Basilisk Gate



Land — Gate

{T}: Add {C}.

{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.

The eastern passage into the city is filled with reminders that the patriars are literally looking down on you.

C 0104
MB2 • EN ✍ Julian Kok Joon Wen

™ & © 2024 Wizards of the Coast

Basilisk Gate

Land — Gate

{T}: Add {C}.

{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.

The eastern passage into the city is filled with reminders that the patriars are literally looking down on you.

C 0104
MB2 • EN ✍ Julian Kok Joon Wen

™ & © 2024 Wizards of the Coast

Basilisk Gate

Land — Gate

{T}: Add {C}.

{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.

The eastern passage into the city is filled with reminders that the patriars are literally looking down on you.

C 0104
MB2 • EN ✍ Julian Kok Joon Wen

™ & © 2024 Wizards of the Coast

Basilisk Gate

Land — Gate

{T}: Add {C}.

{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.

The eastern passage into the city is filled with reminders that the patriars are literally looking down on you.

C 0104
MB2 • EN ✍ Julian Kok Joon Wen

™ & © 2024 Wizards of the Coast