Char-Rumbler 2RR



Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR



Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR



Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR



Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180

Char-Rumbler 2RR

Creature — Elemental

Double strike

R: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

-1/3

Kev Walker

™ & © 1993-2007 Wizards of the Coast, Inc. 90/180