

Outpost Siege

3



Enchantment



As Outpost Siege enters the battlefield, 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.

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