Everythingamajig 5



Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5

Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5

Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5



Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5

Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5



Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5

Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast

Everythingamajig 5

Artifact

2, ↻: 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, ↻: Put a +1/+1 counter on target creature.

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

147/216 R
UST • EN ✎ Chris Seaman

™ & © 2017 Wizards of the Coast