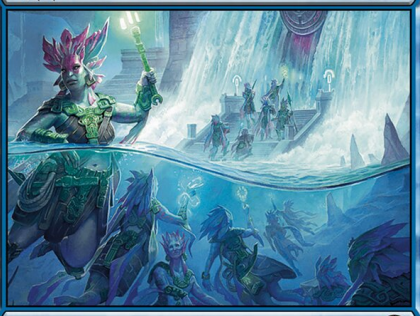
Ripples of Potential



Instant

Proliferate, then choose any number of permanents you control that had a counter put on them this way. Those permanents phase out. *(To proliferate, choose any number of permanents and/or players, then give each another counter of each kind already there. Treat phased-out permanents and anything attached to them as though they don't exist until their controller's next turn.)*

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