Hydradoodle



Creature — Hydra Hound

As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.

Reach, trample

Less housebroken than housebreaking.

0/0

112/216 R
UST • EN
Mathias Kollros

™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle



Creature — Hydra Hound

As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.

Reach, trample

Less housebroken than housebreaking.

0/0

112/216 R
UST • EN
Mathias Kollros

™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle



Creature — Hydra Hound

As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.

Reach, trample

Less housebroken than housebreaking.

0/0

112/216 R
UST • EN
Mathias Kollros

™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle



Creature — Hydra Hound

As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.

Reach, trample

Less housebroken than housebreaking.

0/0

112/216 R
UST • EN
Mathias Kollros

™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast

Hydradoodle
Creature — Hydra Hound
As Hydradoodle enters the battlefield, roll X six-sided dice. Hydradoodle enters the battlefield with a number of +1/+1 counters on it equal to the total of those results.
Reach, trample
Less housebroken than housebreaking.
0/0
112/216 R
UST • EN
Mathias Kollros
™ & © 2017 Wizards of the Coast