Runaway Steam-Kin {1}{R}



Creature — Elemental

Whenever you cast a red spell, if Runaway Steam-Kin has fewer than three +1/+1 counters on it, put a +1/+1 counter on Runaway Steam-Kin.

Remove three +1/+1 counters from Runaway Steam-Kin: Add {R}{R}{R}.

1/1

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