Multi-Headed



Creature — Hydra

At the beginning of each end step, if you rolled a die this turn,

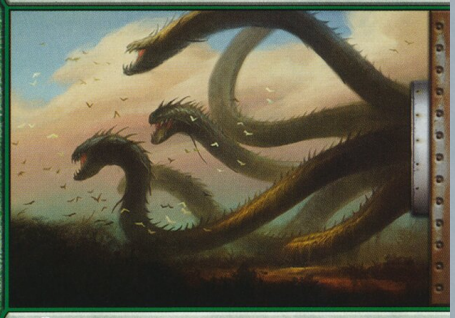
Augment 4 (4, *Reveal this card from your hand: Combine it with target host. Augment only as a sorcery.)*

+4/+4

117/216 C
UST • EN YW Tang

™ & © 2017 Wizards of the Coast

Multi-Headed



Creature — Hydra

At the beginning of each end step, if you rolled a die this turn,

Augment 4 (4, *Reveal this card from your hand: Combine it with target host. Augment only as a sorcery.)*

+4/+4

117/216 C
UST • EN YW Tang

™ & © 2017 Wizards of the Coast

Multi-Headed



Creature — Hydra

At the beginning of each end step, if you rolled a die this turn,

Augment 4 (4, *Reveal this card from your hand: Combine it with target host. Augment only as a sorcery.)*

+4/+4

117/216 C
UST • EN YW Tang

™ & © 2017 Wizards of the Coast

Multi-Headed



Creature — Hydra

At the beginning of each end step, if you rolled a die this turn,

Augment 4 (4, *Reveal this card from your hand: Combine it with target host. Augment only as a sorcery.)*

+4/+4

117/216 C
UST • EN YW Tang

™ & © 2017 Wizards of the Coast