Containment Construct {2}



Artifact Creature — Construct

Whenever you discard a card, you may exile that card from your graveyard. If you do, you may play that card this turn.

Automated units are deployed to stabilize merge sites deemed too dangerous even for trained intercessors.

2/1

U 0344
SOC • EN Julian Kok Joon Wen

™ & © 2026 Wizards of the Coast

Containment Construct {2}



Artifact Creature — Construct

Whenever you discard a card, you may exile that card from your graveyard. If you do, you may play that card this turn.

Automated units are deployed to stabilize merge sites deemed too dangerous even for trained intercessors.

2/1

U 0344
SOC • EN Julian Kok Joon Wen

™ & © 2026 Wizards of the Coast

Containment Construct {2}



Artifact Creature — Construct

Whenever you discard a card, you may exile that card from your graveyard. If you do, you may play that card this turn.

Automated units are deployed to stabilize merge sites deemed too dangerous even for trained intercessors.

2/1

U 0344
SOC • EN Julian Kok Joon Wen

™ & © 2026 Wizards of the Coast

Containment Construct {2}



Artifact Creature — Construct

Whenever you discard a card, you may exile that card from your graveyard. If you do, you may play that card this turn.

Automated units are deployed to stabilize merge sites deemed too dangerous even for trained intercessors.

2/1

U 0344
SOC • EN Julian Kok Joon Wen

™ & © 2026 Wizards of the Coast