Whirlwind Technique {4}{U}{U}



Instant — Lesson

Target player draws two cards, then discards a card.

Airbend up to two target creatures. *(To airbend a creature, exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.)*

Airbenders employ negative jing in combat, preferring to blow their opponents back instead of fighting.

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