## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast


## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast

## Vivid Creek



**Land**

Vivid Creek enters the battlefield tapped with two charge counters on it.
{T}: Add {U} to your mana pool.
{T}, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

131/156 U
PCA • EN ✒ Fred Fields
™ & © 2016 Wizards of the Coast