
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.
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