Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143

Temple of the False God



Land

: 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.

Illus. Brian Snoddy

™ & © 1993-2003 Wizards of the Coast, Inc. 143/143