Outpost Siege 3R



Enchantment

As Outpost Siege enters, choose Khans or Dragons.

• Khans — At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

• Dragons — Whenever a creature you control leaves the battlefield, Outpost Siege deals 1 damage to any target.

Daarken

Outpost Siege 3R



Enchantment

As Outpost Siege enters, choose Khans or Dragons.

• Khans — At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

• Dragons — Whenever a creature you control leaves the battlefield, Outpost Siege deals 1 damage to any target.

Daarken

Outpost Siege 3R



Enchantment

As Outpost Siege enters, choose Khans or Dragons.

• Khans — At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

• Dragons — Whenever a creature you control leaves the battlefield, Outpost Siege deals 1 damage to any target.

Daarken

Outpost Siege 3R



Enchantment

As Outpost Siege enters, choose Khans or Dragons.

• Khans — At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

• Dragons — Whenever a creature you control leaves the battlefield, Outpost Siege deals 1 damage to any target.

Daarken