Guiding Hydra



Creature — Hydra Horror

This creature enters with X +1/+1 counters on it.

At the beginning of combat on your turn, you may remove a +1/+1 counter from this creature. If you do, put a +1/+1 counter on each other creature you control.

It hands direction to straying minds.

1/0

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FRA • EN Jason Mowry

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