* Think MTG draft or HS Arena
* Player chooses 1 out of 3 options to have on team
* Do this x6 (or however many make a team)
* Rewards based on wins
* Win 3+ to keep 1
* Win 4+ to keep 2
* ...etc
* Win max number (10?) to get 1 choice of 3 options of unique Monsters (pool of unique Monsters should be larger than this---6?; this is the only way to obtain these Monsters; this is an early way to obtain certain late-game-only Monsters)
* Infinitely repeatable (doesn’t cost money/gems, no daily cooldown, just for fun)
* Unique held items (? these aren’t planned on being in the game), other items
* Unique Monsters along with regular ones
* Call it “Coloseum”?
* Opens mid-game (lv. 35?)