Sidequest: Raise a Chocobo 1



Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1



Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1



Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast

Sidequest: Raise a Chocobo 1

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

2/2

U 0201 FFVII
FIN • EN 緑川美帆 / Miho Midorikawa

FFŌ SQUARE ENIX
™ & © 2025 Wizards of the Coast