Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Tempered Steel {1}{W}{W}



Enchantment

Artifact creatures you control get +2/+2.

Borg adaptive shielding can habituate drones to the most hostile conditions. Even Federation phasers aren't dangerous more than once.

R 0241
TRC • EN Camille Alquier
© 2026 CBS.
™ & © 2026 Wizards of the Coast