Aang, Airbending Master 4



Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4



Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4



Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4



Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Aang, Airbending Master 4

Legendary Creature — Human Avatar Ally

When Aang enters, airbend another target creature.

Whenever one or more creatures you control leave the battlefield without dying, you get an experience counter.

At the beginning of your upkeep, create a 1/1 white Ally creature token for each experience counter you have.

4/4

M 0171
TLE • EN 麻谷知世/TOMOYO ASATANI

©2025 Viacom.
™ & © 2025 Wizards of the Coast