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

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