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.

U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast

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.
U 0100
TLE • EN ✒ Robin Olausson
©2025 Viacom.
™ & © 2025 Wizards of the Coast