Bulwark Ox

1 ✳



Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast

Bulwark Ox

1 ✳

Creature — Ox Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on target creature.

Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

Saddle 1 *(Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)*

2/2

R 0007
DFT • EN ✒ Brent Hollowell

™ & © 2025 Wizards of the Coast