Card holder chooses any settlement. Settlement and protecting non-hero units rebel and become unaffiliated.

Use on YT

Anarchy

Chosen Lion turtle city leaves the physical world taking any protectors with it.

Token is removed permanently.

Use on YT

Turtle Migration

Chosen city kills all non-hero benders of different elements to city’s alignment. City remains in player’s control.

Use on YT

Xenophobia

Target settlement has penta-pox. Burn it to the ground to prevent plague.

Use on YT

Instant Raze

Chosen unaffiliated city attacks nearby city of a different element. If the unaffiliated city wins the attacked city is razed.

Use on YT

Genocide

Gain 2 spirits to help fight on your team for one turn.

Use on YT or in B

Spirit Defenders

Choose a settlement to loot. The settlement is reduced one level but it loots instantly for double. The owner of the settlement gets the gold.

Use on YT

Instant Loot

Chosen settlement becomes the same element as your alignment.

Use on YT

Eugenics

Chosen unaffiliated city attacks nearby city of a different element. If the unaffiliated city wins the attacked city is razed.

Use on YT

Genocide

A village of your choice becomes an air-bender village.

Use on YT

Air-nomad breeding program

An Earth Bender has a tantrum.

Use on A

Destroy 2 roads

The air benders sense a disturbance in the force and gain 2 master benders per temple to aid in protection.

Use on YT

Air-Nomads

Meditate

All water benders gain 2 attack bonus for one round

Use on YT + B

Full Moon

All fire benders gain 5 attack bonus for 1 round.

Use on YT + B

Sozan’s Comet

All fire benders in battle lose one attack turn per battle.

Use on A + B

Solar Eclipse

An army (not in a city) max 4 units (including heroes) become disillusioned to their leader’s cause. They become unaffiliated. May be bought by any player (When an army unit crosses their path) for half original cost (round up)

Use on YT

Disillusioned

Chosen hero is assassinated

Use on A

Kill Hero

The two air temples kick-out any outsiders controlling them and gain 5 unaffiliated master benders.

Use on A

Air-Nomad Rebellion

Chosen hero gains 30 health bonus but dies at the end of the round. Hero will strike first.

Faked my own death does not revive hero.

Use on B

Matyr

Previously defeated hero returns to card holder. Card holder chooses hero and pays the heroes value.

Use on YT

Faked my own death

Played immediately after a hero dies.

Hero cannot be brought back.

Use in B

S/he’s good and properly dead…

Card Holder bribes hero to change side. Costs 1.5 X hero’s price.

Use on A + B

2-faced Bastard

All units in a settlement start the battle with half health. Lasts one turn

Use on A

Poison the enemies water supply

Holder opens a spirit portal within a settlement which cause chaos. The settlement will no longer produce any gold. Settlement cannot be looted or razed. During combat 2 spirits will assist in defence.

Use on YT

Open a spirit portal

Chosen hero may run from a fight. Hero gains 2 movement points. Hero may not participate in any fight for 2 rounds.

Use on B

Cowardice

The two air temples kick-out any outsiders controlling them and gain 5 unaffiliated master benders.

Use on A

Air-Nomad Rebellion

Hero will be spared in a fight if player pays 5 gold to opponent.

Use on B

Mercy

Previously defeated hero returns to card holder. Card holder chooses hero and pays the heroes value.

Use on YT

Faked my own death

Whole army gains 2 movement points. Battle ends.

Use on B

Run away

The two air temples kick-out any outsiders controlling them and gain 5 unaffiliated master benders.

Use on A

Air-Nomad Rebellion

When card is played all opposing master and apprentice benders in battle with less than 6 health, are captured and enslaved. They form part of the card holder’s army. They can only be used in a fight on players next turn.

Use on B

Slavery

A settlement is reduced by one level.

Use on YT

Rebel Attack

1 master or 2 apprentice benders switch sides.

Use on B

Traitors

Card holder chooses a settlement on the coast to be looted. The pirates keep their booty.

Use on A

Pirate Attack

All card holders units gain 2 movement for 1 turn.

Use on YT

Haste

Card owner may choose one village (non-water) and its adjoining roads, 5 adjacent roads, or 3 non-adjacent roads to be destroyed.

Use on YT

Heavy Rains and floods

20% of Apprentice and Master Benders die.

Instant

Famine

1 town may be built anywhere.

Use on A

Build a town

1 village may be built anywhere.

Use on A

Build a village

Use on A

Build two roads anywhere

All players lose 20% of their gold.

Instant.

Income Tax

Player with the highest income donates 90% of their income to the player of the lowest level on their next turn.

Instant

Philanthropist

All players with more than 3 gold lose half of it (round up)

Use on A

Thief

Admiral Zhou joins your cause. All apprentice water benders in card holders armies disband. (Tokens removed from play)

Use on YT

You tried to kill the moon spirit

Avatar or Hero disappears and cannot be played or moved for 2 turns. Avatar cannot be attacked either.

Use on A + B

Frozen in an iceberg

Card holder chooses player/s who will pay 2 gold per city for city maintenance. If the player cannot pay for all cities, a city will be instantly looted until there is sufficient gold for all payment.

Use on A

City maintenance

Player/s with the highest score each have one city or town fully looted and razed. The settlement/s are chosen by the player with the lowest score. Profit goes to the lowest score player.

Use on A

Avatar brings balance to the game

Gain 2 spirits to fight on your team for one turn.

Use on YT

Temporary Spirit defenders

Avatar disappears and cannot be played or moved for 2 turns. Avatar cannot be attacked either.

Use on A + B

Frozen in an iceberg

Card holder chooses player/s who will pay 2 gold per city for city maintenance. If the player cannot pay for all cities, a city will be instantly looted until there is sufficient gold for all payment.

Use on A

City maintenance

Player/s with the highest score each have one city or town fully looted and razed. The settlement/s are chosen by the player with the lowest score. Profit goes to the lowest score player.

Use on A

Avatar brings balance to the game

Gain 2 spirits to fight on your team for one turn.

Use on YT

Temporary Spirit defenders

Ocean spirit is summoned to defend the Northern water tribe. The entire attacking army is killed.

Heroes are spared but cannot fight for one turn.

(Except Admiral Zhou – he’s dead – faked my own death does not revive him)

Only valid for Northern Water Tribe.

Use in B

Ocean Spirit defender

The Blue spirit steals 50% of target player’s gold. Lowest scoring player is immune.

Use on A

Blue Spirit

All unit movement is reduced by one point for 1 turn.

Use on A

Bad Weather

Gain 2 spirits to fight on your team for one turn.

Use on YT

Temporary Spirit defenders

Target settlement has penta-pox. Burn it to the ground to prevent plague.

Use on YT

Instant Raze

Card holder chooses any settlement. Settlement and protecting non-hero units rebel and become unaffiliated.

Use on YT

Anarchy

An Earth Bender has a tantrum.

Use on A

Destroy 2 roads

Choose a settlement to loot. The settlement is reduced one level but it loots instantly for double. The owner of the settlement gets the gold.

Use on YT

Instant Loot

An Earth Bender has a tantrum.

Use on A

Destroy 2 roads

An Earth Bender has a tantrum.

Use on A

Destroy 2 roads

Chosen hero gains 30 health bonus but dies at the end of the round. Hero will strike first.

Faked my own death does not revive hero.

Use on B

Matyr

All fire benders in battle lose one attack turn per battle.

Use on A + B

Solar Eclipse

Previously defeated hero returns to card holder. Card holder chooses hero and pays the heroes value.

Use on YT

Faked my own death

Previously defeated hero returns to card holder. Card holder chooses hero and pays the heroes value.

Use on YT

Faked my own death

Played immediately after a hero dies.

Hero cannot be brought back.

Use in B

S/he’s good and properly dead…

Played immediately after a hero dies.

Hero cannot be brought back.

Use in B

S/he’s good and properly dead…

Card Holder bribes hero to change side. Costs 1.5 X hero’s price.

Use on A + B

2-faced Bastard

Holder opens a spirit portal within a settlement which cause chaos. The settlement will no longer produce any gold. Settlement cannot be looted or razed. During combat 2 spirits will assist in defence.

Use on YT

Open a spirit portal

All unit movement is reduced by one point for 1 turn.

Use on A

Bad Weather

All players lose 40% of their gold on their next income.

Instant.

Income Tax

This card is used in any fight where holder controls Amon or Aang. Choose a max of two heroes in battle and permanently reduce their attack by half. (Does not affect non-bending heroes)

This can be undone if targeted player ever gains control of Amon, Aang or a Lion turtle city.

Use in B

I’m taking away your bending

Hero will be spared in a fight if player pays 5 gold to opponent.

Use on B

Mercy

A settlement is reduced by one level.

Use on YT

Rebel Attack

All water benders gain 2 attack bonus for one round

Use on YT + B

Full Moon

All players with more than 3 gold lose half of it (round up)

Use on A

Thief

Player with the highest income donates 90% of their income to the player of the lowest level on their next turn.

Instant

Philanthropist

All players with more than 3 gold lose half of it (round up)

Instant

Thief

Player with the highest income donates 90% of their income to the player of the lowest level on their next turn.

Instant

Philanthropist