Drop Tower



Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

1 2 3 4 5 6

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower



Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

1 2 3 4 5 6

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower



Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

1 2 3 4 5 6

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower



Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

1 2 3 4 5 6

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Drop Tower

Artifact — Attraction

Visit — Target creature gains flying until end of turn or until any player rolls a 1, whichever comes first.

The hardest working seat belts in the park.

209/244 C
UNF • EN ▶ Dmitry Burmak

™ & © 2022 Wizards of the Coast