Temple of the False God



Land

{T}: Add {2} to your mana pool. Play this ability only if you control five or more lands.

Those who bring nothing to the temple take nothing away.

Brian Snoddy

™ & © 1993–2004 Wizards of the Coast, Inc. 143/143

Temple of the False God

Land

{T}: Add {2} to your mana pool. Play this ability only if you control five or more lands.

Those who bring nothing to the temple take nothing away.

Brian Snoddy

™ & © 1993–2004 Wizards of the Coast, Inc. 143/143

Temple of the False God

Land

{T}: Add {2} to your mana pool. Play this ability only if you control five or more lands.

Those who bring nothing to the temple take nothing away.

Brian Snoddy

™ & © 1993–2004 Wizards of the Coast, Inc. 143/143

Temple of the False God

Land

{T}: Add {2} to your mana pool. Play this ability only if you control five or more lands.

Those who bring nothing to the temple take nothing away.

Brian Snoddy

™ & © 1993–2004 Wizards of the Coast, Inc. 143/143