

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast

Prismatic Undercurrents
3



Enchantment

Vivid — When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.

You may play an additional land on each of your turns.

U 0189
ECL • EN STEVE ELLIS

™ & © 2026 Wizards of the Coast