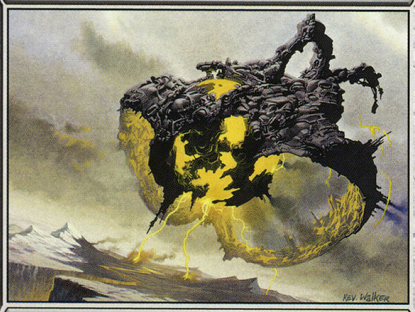
Darksteel Reactor 4



Artifact

Darksteel Reactor is indestructible.
("Destroy" effects and lethal damage don't destroy it.)

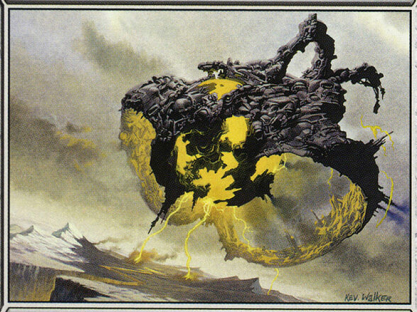
At the beginning of your upkeep, you may put a charge counter on Darksteel Reactor.

When Darksteel Reactor has twenty or more charge counters on it, you win the game.

Kev Walker

™ & © 1993–2004 Wizards of the Coast, Inc. 114/165

Darksteel Reactor 4



Artifact

Darksteel Reactor is indestructible.
("Destroy" effects and lethal damage don't destroy it.)

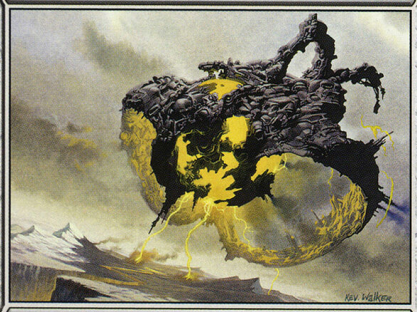
At the beginning of your upkeep, you may put a charge counter on Darksteel Reactor.

When Darksteel Reactor has twenty or more charge counters on it, you win the game.

Kev Walker

™ & © 1993–2004 Wizards of the Coast, Inc. 114/165

Darksteel Reactor 4



Artifact

Darksteel Reactor is indestructible.
("Destroy" effects and lethal damage don't destroy it.)

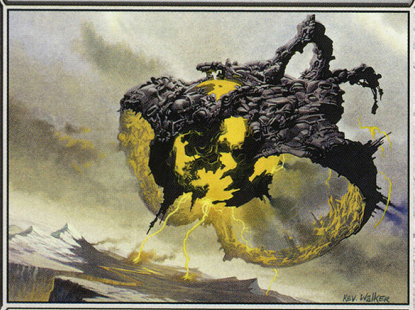
At the beginning of your upkeep, you may put a charge counter on Darksteel Reactor.

When Darksteel Reactor has twenty or more charge counters on it, you win the game.

Kev Walker

™ & © 1993–2004 Wizards of the Coast, Inc. 114/165

Darksteel Reactor 4



Artifact

Darksteel Reactor is indestructible.
("Destroy" effects and lethal damage don't destroy it.)

At the beginning of your upkeep, you may put a charge counter on Darksteel Reactor.

When Darksteel Reactor has twenty or more charge counters on it, you win the game.

Kev Walker

™ & © 1993–2004 Wizards of the Coast, Inc. 114/165