

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast

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.

135

R

AFC • EN

DAARKEN

™ & © 2021 Wizards of the Coast