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Creature — Brushwagg Mount

At the beginning of combat on your turn, put a +1/+1 counter on target creature.

Whenever Ornery Tumblewagg attacks while saddled, double the number of +1/+1 counters on target creature.

Saddle 2 *(Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

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