Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods



Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast

Shrine of the Forsaken Gods

Land

{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN Daniel Ljunggren

™ & © 2015 Wizards of the Coast