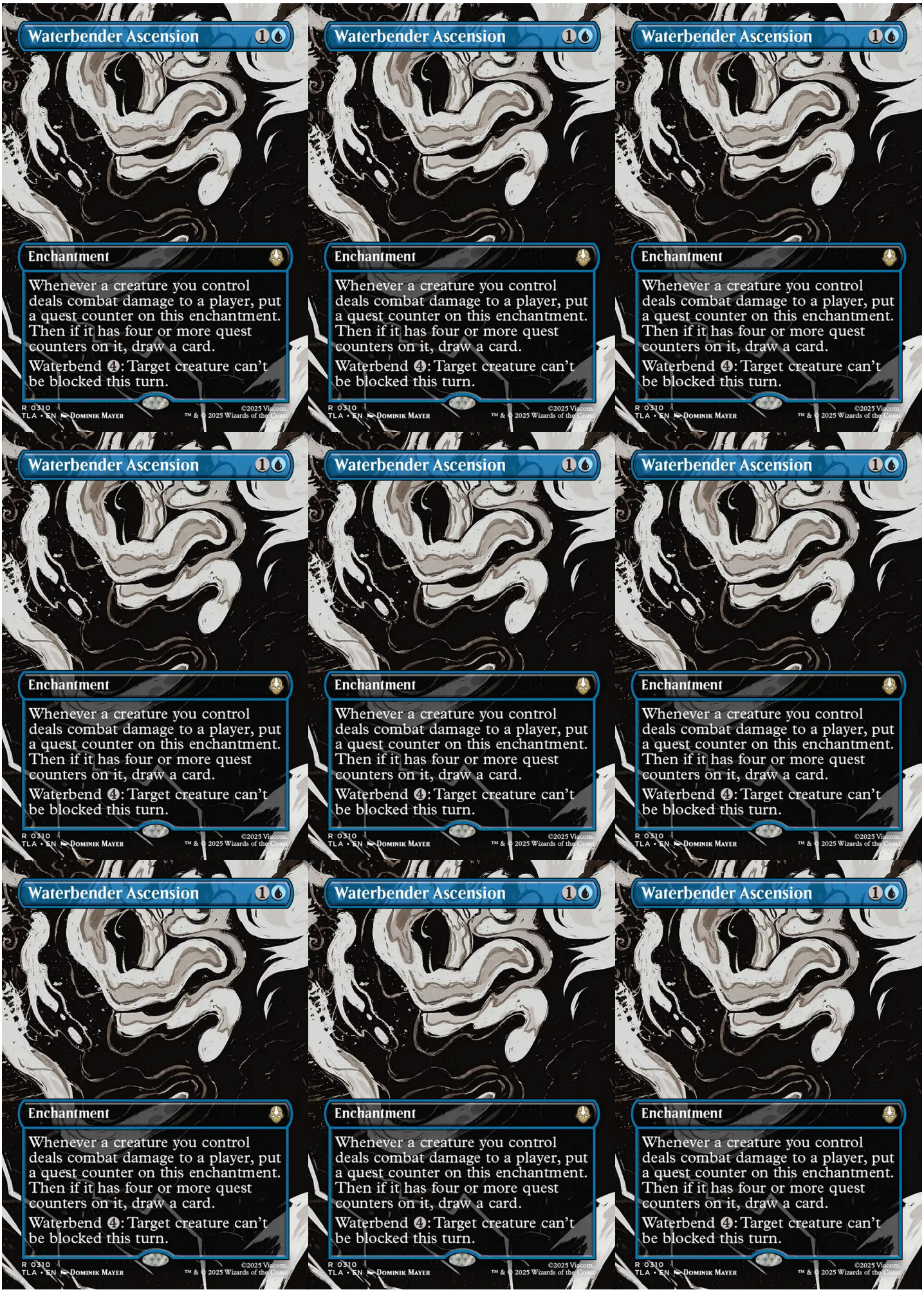

Waterbender Ascension 1
Enchantment
Whenever a creature you control deals combat damage to a player, put a quest counter on this enchantment. Then if it has four or more quest counters on it, draw a card.
Waterbend 4: Target creature can't be blocked this turn.
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Dominik Mayer
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