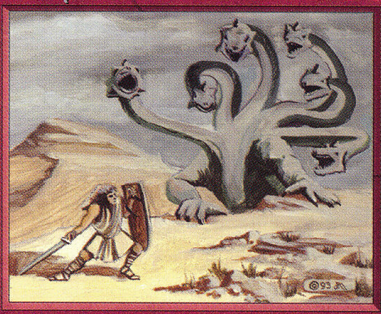
Rock hydra X



Summon Hydra

Put X +1/+1 counters (heads) on Hydra. Each point of damage Hydra suffers destroys one head unless 2 is spent. During upkeep, new heads may be grown for 2 2 2 apiece.

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