



Aang



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18					



Appa



	1	2	3	4	5
6	7	8			

SPECIAL



Aang

AVATAR STATE

Play anytime on your turn.
Until the beginning of your next turn, you are in the Avatar State. All attacks and defenses are increased. Air by 4, Water by 3, earth by 2, and fire by 1. Playing this card doesn't count as an action.


SPECIAL



Aang

AVATAR STATE

Play anytime on your turn.
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Aang

WATER

Attack 5
Defend 5

Play when attacking or defending.
Draw a card



Aang

EARTH

Attack 5
Defend 5

Play when attacking or defending.
Draw a card.



Aang

FIRE

Attack 5
Defend 5

Play when attacking or defending.
Draw a card.

SPECIAL



Character Name

GLIDER

Play anytime on your turn.
Move to any adjacent space.
Playing this card does not count as an action.

SPECIAL



Character Name

GLIDER

Play anytime on your turn.
Move to any adjacent space.
Playing this card does not count as an action.

SPECIAL



Appa

TAIL WHIP

Play anytime on your turn.
select an opponent that is adjacent to Appa. That person receives 2 damage and can be moved to any empty space

SPECIAL



Appa

TAIL WHIP

Play anytime on your turn.
select an opponent that is adjacent to Appa. That person receives 2 damage and can be moved to any empty space

SPECIAL



Appa

FLYING

Play anytime on your turn.
 Play when Appa is adjacent to Aang. You may move Appa and Aang to any two empty spaces. they must be adjacent when they land.

SPECIAL

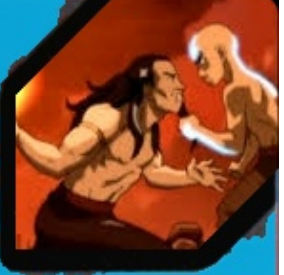


Appa

FLYING

Play anytime on your turn.
 Play when Appa is adjacent to Aang. You may move Appa and Aang to any two empty spaces. they must be adjacent when they land.

SPECIAL



Appa

YOU WILL NOT CAUSE MORE PAIN

Play anytime on your turn.
 Play when Aang is in the avatar state. select an opponent that is adjacent to you. Have the player controlling the character discard all attacks for this character.

Attack
5

Defend
1



Attack
5

Defend
1



Attack
4

Defend
1



Attack
3

Defend
3



Attack
3

Defend
3



Attack
2

Defend
3



