Temple of the False God



Land

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

Those who bring nothing to the temple take nothing away.

U 0315
FDC • EN Brian Snoddy

™ & © 2026 Wizards of the Coast

Temple of the False God



Land

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

Those who bring nothing to the temple take nothing away.

U 0315
FDC • EN Brian Snoddy

™ & © 2026 Wizards of the Coast

Temple of the False God



Land

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

Those who bring nothing to the temple take nothing away.

U 0315
FDC • EN Brian Snoddy

™ & © 2026 Wizards of the Coast

Temple of the False God



Land

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

Those who bring nothing to the temple take nothing away.

U 0315
FDC • EN Brian Snoddy

™ & © 2026 Wizards of the Coast