Tourach's Gate {1}{B}{B}



Enchant Land

Can only be played on a target land you control. Sacrifice a Thrull to put three time counters on Tourach's Gate. During your upkeep, remove a time counter from Tourach's Gate. If there are no time counters on Tourach's Gate, bury it.
0: Tap land Tourach's Gate enchants. All attacking creatures you control get +2/–1 until end of turn.

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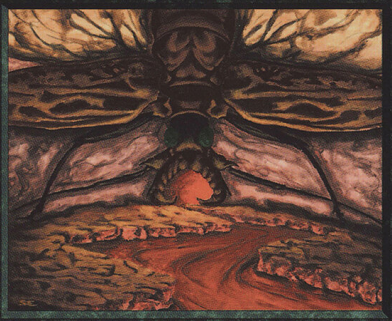


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