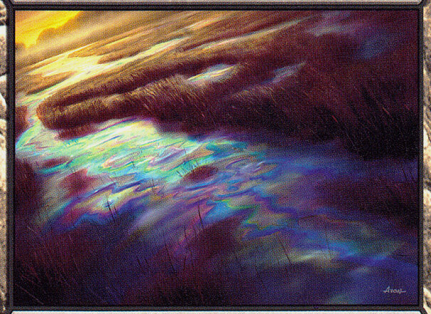
Vivid Marsh



Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast

Vivid Marsh

Land

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

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

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

319/342 U
C15 • EN ▶ John Avon

™ & © 2015 Wizards of the Coast