Rubblehulk 4 R G



Creature — Elemental

Rubblehulk's power and toughness are each equal to the number of lands you control.

Bloodrush — 1 R G, Discard Rubblehulk: Target attacking creature gets +X/+X until end of turn, where X is the number of lands you control.

★/★

Cliff Childs

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