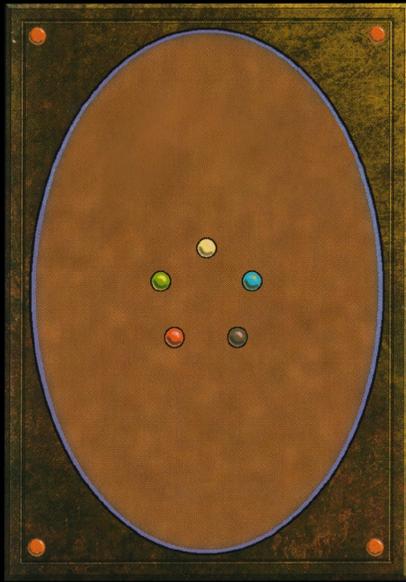
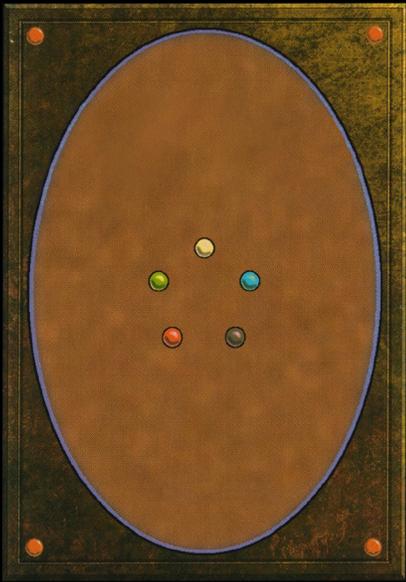
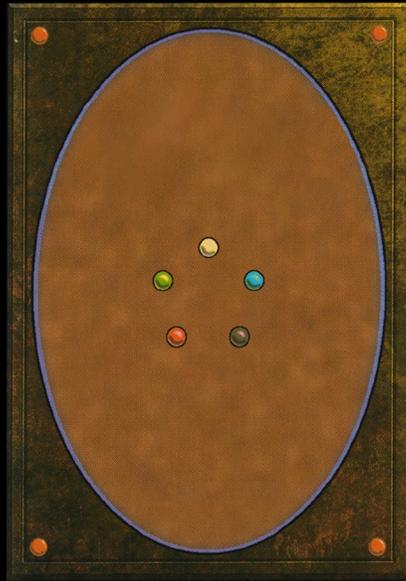
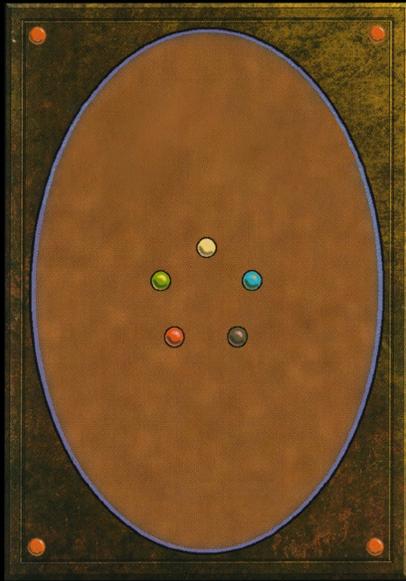
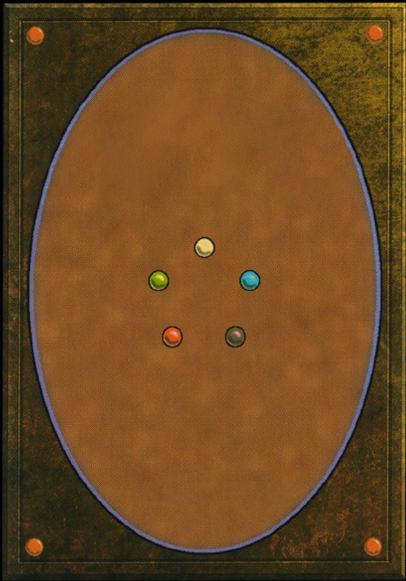
Waterbend 3: This creature can’t be blocked this turn. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

Islandcycling 2 (2, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

5/7

C 0053  
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**It'll Quench Ya!** 1

Instant — Lesson

Counter target spell unless its controller pays 2.

*"Drink cactus juice. Nothing's quenchier. It's the quenchiest!"*

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**Jet, Freedom Fighter** 2

Legendary Creature — Human Rebel Ally

When Jet enters, he deals damage equal to the number of creatures you control to target creature an opponent controls.

When Jet dies, put a +1/+1 counter on each of up to two target creatures.

*"One day, we'll drive the Fire Nation out of here for good."*

3/1

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**Katara, Bending Prodigy** 2

Legendary Creature — Human Warrior Ally

At the beginning of your end step, if Katara is tapped, put a +1/+1 counter on her.

Waterbend 6: Draw a card. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

*"You can't knock me down!"*

2/3

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**Kyoshi Warriors** 3

Creature — Human Warrior Ally

When this creature enters, create a 1/1 white Ally creature token.

*As long as a single Kyoshi Warrior is alive, their island remains protected.*

3/3

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**Kyoshi Warriors** 3

Creature — Human Warrior Ally

When this creature enters, create a 1/1 white Ally creature token.

*As long as a single Kyoshi Warrior is alive, their island remains protected.*

3/3

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**North Pole Patrol** 2

Creature — Human Soldier Ally

☞: Untap another target permanent you control.

Waterbend 3, ☞: Tap target creature an opponent controls. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for 1.)

*Waterbenders patrol the coast each day for good fishing spots and bad weather omens.*

2/3

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**Octopus Form**

Instant — Lesson

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

*A skilled Waterbender is always well armed.*

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**Otter-Penguin** 1

Creature — Otter Bird

Whenever you draw your second card each turn, this creature gets +1/+2 until end of turn and can't be blocked this turn.

*"Will you go penguin sledding with me?"*  
—Aang

2/1

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**Rabaroo Troop** 3

Creature — Rabbit Kangaroo

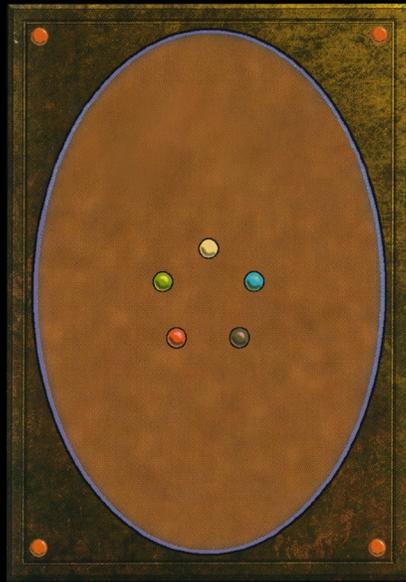
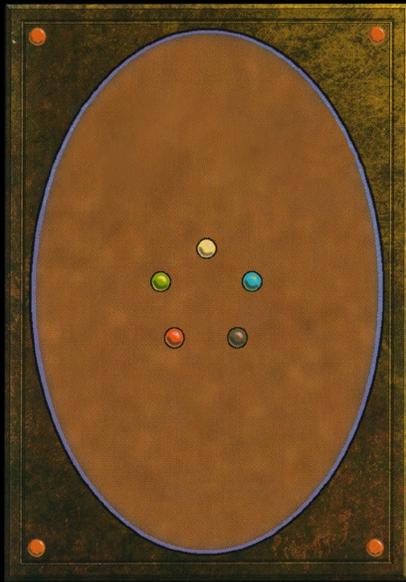
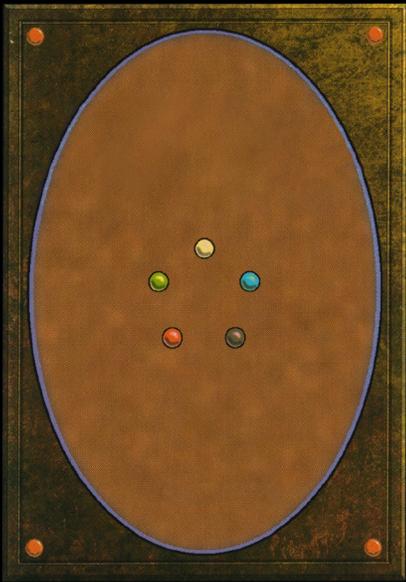
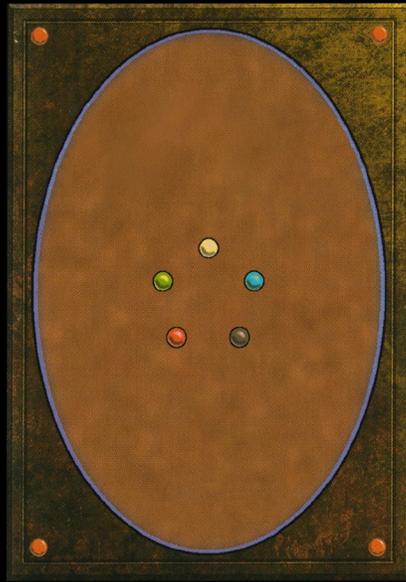
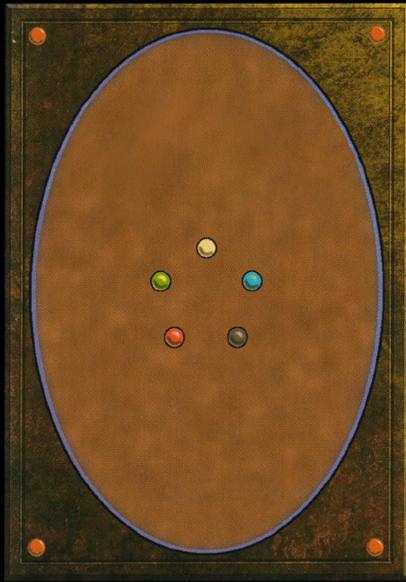
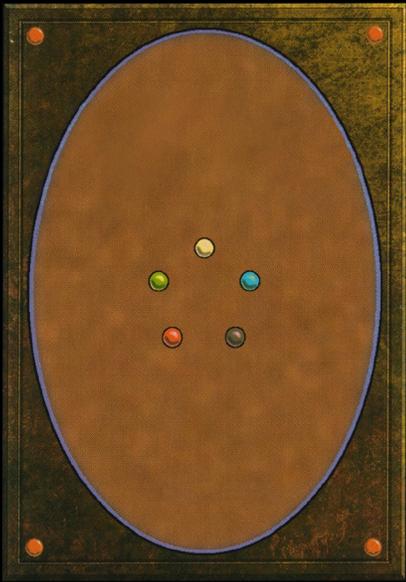
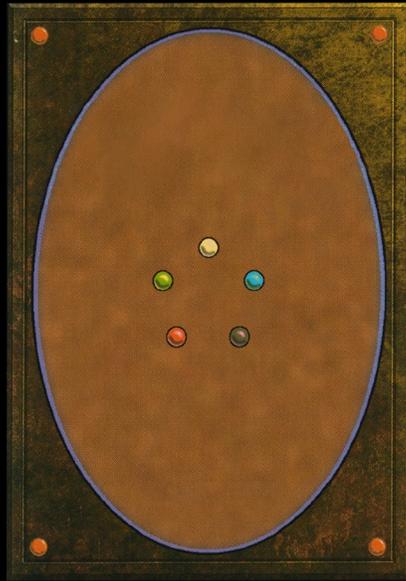
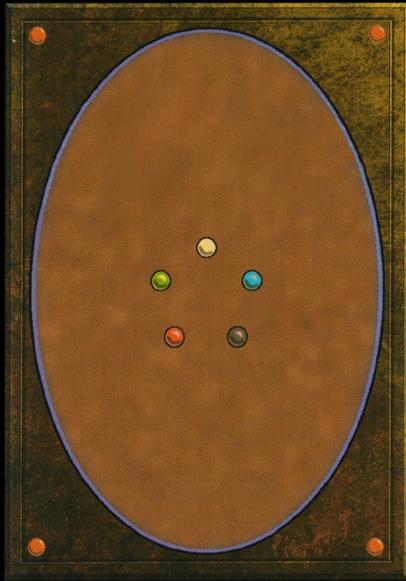
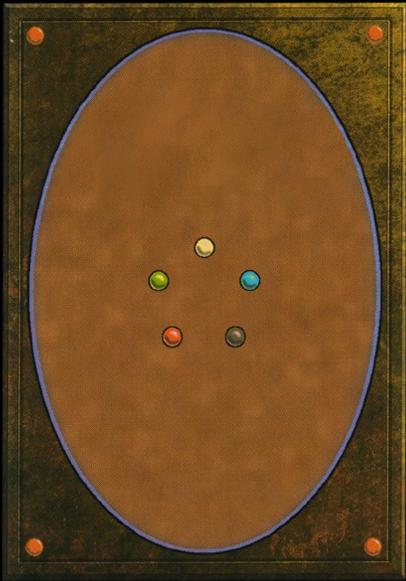
Landfall — Whenever a land you control enters, this creature gains flying until end of turn and you gain 1 life.

Plainscycling 2 (2, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

*Rabaros are famous enjoyers of hopping and infamous enjoyers of cabbage.*

3/5

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**Redirect Lightning**

**Instant — Lesson**

As an additional cost to cast this spell, pay 5 life or pay 2.

Change the target of target spell or ability with a single target.

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**Sokka, Tenacious Tactician** 1

**Legendary Creature — Human Warrior Ally**

Menace, prowess (*Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.*)

Other Allies you control have menace and prowess.

Whenever you cast a noncreature spell, create a 1/1 white Ally creature token.

3/3

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**Solstice Revelations**

**Instant — Lesson**

Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost if the spell's mana value is less than the number of Mountains you control. If you don't cast that card this way, put it into your hand.

Flashback 6 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

U 0153  
TLA • EN KOTAKAN

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**Vindictive Warden** 2

**Creature — Human Soldier**

Menace (*This creature can't be blocked except by two or more creatures.*)

Firebending 1 (*Whenever this creature attacks, add 1. This mana lasts until end of combat.*)

3: This creature deals 1 damage to each opponent.

2/3

C 0249  
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**Water Tribe Captain** 2

**Creature — Human Soldier Ally**

5: Creatures you control get +1/+1 until end of turn.

"Follow me to the bay! Our scouts have spotted the Fire Navy's smoketrail approaching, and we shall meet them with force!"

3/3

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**White Lotus Tile** 4

**Artifact**

This artifact enters tapped.

☉: Add X mana of any one color, where X is the greatest number of creatures you control that have a creature type in common.

"Most people think the lotus tile insignificant, but it is essential for the unusual strategy that I employ."  
—Iroh

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**Yuyan Archers** 1

**Creature — Human Archer**

Reach

When this creature enters, you may discard a card. If you do, draw a card.

"Their precision is legendary. The Yuyan can pin a fly to a tree from a hundred yards away without killing it."  
—Admiral Zhao

3/1

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**Cunning Maneuver** 1

**Instant**

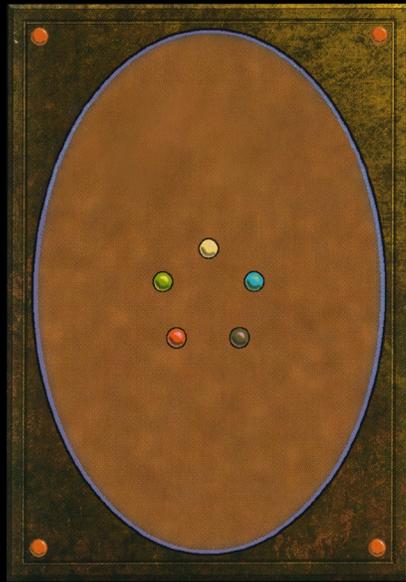
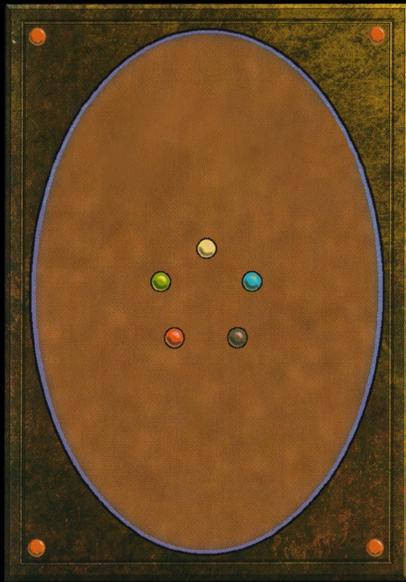
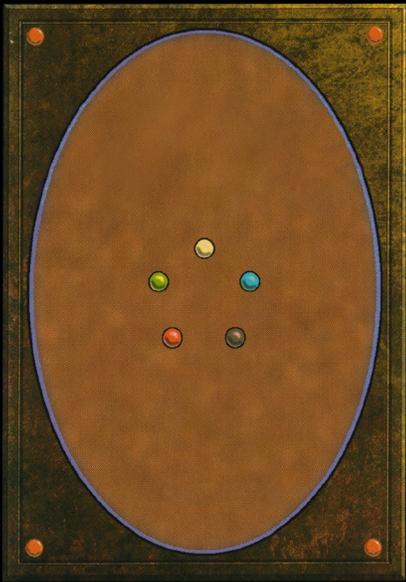
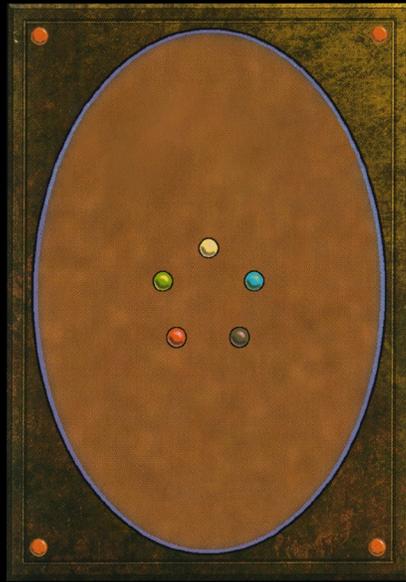
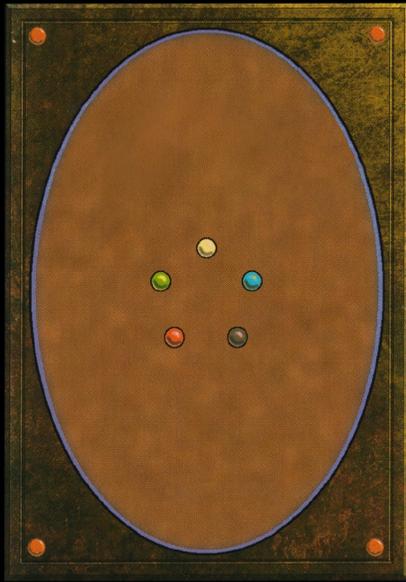
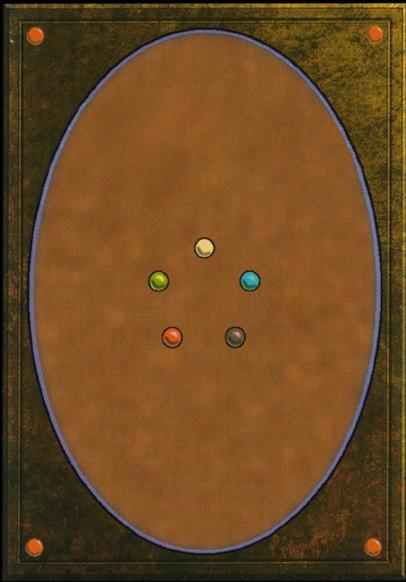
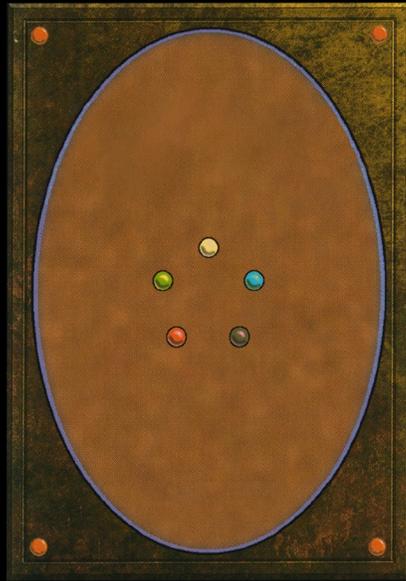
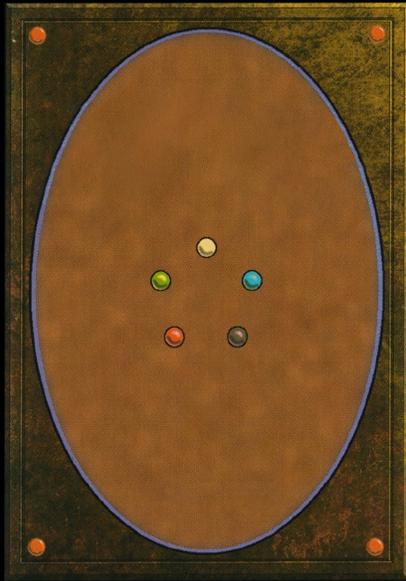
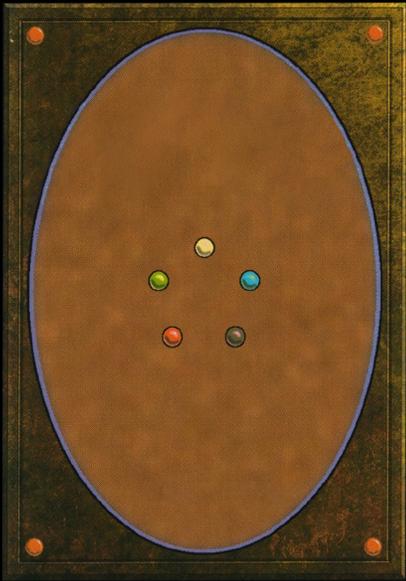
Target creature gets +3/+1 until end of turn.

Create a Clue token. (*It's an artifact with "2, Sacrifice this token: Draw a card."*)

"Is that all you got? Man, they'll make anyone an admiral these days."  
—Aang

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**Aang, at the Crossroads** 2

**Legendary Creature — Human Avatar Ally**

Flying

When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

When another creature you control leaves the battlefield, transform Aang at the beginning 4/4 of the next upkeep.

3/3

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3/3

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**Destined Confrontation** 2

**Sorcery**

Each player chooses any number of creatures they control with total power 4 or less, then sacrifices all other creatures they control.

*“Just you and me, brother. The showdown that was always meant to be.”*  
—Azula

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**Flopsie, Bumi's Buddy** 4

**Legendary Creature — Ape Goat**

When Flopsie enters, put a +1/+1 counter on each creature you control.

Each creature you control with power 4 or greater can't be blocked by more than one creature.

*“Oh, that's a good boy! Yes, who has a soft belly?”*  
—Bumi, King of Omashu

4/4

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**Guru Pathik** 2

**Legendary Creature — Human Monk Ally**

When Guru Pathik enters, look at the top five cards of your library. You may reveal a Lesson, Saga, or Shrine card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

Whenever you cast a Lesson, Saga, or Shrine spell, put a +1/+1 counter on another target creature you control.

2/4

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**Jeong Jeong, the Deserter** 2

**Legendary Creature — Human Rebel Ally**

Firebending 1 (Whenever this creature attacks, add . This mana lasts until end of combat.)

Exhaust — 3: Put a +1/+1 counter on Jeong Jeong. When you next cast a Lesson spell this turn, copy it and you may choose new targets for the copy. (Activate each exhaust ability only once.)

2/3

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**Kyoshi Island Plaza** 3

**Legendary Enchantment — Shrine**

When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle.

Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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**Kyoshi Village**

**Land**

This land enters tapped.

: Add or .

4, , Sacrifice this land: Draw a card.

*“I created Kyoshi Island so my people could be safe from invaders.”*  
—Avatar Kyoshi

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**Lo and Li, Twin Tutors** 4

**Legendary Creature — Human Advisor**

When Lo and Li enter, search your library for a Lesson or Noble card, reveal it, put it into your hand, then shuffle.

Noble creatures you control and Lesson spells you control have lifelink.

*“Almost perfect,” Lo began. Li finished, “One hair out of place.”*

2/2

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Aang, Destined Savior



Legendary Creature — Avatar Ally

Flying

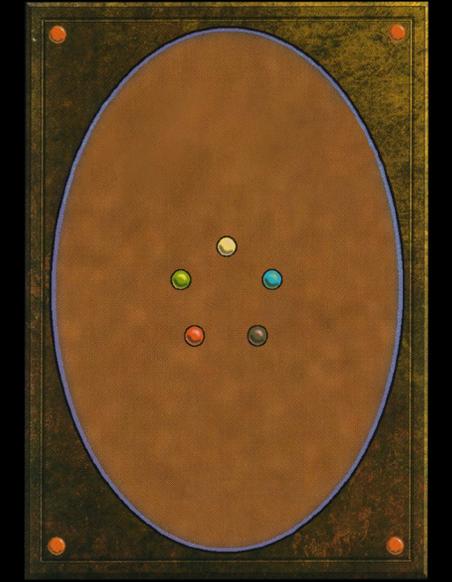
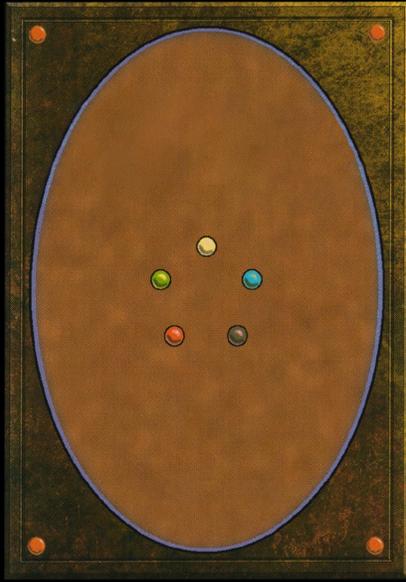
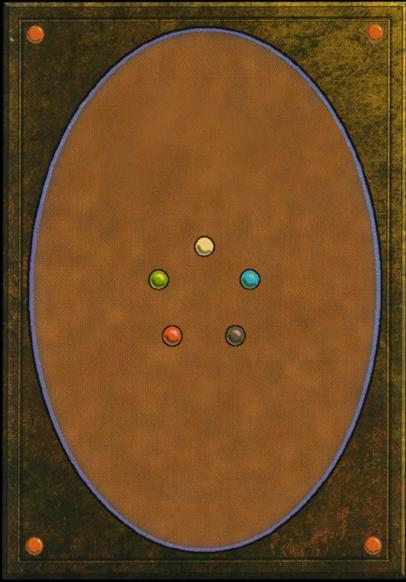
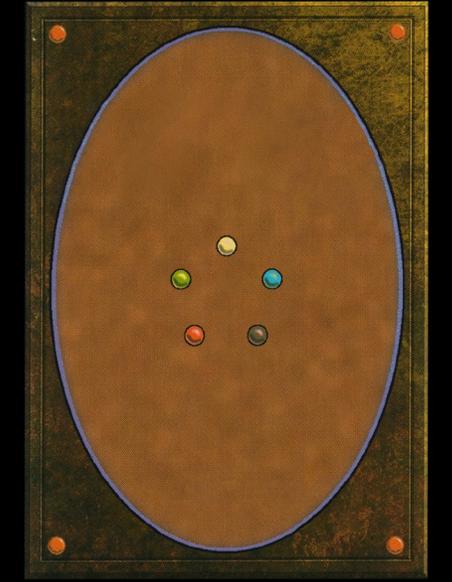
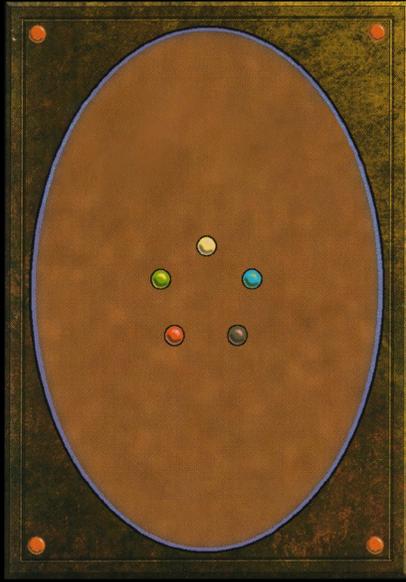
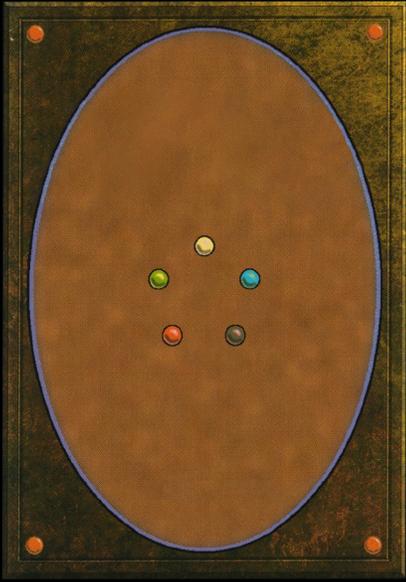
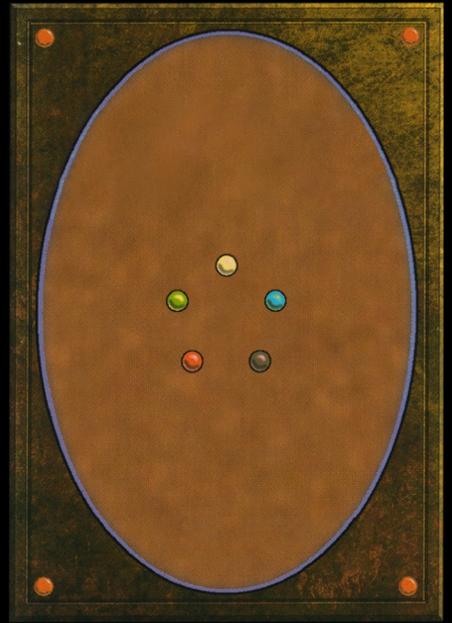
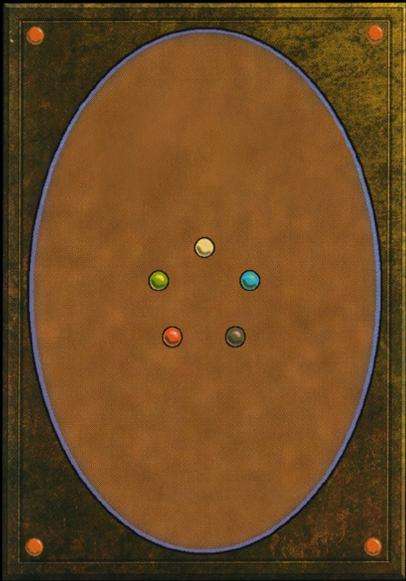
Land creatures you control have vigilance.

At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

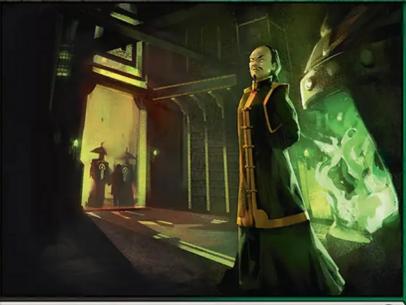
4/4

R 0203  
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**Long Feng, Grand Secretariat** 1



**Legendary Creature — Human Advisor**

Whenever another creature you control or a land you control is put into a graveyard from the battlefield, put a +1/+1 counter on target creature you control.

*“In silencing talk of conflict, Ba Sing Se remains a peaceful, orderly utopia.”*

2/3

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**Northern Air Temple**



**Legendary Enchantment — Shrine**

When Northern Air Temple enters, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Whenever another Shrine you control enters, each opponent loses 1 life and you gain 1 life.

*“This is supposed to be the history of my people . . .”*  
—Aang

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**The Boulder, Ready to Rumble** 3



**Legendary Creature — Human Warrior Performer**

Whenever The Boulder attacks, earthbend X, where X is the number of creatures you control with power 4 or greater. (Target land you control becomes a 0/0 creature with haste that's still a land. Put X +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

*“The Boulder's gonna win this in a landslide!”*

4/4

U 0168  
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**The Last Agni Kai** 1



**Instant**

Target creature you control fights target creature an opponent controls. If the creature the opponent controls is dealt excess damage this way, add that much .

Until end of turn, you don't lose unspent red mana as steps and phases end.

*Zuko's journey began when he refused to duel his father, but it would end dueling his sister.*

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**The Lion-Turtle** 1



**Legendary Creature — Elder Cat Turtle**

Vigilance, reach

When The Lion-Turtle enters, you gain 3 life.

The Lion-Turtle can't attack or block unless there are three or more Lesson cards in your graveyard.

☞: Add one mana of any color.

3/6

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**Toph, Hardheaded Teacher** 2



**Legendary Creature — Human Warrior Ally**

When Toph enters, you may discard a card. If you do, return target instant or sorcery card from your graveyard to your hand.

Whenever you cast a spell, earthbend 1. If that spell is a Lesson, put an additional +1/+1 counter on that land. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)

3/4

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**War Balloon** 2



**Artifact — Vehicle**

Flying

1: Put a fire counter on this Vehicle.

As long as this Vehicle has three or more fire counters on it, it's an artifact creature.

Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

4/3

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**Zuko's Exile** 5



**Instant — Lesson**

Exile target artifact, creature, or enchantment. Its controller creates a Clue token. (It's an artifact with “2, Sacrifice this token: Draw a card.”)

*As punishment for his disobedience, Zuko was banished and sent to capture the Avatar. Only then could he return home with his honor.*

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**SOLDIER**



**Token Creature — Soldier**

Firebending 1 (Whenever this token attacks, add . This mana lasts until end of combat.)

2/2

T 0011  
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