
Court of Grace
Enchantment
When Court of Grace enters the battlefield, you become the monarch.
At the beginning of your upkeep, create a 1/1 white Spirit creature token with flying. If you're the monarch, create a 4/4 white Angel creature token with flying instead.
619 R
CMR • EN Denman Rooke
™ & © 2020 Wizards of the Coast


Court of Grace
Enchantment
When Court of Grace enters the battlefield, you become the monarch.
At the beginning of your upkeep, create a 1/1 white Spirit creature token with flying. If you're the monarch, create a 4/4 white Angel creature token with flying instead.
619 R
CMR • EN Denman Rooke
™ & © 2020 Wizards of the Coast


Court of Grace
Enchantment
When Court of Grace enters the battlefield, you become the monarch.
At the beginning of your upkeep, create a 1/1 white Spirit creature token with flying. If you're the monarch, create a 4/4 white Angel creature token with flying instead.
619 R
CMR • EN Denman Rooke
™ & © 2020 Wizards of the Coast


Court of Grace
Enchantment
When Court of Grace enters the battlefield, you become the monarch.
At the beginning of your upkeep, create a 1/1 white Spirit creature token with flying. If you're the monarch, create a 4/4 white Angel creature token with flying instead.
619 R
CMR • EN Denman Rooke
™ & © 2020 Wizards of the Coast