Temple of the False God



Land

{T}: Add {C}{C}. Activate only if you control five or more lands.

"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher

U 0311
PIP • EN Kekai Kotaki

©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast

Temple of the False God
Land
{T}: Add {C}{C}. Activate only if you control five or more lands.
"Pain clears the mind of evil thoughts and allows them to better comprehend the glory of the Master."
—Father Lasher
U 0311
PIP • EN Kekai Kotaki
©2024 BSW
™ & © 2024 Wizards of the Coast