

Warden of the Grove

2

Creature — Hydra

At the beginning of your end step, put a +1/+1 counter on this creature.

Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature.
(Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.)

R 0166

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