Vivid Grove



Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301

Vivid Grove

Land

Vivid Grove comes into play 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

™ & © 1993–2007 Wizards of the Coast, Inc. 277/301