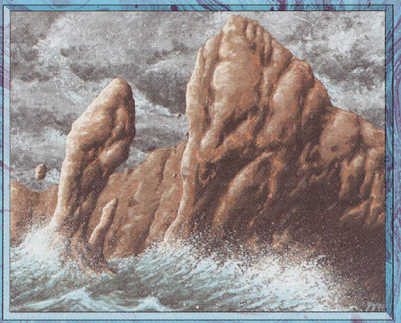
Erosion



Enchant Land

Target land is destroyed unless its controller pays 1 or pays 1 life during his or her upkeep. Effects that prevent or redirect damage may not be used to counter this loss of life.

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