



**Card name :** Darksteel Reactor

**Mana Cost :** 4

**Types :** Artifact

**Card Text :** 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.

**Expansion :** [Darksteel](#)

**Rarity :** Rare