
Hog-Monkey
2
Creature — Boar Monkey
At the beginning of combat on your turn, target creature you control with a +1/+1 counter on it gains menace until end of turn. (It can't be blocked except by two or more creatures.)
Exhaust — 5: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.)
3/2
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