
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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