Cursed Wombat



Creature — Nightmare Wombat

2: Adapt 2. *(If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)*

Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn."

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