Neverwinter Hydra



Creature — Hydra

As Neverwinter Hydra enters the battlefield, roll X d6. It enters with a number of +1/+1 counters on it equal to the total of those results.

Trample

Ward 4 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 4.)*

0/0

041/062 R
AFC • EN Lucas Graciano

™ & © 2021 Wizards of the Coast

Neverwinter Hydra

Creature — Hydra

As Neverwinter Hydra enters the battlefield, roll X d6. It enters with a number of +1/+1 counters on it equal to the total of those results.

Trample

Ward 4 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 4.)*

0/0

041/062 R
AFC • EN Lucas Graciano

™ & © 2021 Wizards of the Coast

Neverwinter Hydra

Creature — Hydra

As Neverwinter Hydra enters the battlefield, roll X d6. It enters with a number of +1/+1 counters on it equal to the total of those results.

Trample

Ward 4 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 4.)*

0/0

041/062 R
AFC • EN Lucas Graciano

™ & © 2021 Wizards of the Coast

Neverwinter Hydra

Creature — Hydra

As Neverwinter Hydra enters the battlefield, roll X d6. It enters with a number of +1/+1 counters on it equal to the total of those results.

Trample

Ward 4 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 4.)*

0/0

041/062 R
AFC • EN Lucas Graciano

™ & © 2021 Wizards of the Coast