Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.

Mishra's Factory



Land

{T}: Add one colorless mana to your mana pool.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land but cannot be tapped for mana the turn it comes into play.
{T}: Target Assembly Worker gets +1/+1 until end of turn.

Illus. Kaja & Phil Foglio

© 1995 Wizards of the Coast, Inc. All rights reserved.