Contagion Engine 6



Artifact

When Contagion Engine enters the battlefield, put a -1/-1 counter on each creature target player controls.

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

Daarken

™ & © 1993–2010 Wizards of the Coast LLC 145/249

Contagion Engine 6

Artifact

When Contagion Engine enters the battlefield, put a -1/-1 counter on each creature target player controls.

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

Daarken

™ & © 1993–2010 Wizards of the Coast LLC 145/249

Contagion Engine 6

Artifact

When Contagion Engine enters the battlefield, put a -1/-1 counter on each creature target player controls.

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

Daarken

™ & © 1993–2010 Wizards of the Coast LLC 145/249

Contagion Engine 6

Artifact

When Contagion Engine enters the battlefield, put a -1/-1 counter on each creature target player controls.

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

Daarken

™ & © 1993–2010 Wizards of the Coast LLC 145/249