Invigorating Surge {2}{G}



Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}



Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}



Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}



Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Invigorating Surge {2}{G}

Instant M21

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

For hydras, most problems can be solved with the addition of a few extra heads.

190/274 U
M21 • EN
Randy Vargas

™ & © 2020 Wizards of the Coast