Stronghold Arena

1

Enchantment

Kicker ☗ and/or ✳ *(You may pay an additional ☗ and/or ✳ as you cast this spell.)*

When Stronghold Arena enters the battlefield, you gain 3 life for each time it was kicked.

Whenever one or more creatures you control deal combat damage to a player, you may reveal the top card of your library and put it into your hand. If you do, you lose life equal to its mana value.

110/281 R
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Alexander Mokhov

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