Tumble Magnet 3



Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast

Tumble Magnet 3

Artifact

Tumble Magnet enters the battlefield with three charge counters on it.

{T}, Remove a charge counter from Tumble Magnet: Tap target artifact or creature.

Magnetic devices that keep massive golems and structures standing can also be used for the opposite purpose.

304/332 C
2XM • EN
Drew Baker

™ & © 2020 Wizards of the Coast