Railway Brawler {3}{G}{G}



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}{G} *(You may pay {3}{G} 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 {3}{G}{G}



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}{G} *(You may pay {3}{G} 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 {3}{G}{G}



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}{G} *(You may pay {3}{G} 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 {3}{G}{G}



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}{G} *(You may pay {3}{G} 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