Waterbender Ascension {1}{U}



Enchantment

Whenever a creature you control deals combat damage to a player, put a quest counter on this enchantment. Then if it has four or more quest counters on it, draw a card.

Waterbend {4}: Target creature can't be blocked this turn. *(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)*

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