Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last



Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast

Built to Last

Instant

Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

Consulate-built automatons have a lifetime warranty.

007/264 C
KLD • EN
Svetlin Velinov

™ & © 2016 Wizards of the Coast