Arcane Lighthouse



Land

{T}: Add {C}.

{1}, {T}: Until end of turn, creatures your opponents control lose hexproof and shroud and can't have hexproof or shroud.

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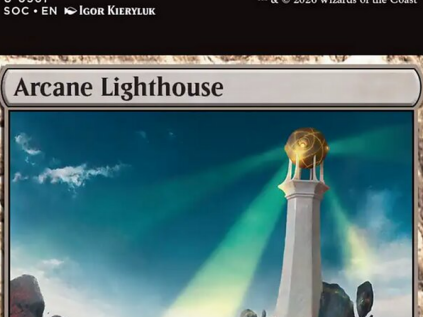
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