



Card name : **Tourach's Gate**

Mana Cost : 1

**Types** : Enchantment - Aura

**Card Text** : Enchant land you control

Sacrifice a Thrull: Put three time counters on Tourach's Gate.

At the beginning of your upkeep, remove a time counter from Tourach's Gate. If there are no time counters on Tourach's Gate, it becomes a Thrull.

Enchanted land has "Attacking creatures you control get +2/-1 until end of turn."

**Expansion** : [Fallen Empires](#)

**Rarity** : Rare