Everythingamajig 5



Artifact

2, {T}: Move a counter from one permanent onto another. If the second permanent refers to any kind of counter, the moved counter becomes one of those counters. Otherwise, it becomes a +1/+1 counter.

3, {T}: Put a +1/+1 counter on target creature.

4, {T}: Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

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