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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast

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

R 0011
FRA • EN Jason Mowry

™ & © 2026 Wizards of the Coast