Railway Brawler



Creature — Rhino Warrior

Reach, trample

Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.

Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

5/5

M 0175
OTJ • EN Kevin Sidharta

™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler



Creature — Rhino Warrior

Reach, trample

Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.

Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

5/5

M 0175
OTJ • EN Kevin Sidharta

™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler



Creature — Rhino Warrior

Reach, trample

Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.

Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

5/5

M 0175
OTJ • EN Kevin Sidharta

™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler



Creature — Rhino Warrior

Reach, trample

Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.

Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

5/5

M 0175
OTJ • EN Kevin Sidharta

™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast

Railway Brawler
Creature — Rhino Warrior
Reach, trample
Whenever another creature enters the battlefield under your control, put X +1/+1 counters on it, where X is its power.
Plot 3 *(You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*
5/5
M 0175
OTJ • EN Kevin Sidharta
™ & © 2024 Wizards of the Coast