Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}



Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0

Rock hydra {X}{R}{G}

Creature — Hydra

Rock Hydra enters the battlefield with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{G}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.

{G}{G}{G}: Put a +1/+1 counter on Rock Hydra. Activate only during your upkeep.

Illus. Jeff A. Menges

™ & © 2022 Wizards of the Coast 464

0/0