Tumble Magnet



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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet

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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet

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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet



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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet

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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet

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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet



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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet

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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast

Tumble Magnet

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.

233/249 U
MM2 • EN
Drew Baker

™ & © 2015 Wizards of the Coast