Brokers Confluence



Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence



Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence



Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence



Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast

Brokers Confluence

Instant

Choose three. You may choose the same mode more than once.

- Proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
- Target creature phases out. *(Treat it and anything attached to it as though they don't exist until its controller's next turn.)*
- Counter target activated or triggered ability.

068/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast