
Rubblehulk
4
Creature — Elemental
Rubblehulk's power and toughness are each equal to the number of lands you control.
Bloodrush — 1, Discard Rubblehulk: Target attacking creature gets +X/+X until end of turn, where X is the number of lands you control.
★/★
189/307 R
C18 • EN Raymond Swanland
™ & © 2018 Wizards of the Coast