Vivid Grove



Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove



Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove



Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove



Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41

Vivid Grove

Land

Vivid Grove enters the battlefield tapped with two charge counters on it.

{T}: Add {G} to your mana pool.

{T}, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon

™ & © 1993–2009 Wizards of the Coast LLC 36/41