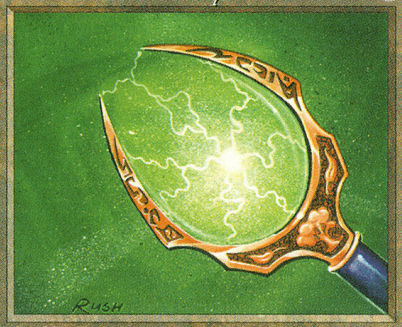
Green Mana Battery 4



Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

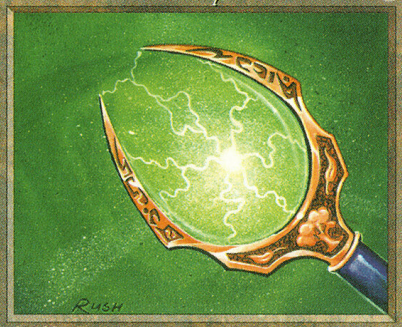
Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4



Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

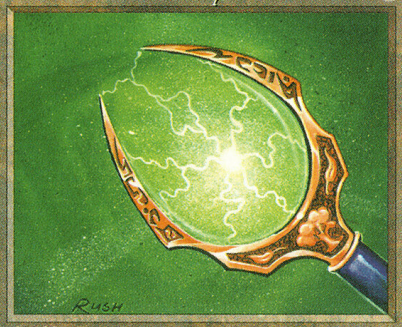
Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4



Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

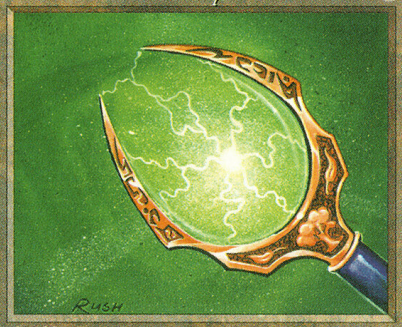
Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4



Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush

Green Mana Battery 4

Artifact

2: Put one counter on Green Mana Battery.
: Add to your mana pool.
Remove as many counters as you wish. For each counter removed add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Christopher Rush