Invigorate 2G



Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G



Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G



Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G



Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

Invigorate 2G

Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350