

**HARDENING** **I**



**← - SPELL**

A Creature of your choice gets +4 DEF until end of turn.

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**ELEMENTAL RITUAL** **II**



**SPELL**

Search your SB for any 2 Basic ES. You may play them immediately.

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**STONEHIDE SPELL** **III**



**P - SPELL**

Creatures you Control get +2 DEF.

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